



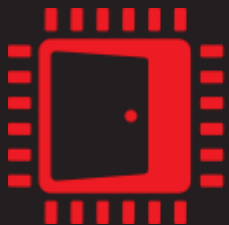
RADEON



FFX SSSR - GUI

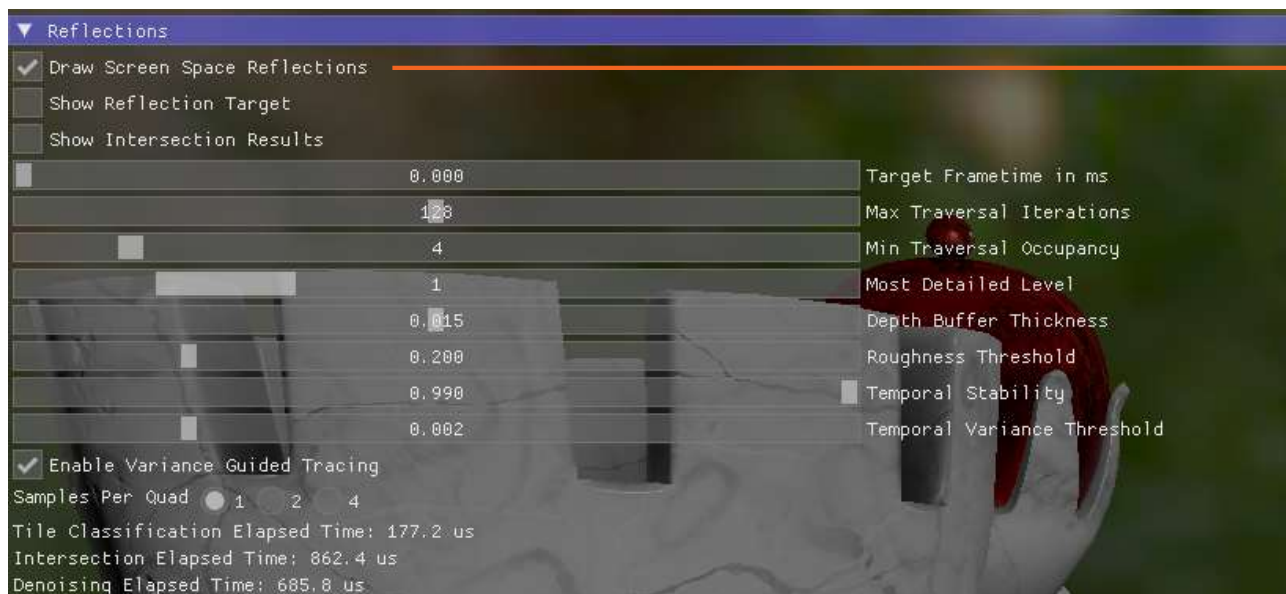
DOMINIK BAUMEISTER

TOBIAS FAST



AMD
GPUOpen

