

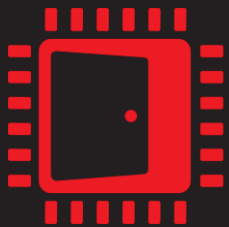


RADEON



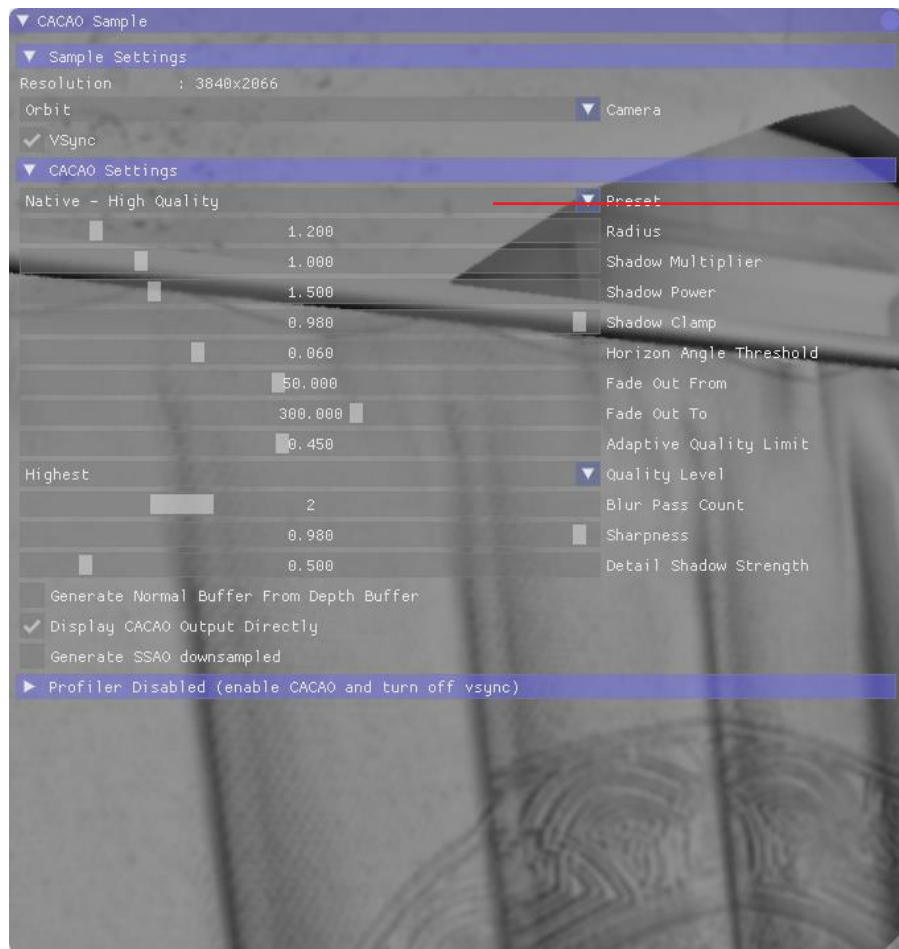
FFX CACAO - GUI

JAY FRASER



AMD
GPUOpen

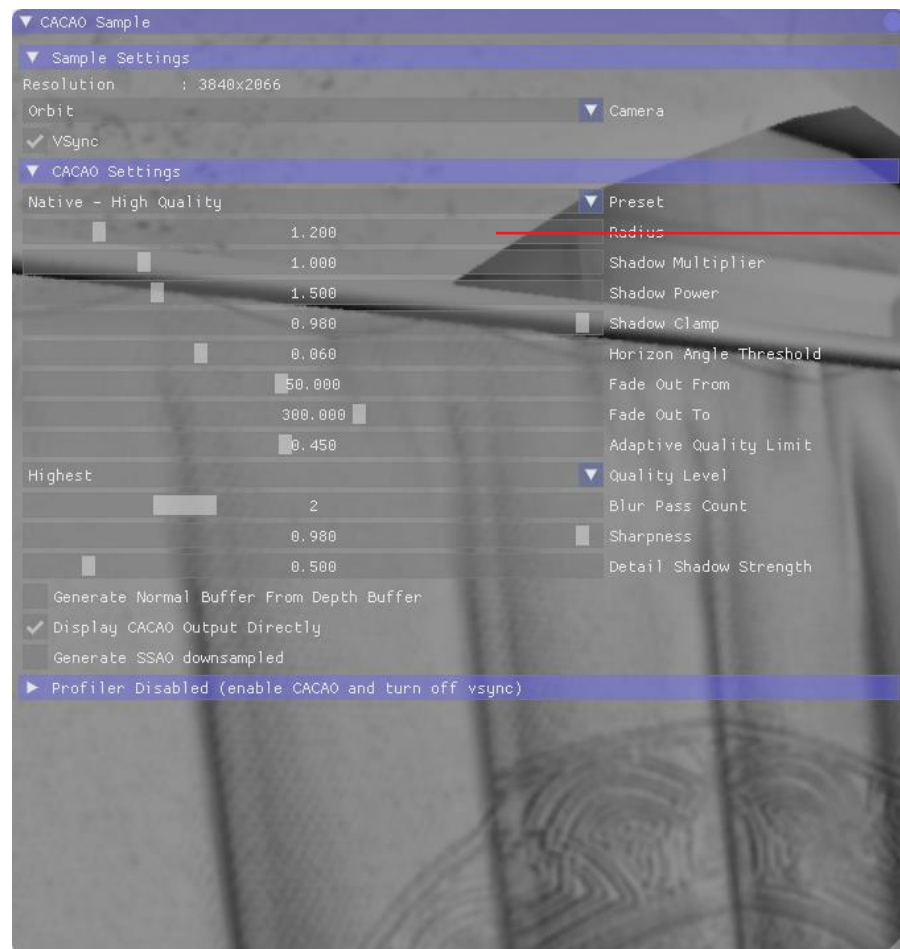
GUI



Select a preset to see reasonable settings, their