

AMD

FidelityFX

Naming guidelines in game titles

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Introduction

FidelityFX is a suite of image quality-enhancing Effects developed by AMD provided on GPUOpen under the MIT license. This document provides developers with a set of guidelines on how to present options in the game's user interface to enable/disable FidelityFX Effects.

Recommended naming

AMD recommends that “**AMD FidelityFX**” or “**FidelityFX**” be explicitly mentioned when such Effects are referred to in a game, such as the game's options screen. The name of the technique itself (or its acronym) may be substituted for an appropriate description of what the technique does.

These recommended naming guidelines do not constitute an explicit requirement. Developers integrating AMD FidelityFX Effects in their titles may therefore choose to use alternative language based on their own preferences or requirements. FidelityFX Effects that are not controlled by the game's options screen need not be explicitly mentioned (e.g. FidelityFX SPD would typically not require a user-selectable option).

Table 1 provides examples of naming conventions catering to the above guidelines and therefore **recommended by AMD**.

Table 2 provides examples of naming conventions **not recommended by AMD**.

Recommended naming guidelines for AMD FidelityFX Effects	
AMD FidelityFX CAS (Contrast Adaptive Sharpening)	
“AMD FidelityFX Sharpening”	“FidelityFX Sharpening”
“AMD FidelityFX Upsampling”	“FidelityFX Upsampling”
“AMD FidelityFX Upsampling and Sharpening”	“FidelityFX Upsampling and Sharpening”
“AMD FidelityFX Contrast Adaptive Sharpening”	“FidelityFX Contrast Adaptive Sharpening”
“AMD FidelityFX CAS”	“FidelityFX CAS”
Sharpening: [Off], [AMD FidelityFX], [...]	Sharpening: [Off], [FidelityFX], [...]
Upscaling: [Off], [AMD FidelityFX], [...]	Upscaling: [Off], [FidelityFX], [...]
AMD FidelityFX SPD (Single Pass Downsampler)	
“AMD FidelityFX Downsampler”	“FidelityFX Downsampler”
“AMD FidelityFX MIPMap generation”	“FidelityFX MIPMap generation”
“AMD FidelityFX Single Pass Downsampler”	“FidelityFX Single Pass Downsampler”
“AMD FidelityFX SPD”	“FidelityFX SPD”
Downsampling: [Off], [AMD FidelityFX], [...]	Downsampling: [Off], [FidelityFX], [...]
AMD FidelityFX LPM (Luminance Preserving Mapper)	
“AMD FidelityFX HDR Mapper”	“FidelityFX HDR Mapper”
“AMD FidelityFX Tone Mapping”	“FidelityFX Tone Mapping”
“AMD FidelityFX Luminance Preserving Mapping”	“FidelityFX Tone Luminance Preserving Mapping”
“AMD FidelityFX LPM”	“FidelityFX LPM”
Tone mapping: [Off], [AMD FidelityFX], [...]	Tone mapping: [Off], [FidelityFX], [...]
AMD FidelityFX SSSR (Stochastic Screen Space Reflections)	
“AMD FidelityFX Screen Space Reflections”	“FidelityFX Screen Space Reflections”
“AMD FidelityFX Stochastic Screen Space Reflections”	“FidelityFX Stochastic Screen Space Reflections”
“AMD FidelityFX SSSR”	“FidelityFX SSSR”
Reflections: [Off], [AMD FidelityFX], [...]	Reflections: [Off], [FidelityFX], [...]
AMD FidelityFX CACAO (Combined Adaptive Compute Ambient Occlusion)	
“AMD FidelityFX Ambient Occlusion”	“FidelityFX Ambient Occlusion”
“AMD FidelityFX Combined Adaptive Compute Ambient Occlusion”	“FidelityFX Combined Adaptive Compute Ambient Occlusion”
“AMD FidelityFX CACAO”	“FidelityFX CACAO”
Ambient Occlusion: [Off], [AMD FidelityFX], [...]	Ambient Occlusion: [Off], [FidelityFX], [...]

Table 1: Recommended naming guidelines for AMD FidelityFX Effects

Not recommended naming guidelines for AMD FidelityFX Effects	
AMD FidelityFX CAS (Contrast Adaptive Sharpening)	
“CAS” “GPUOpen CAS” “AMD CAS” “Contrast Adaptive Sharpening” Sharpening: [Off], [CAS], [...] Upscaling: [Off], [CAS], [...]	
AMD FidelityFX SPD (Single Pass Downsampler)	
“SPD” “GPUOpen SPD” “AMD SPD” “Single Pass Downsampler” Downsampling: [Off], [SPD], [...]	
AMD FidelityFX LPM (Luminance Preserving Mapper)	
“LPM” “GPUOpen LPM” “AMD LPM” “Luminance Preserving Mapper” Tone mapping: [Off], [LPM], [...]	
AMD FidelityFX SSSR (Stochastic Screen Space Reflections)	
“SSSR” “GPUOpen SSSR” “AMD SSSR” “Stochastic Screen Space Reflections” Reflections: [Off], [SSSR], [...]	
AMD FidelityFX CACAO (Combined Adaptive Compute Ambient Occlusion)	
“CACAO” “GPUOpen CACAO” “AMD CACAO” “Combined Adaptive Compute Ambient Occlusion” Ambient Occlusion: [Off], [CACAO], [...]	

Table 2: Not recommended naming guidelines for AMD FidelityFX Effects

FidelityFX banner in splash screen

If desired, the developer may opt to include the AMD FidelityFX banner in the game's splash screen and/or other suitable locations (description in the game options screen, credits, "about" page etc.)

If this option is chosen then the banner files provided with this document should be used (see filenames below), and the term "AMD FidelityFX" or "FidelityFX" may be omitted from the option screen when referring to the enablement of these techniques.

"AMD_FidelityFX_Lockup_Black_RGB.eps" or "AMD_FidelityFX_Lockup_Black_RGB.png"

"AMD_FidelityFX_Lockup_Reversed_RGB.eps" or "AMD_FidelityFX_Lockup_Reversed_RGB.png"