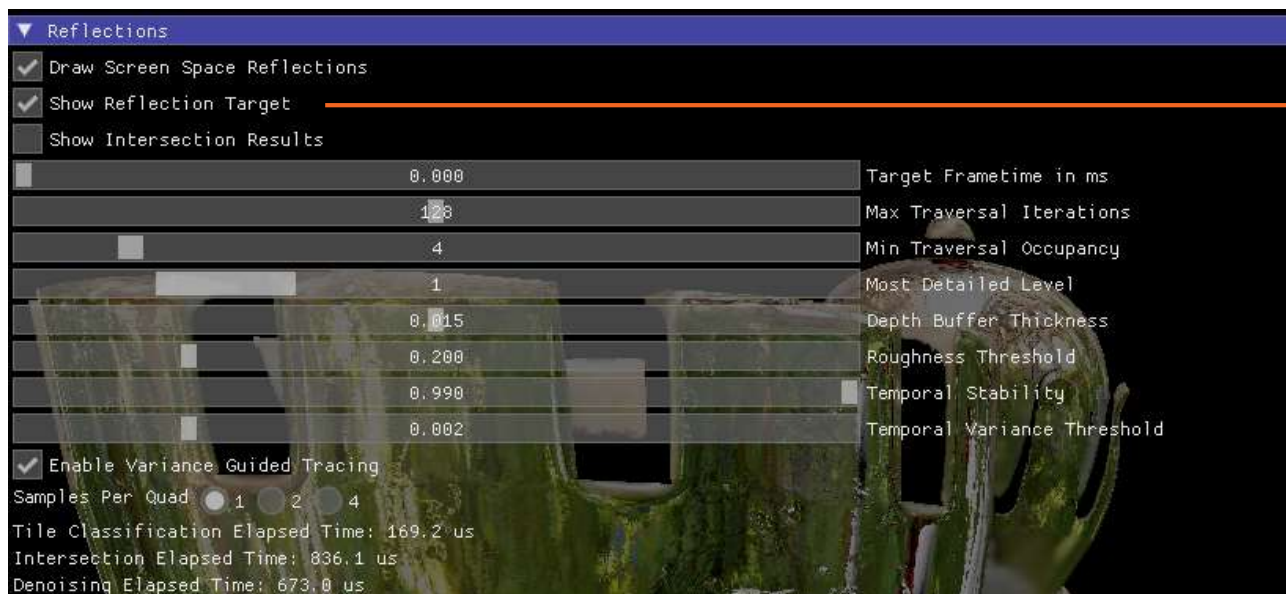
GUI



Show/hide reflections when rendering the scene.



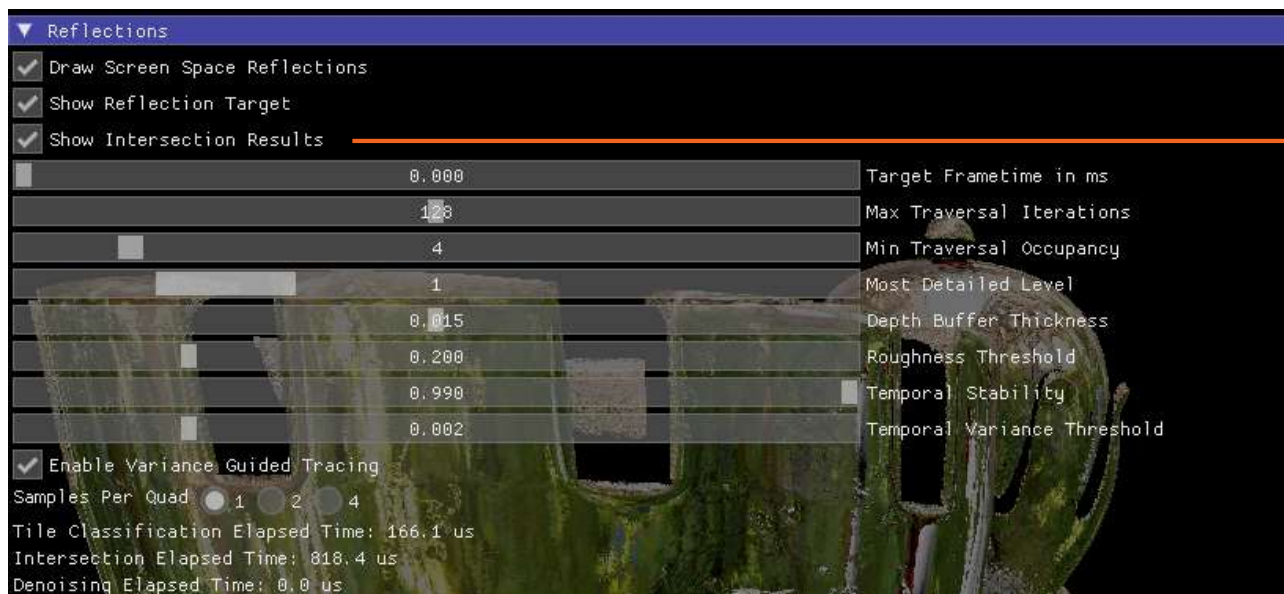
GUI



Show/hide the reflection target only.