visual quality and performance.



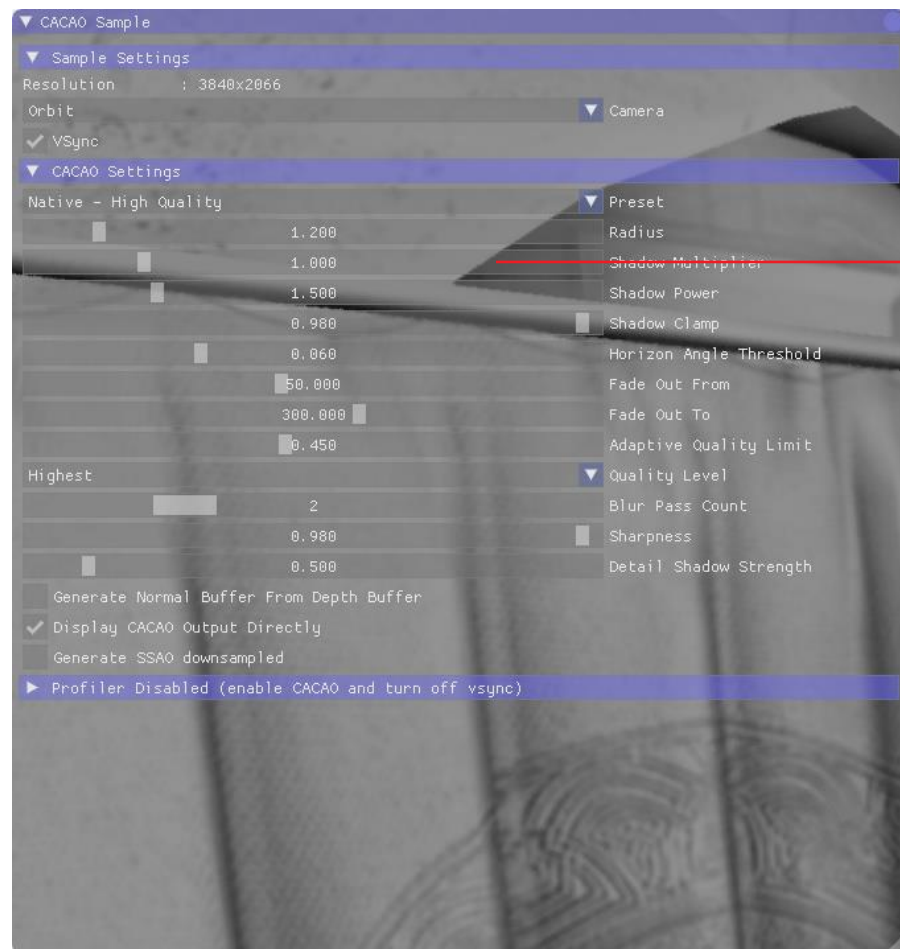
GUI



The radius in world space of the occlusion sphere. A larger radius means objects further away contribute to ambient occlusion of a point.



