

SHADOW WARRIOR 2 MULTI-RES SHADING GUIDE

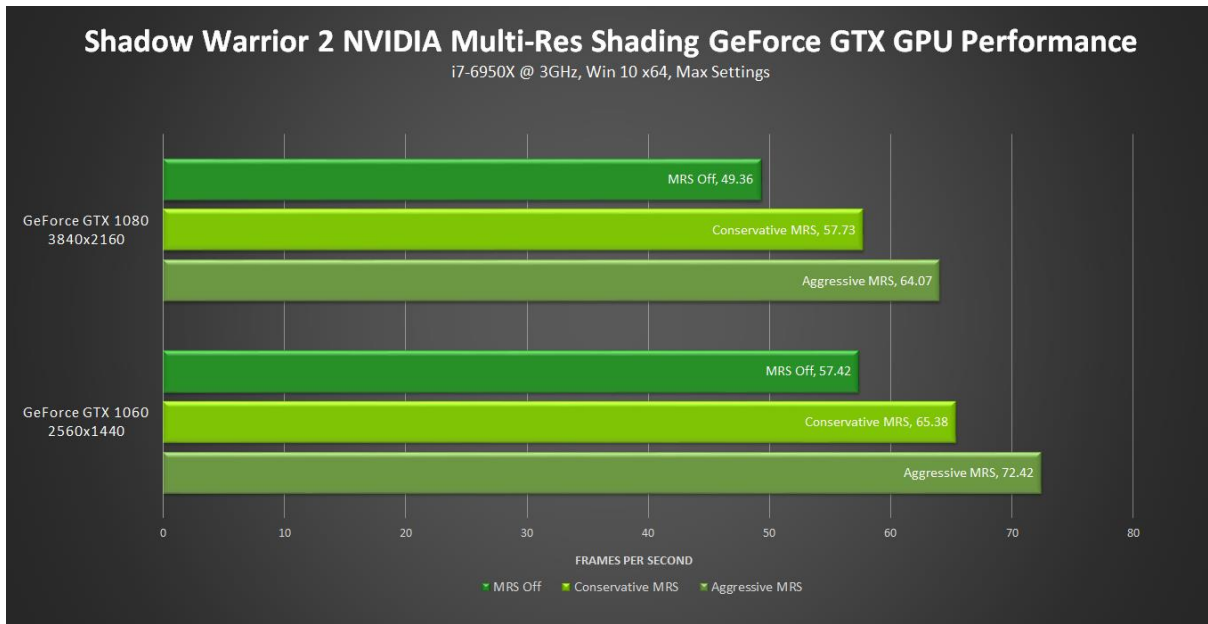


NVIDIA Multi-Res Shading Technology

Multi-Res Shading technology, made by NVIDIA, works to increase a game's overall performance by rendering the outer edges of the screen at a lesser percentage of the entire screen resolution. This allows the main area of focus to retain full image quality. Multi-Res Shading technology works particularly well with fast paced action games like *Shadow Warrior 2*, during which players are highly focused on the center of the screen during the frantic combat.

Multi-Res Shading Benefits

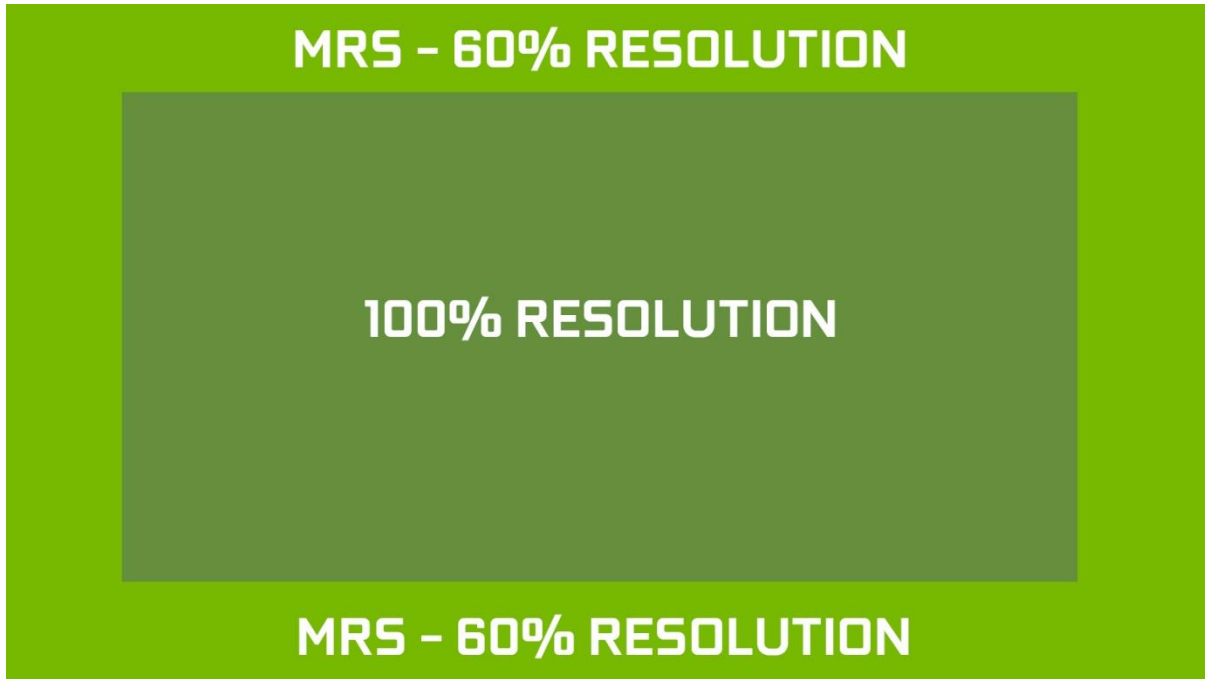
The performance results of the different Multi-Res Shading settings are noticeable and effective. The following chart contains FPS scores for different GPUs at maximum settings, showing that performance can be increased by up to 30% in-game.



Multi-Res Shading resolution adjustments ensure that the maximum image quality is retained in the area of the screen which is most in focus for the player during gameplay. In *Shadow Warrior 2*, where the action is fast and furious, most of the attention is on the center of the screen, allowing Multi-Res Shading to have the biggest impact on performance with the least impact on quality.

MRS Setting	MRS Border, X-Axis	MRS Border, Y-Axis	Res. of MRS Border
Conservative	20%	18%	60%
Aggressive	22%	20%	40%

The conservative setting adds an area that is 20% the size of the resolution on the top and bottom of the screen, and a border 18% the size of the resolution on the right and left sides. Everything rendered in the area affected by Multi-Res Shading is shown at 60% screen resolution. The following image indicates what is happening on screen while Multi-Res Shading is enabled:



The resolution of the MRS border is dictated by the screen resolution specified in the options of a game.

Enabling Multi-Res Shading In Game

MRS settings can be accessed in the Video options from the main menu as highlighted below:



From there, users can select conservative or aggressive settings:



Video options

Default

Apply

Back

Vertical field of view	65	
Gamma	1	
<p>Adjust the gamma until 6 grey bars between the black and the white bars are visible</p>		
Display mode		Full screen <
Display		NVIDIA GeForce GTX 1080 DISPLAY2 <
Refresh rate		144.00Hz <
Aspect		Widescreen (16:9) <
Resolution		2560x1440 <
Tripple buffering		<input type="checkbox"/>
HDR display		<input type="checkbox"/>
Vertical synchronization		Off <
NVIDIA Multi-res Shading		Disabled <
Overall graphics quality	Disabled Aggressive Conservative	
Resolution scale		

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