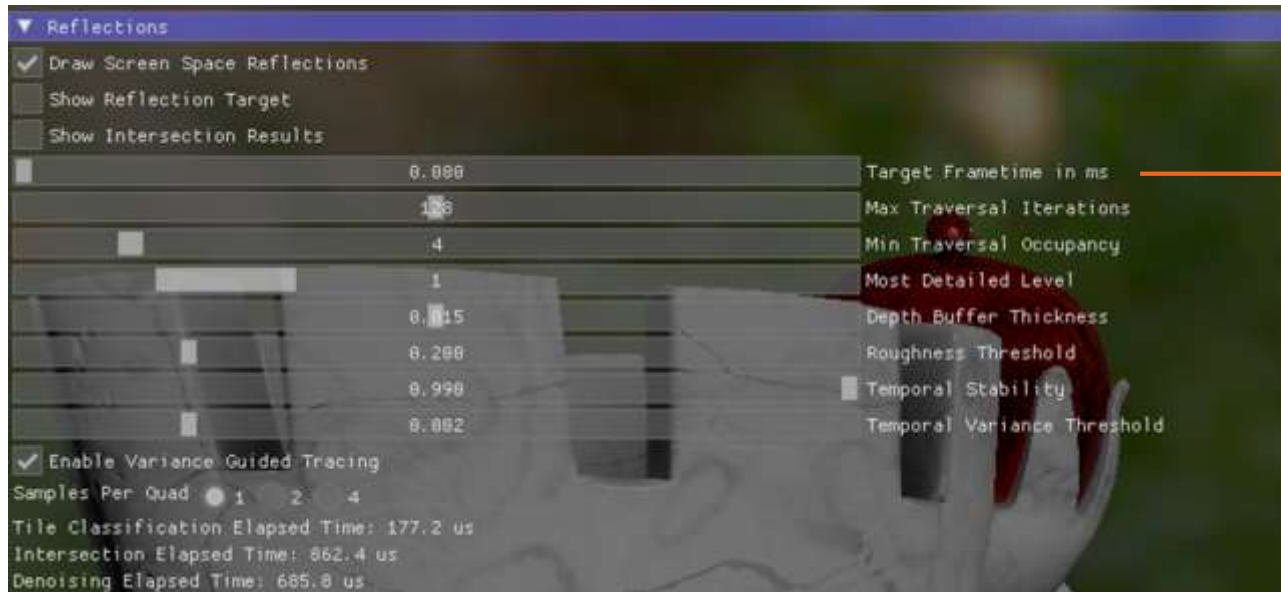
GUI



Show/hide the results without denoiser.