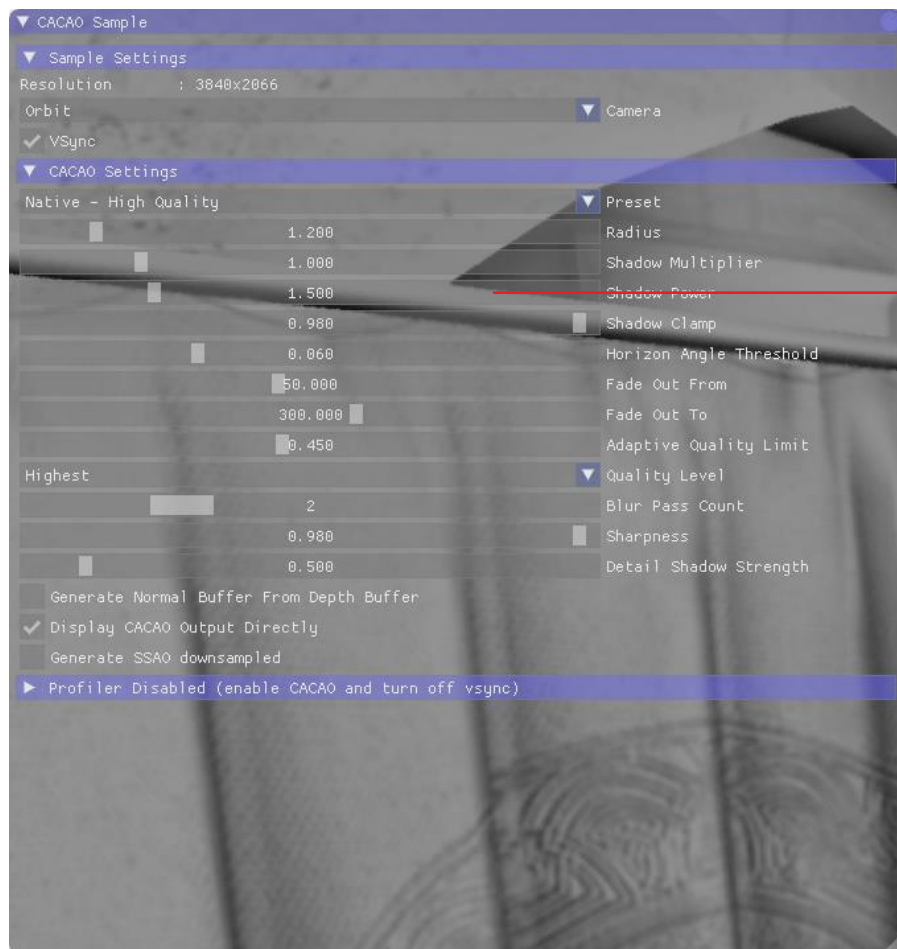
GUI



The shadow multiplier is a linear multiplier for shadows. Higher values intensify shadows.