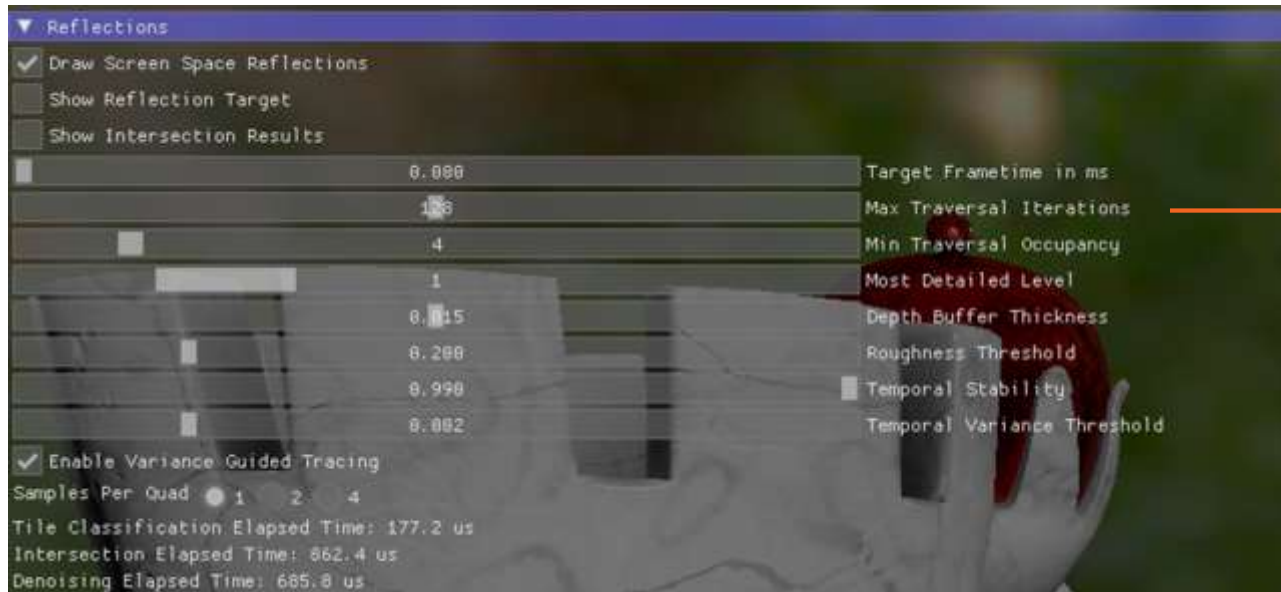


GUI



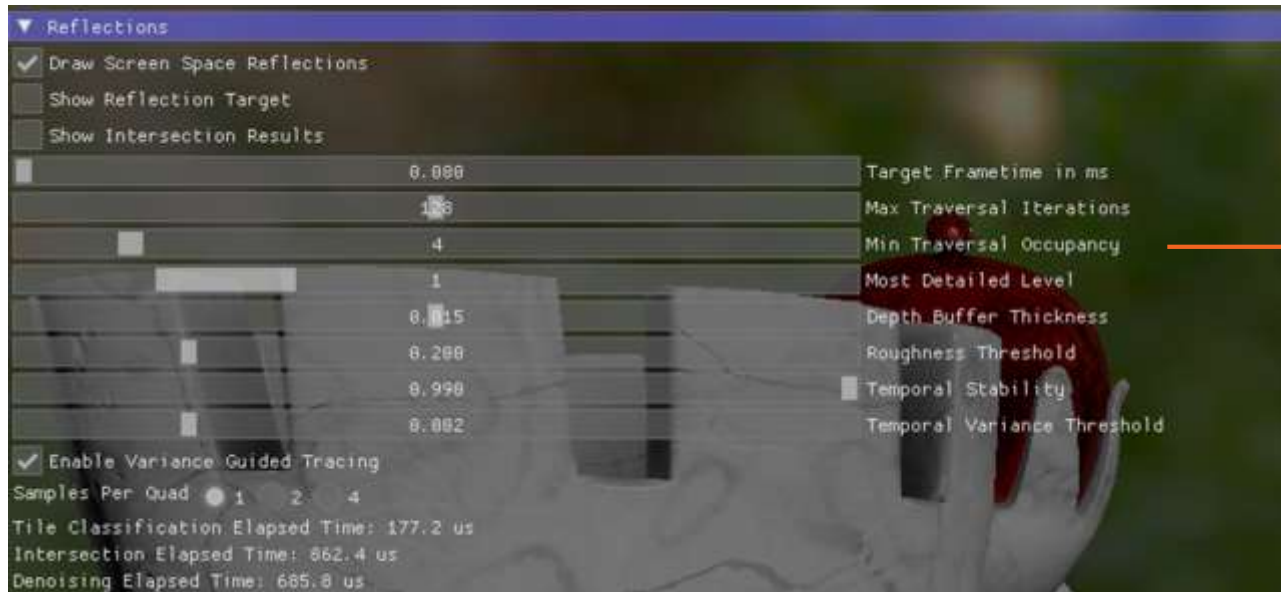
Simulate slower renderers to check temporal reprojection.

GUI



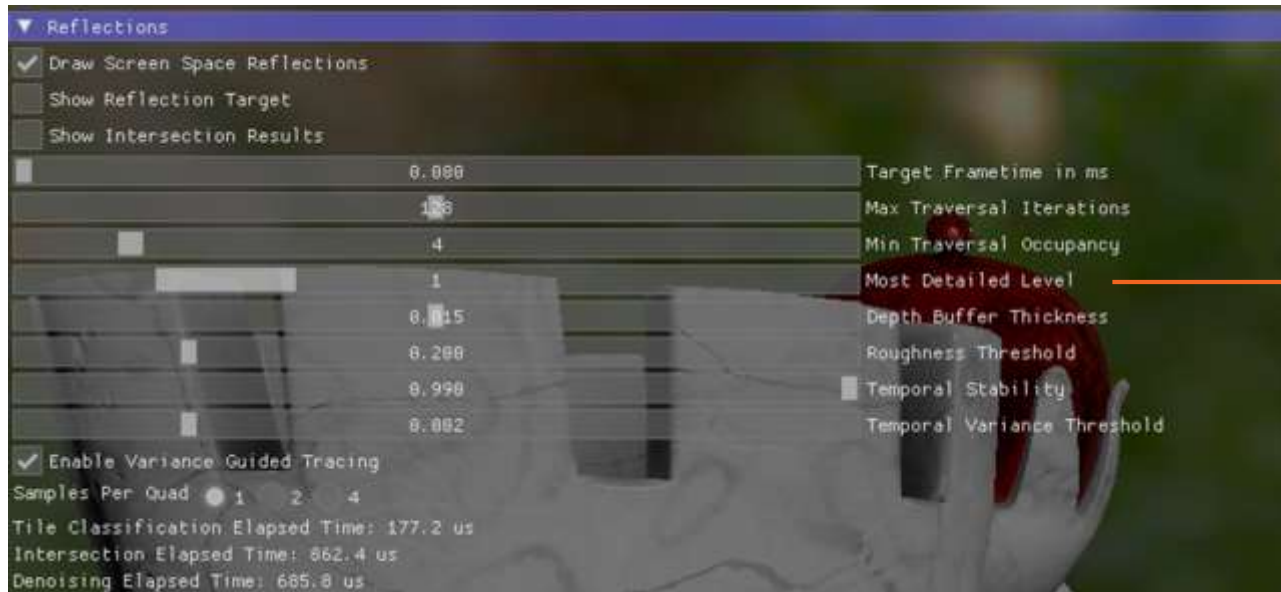
Maximum number of lookups from the depth buffer hierarchy. Most rays terminate after ~20 lookups