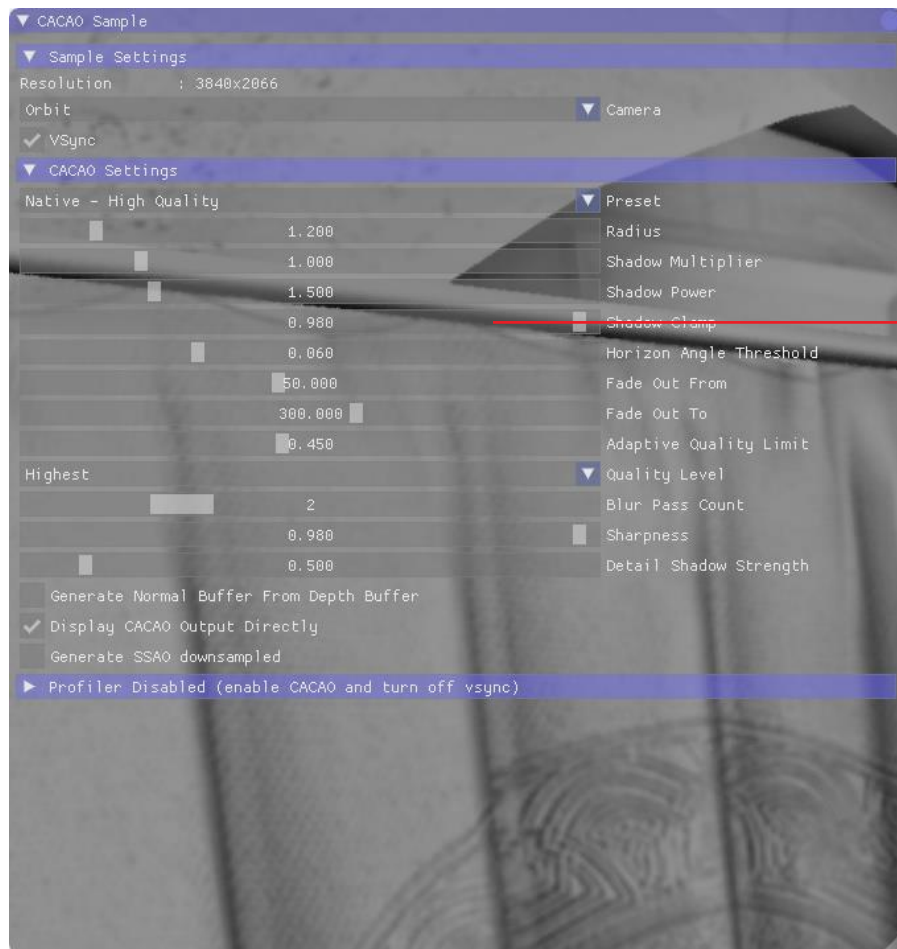
GUI



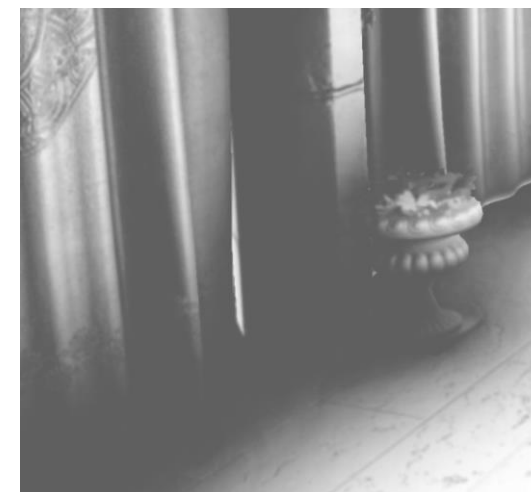
The shadow power is an exponent for shadow values. Larger values create darker shadows.