GUI



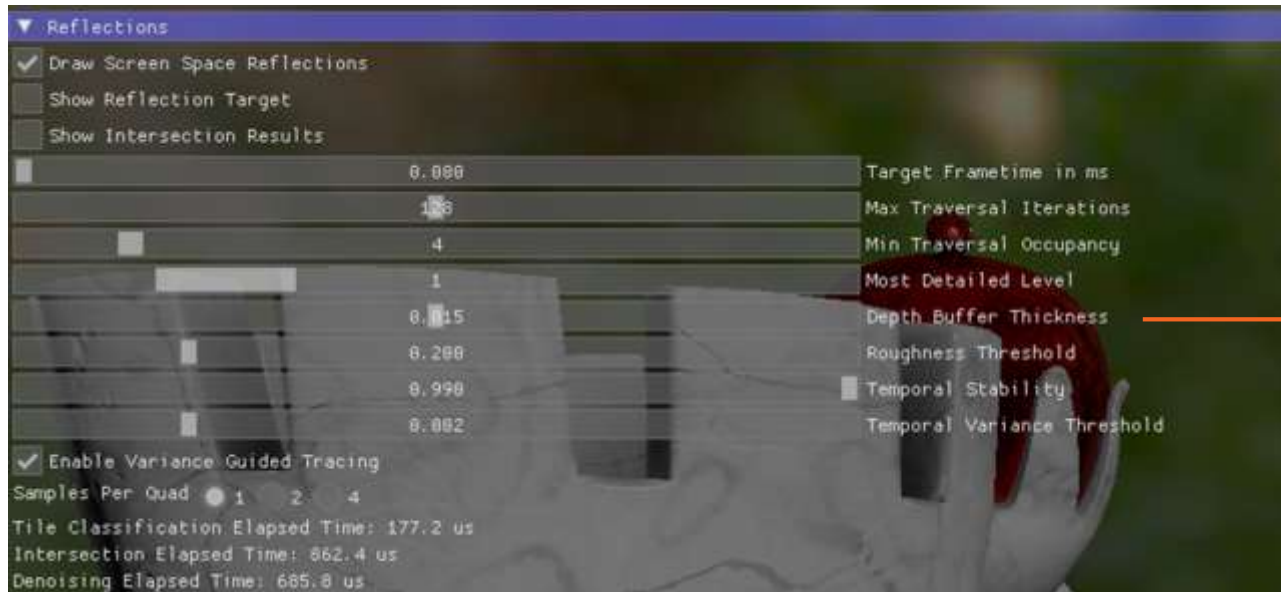
Exit hot loop early if fewer than that number of threads are still running

GUI



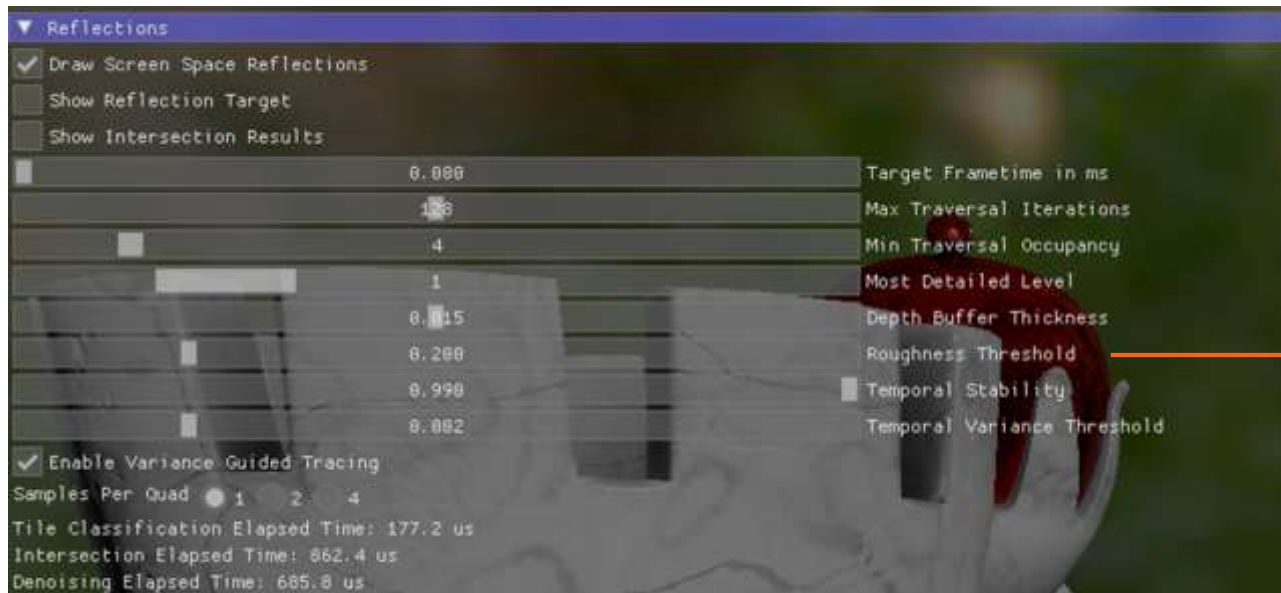
Most detailed mip in the depth hierarchy to lookup for glossy reflections. Perfect mirrors always use 0 as the most detailed level.