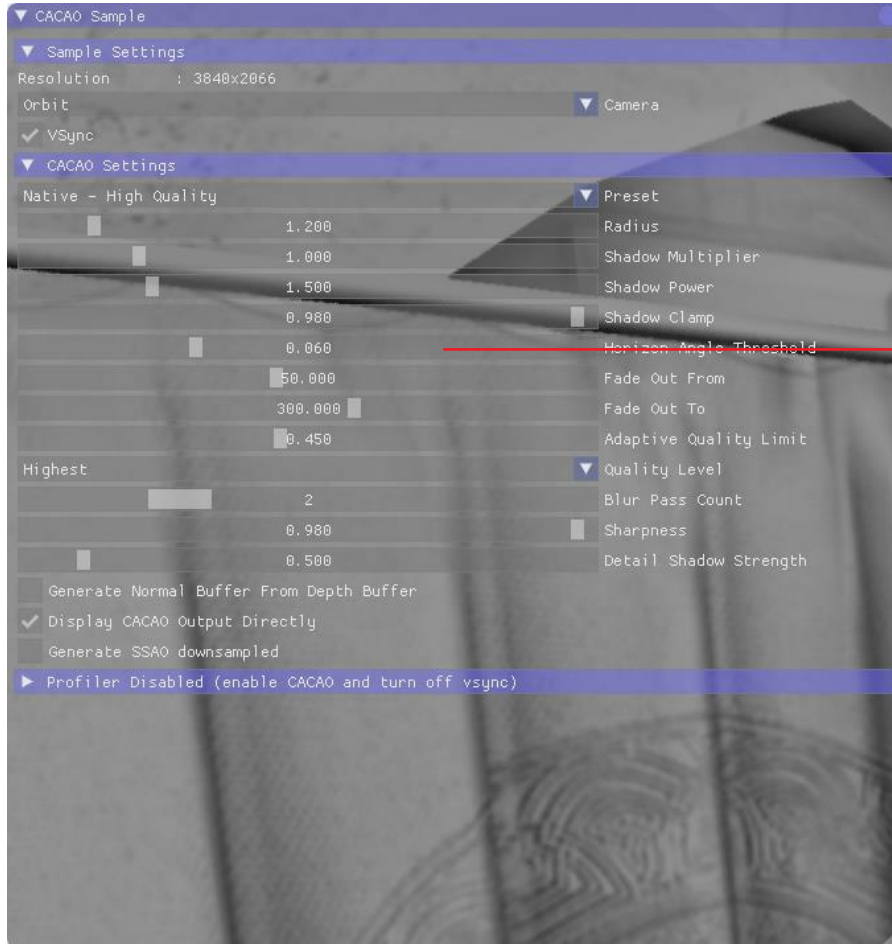
GUI



The shadow clamp clamps the shadow values to be within a certain range.



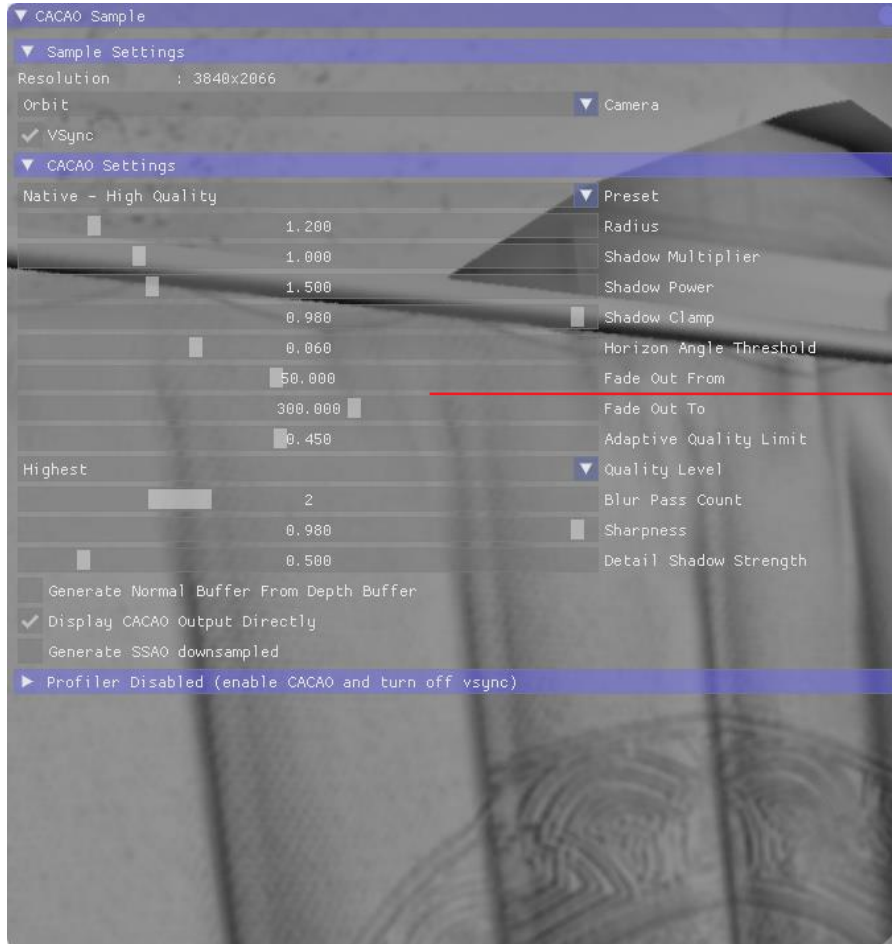
GUI



The horizon angle threshold specifies the minimum angle necessary between geometry and a point to create occlusion. Adjusting this value helps reduce self shadowing.



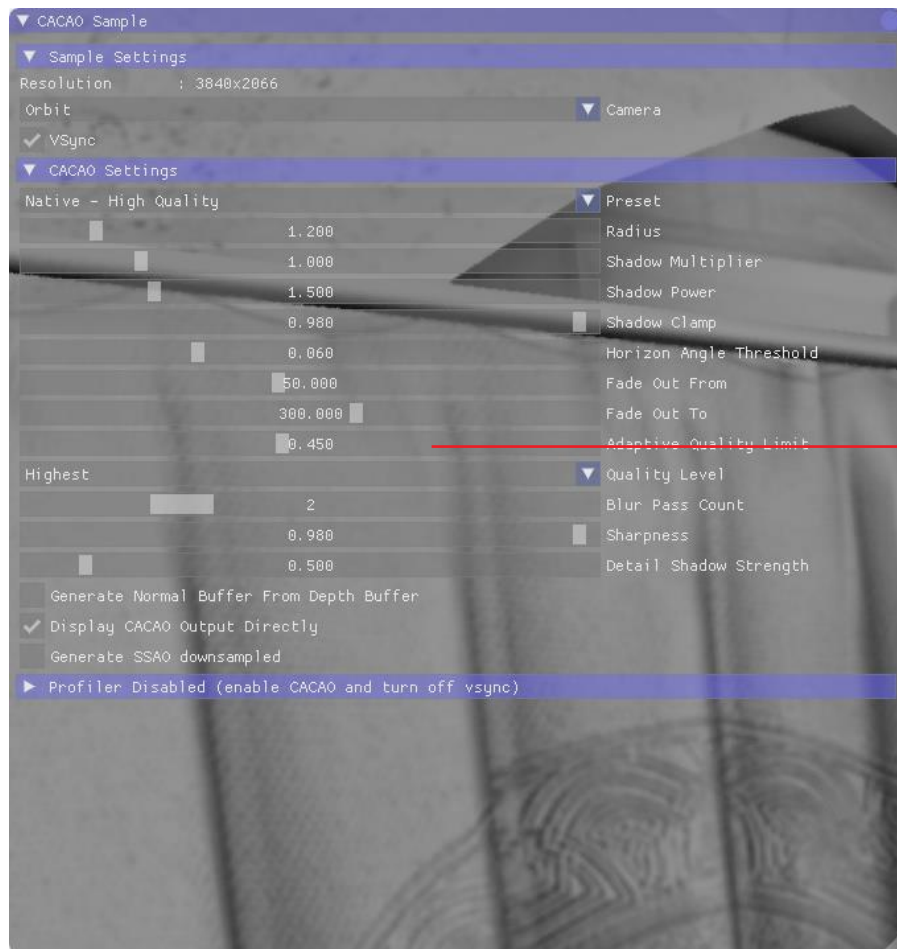
GUI



The fade out from and to specify a range in world space distance to fade the effect out over