GUI



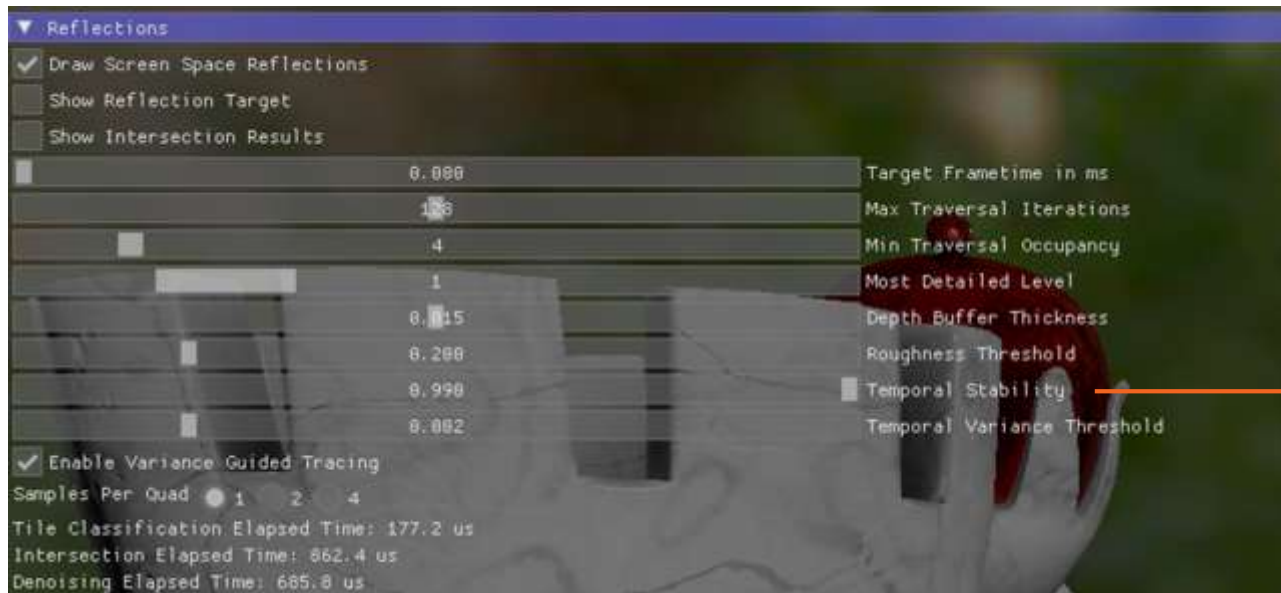
Bias for accepting hits. Larger values can cause streaks, lower values can cause holes.

GUI



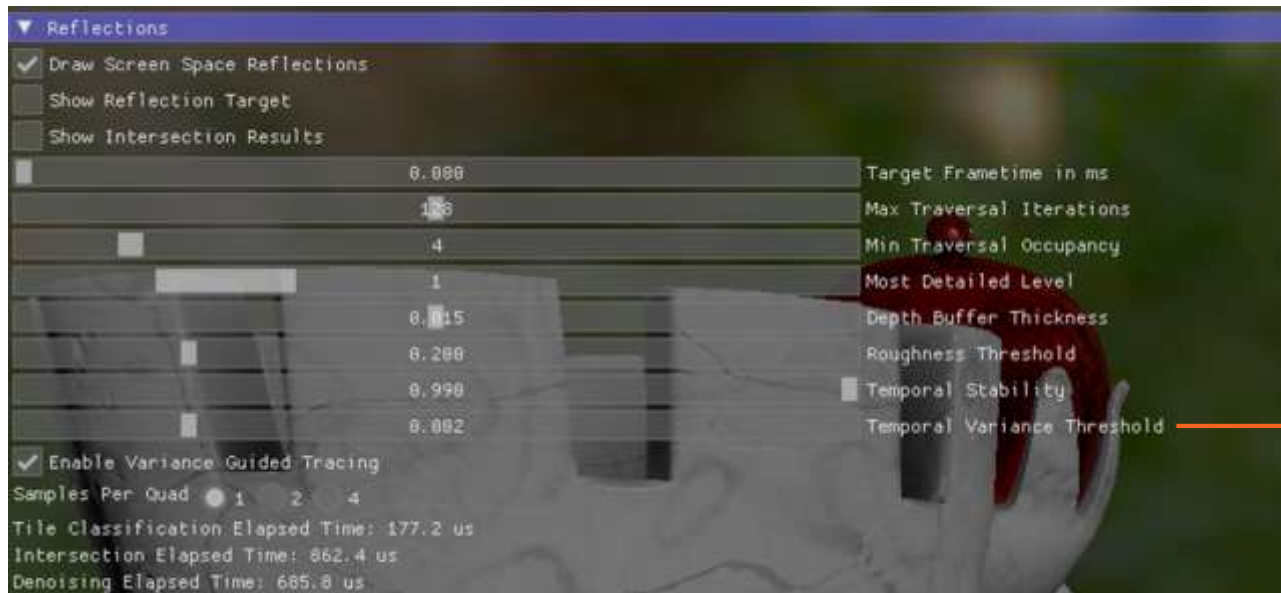
Regions with a higher roughness value won't spawn rays.

GUI



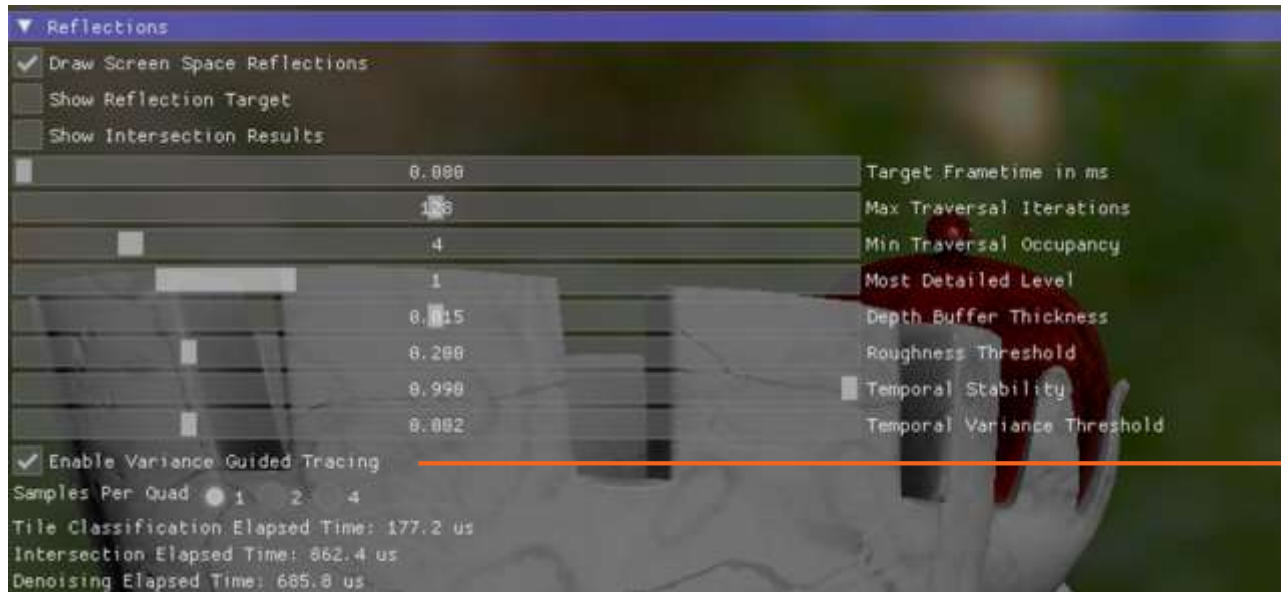
Accumulation of history values.
Higher values here reduce noise
but are more likely to exhibit
ghosting.

GUI



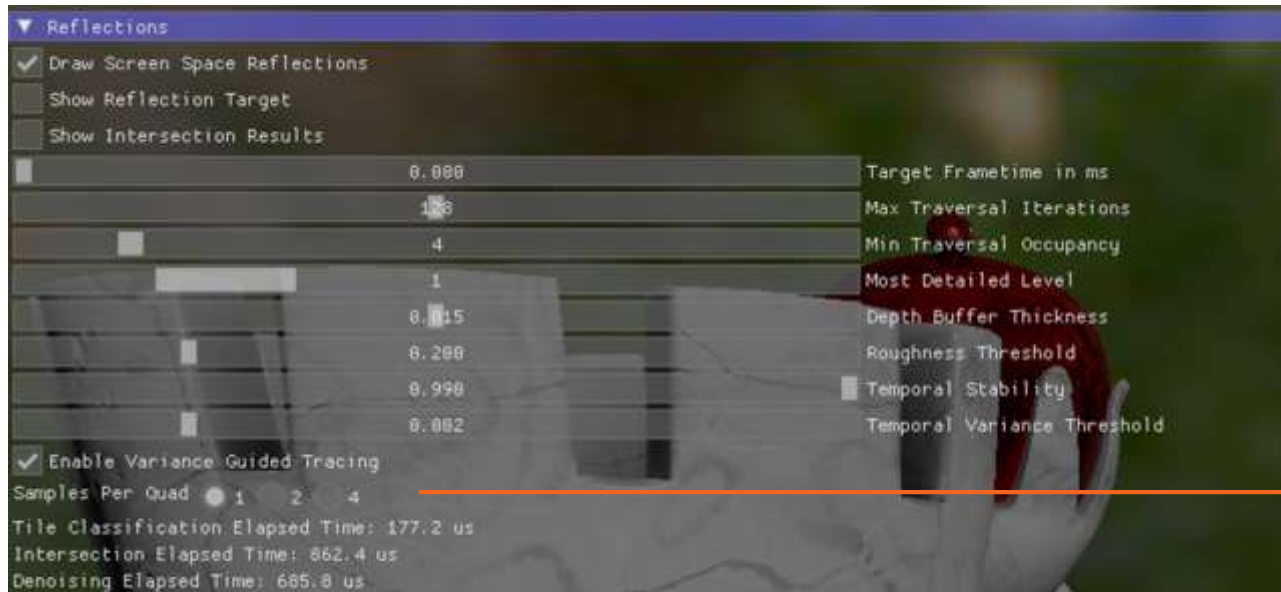
Luminance differences between history results will trigger an additional ray if they are higher than this threshold.

GUI



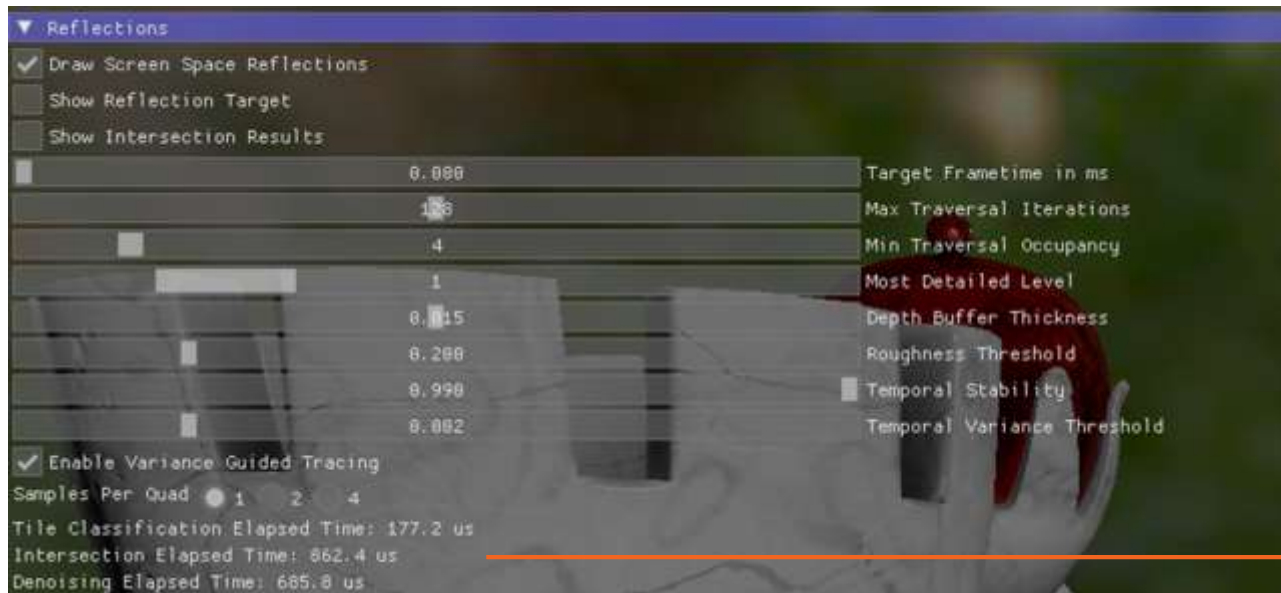
Enabling this setting enforces a ray on pixels where we detect temporal variance.

GUI



Minimum number of rays per quad.
Variance guided tracing can increase
this up to a maximum of 4.

GUI



Results of the timing queries in microseconds. (Results shown here are not representative)