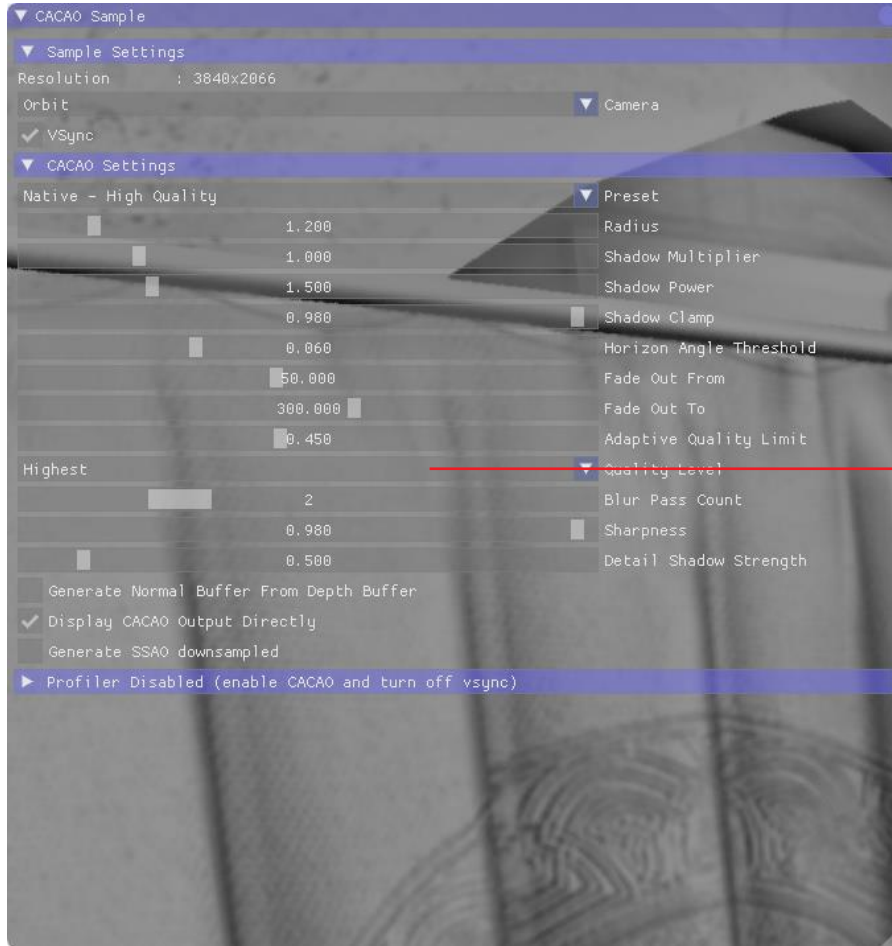
GUI



The adaptive quality limit limits the total number of samples taken at adaptive quality levels

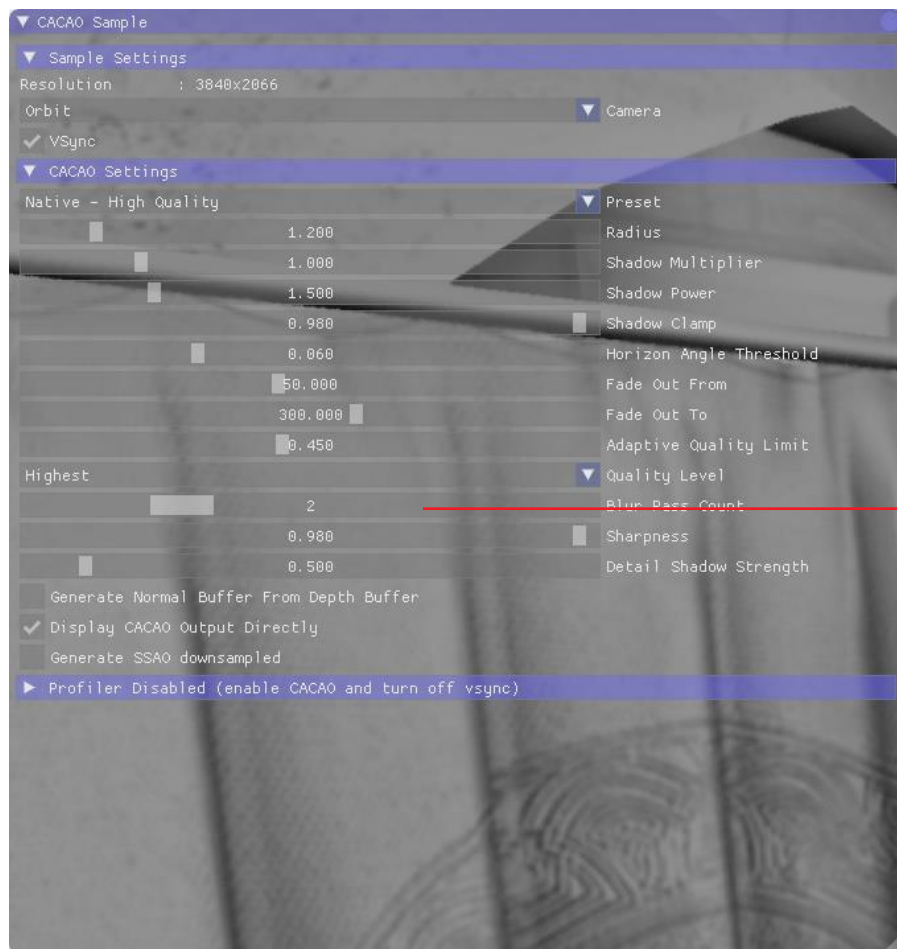


GUI



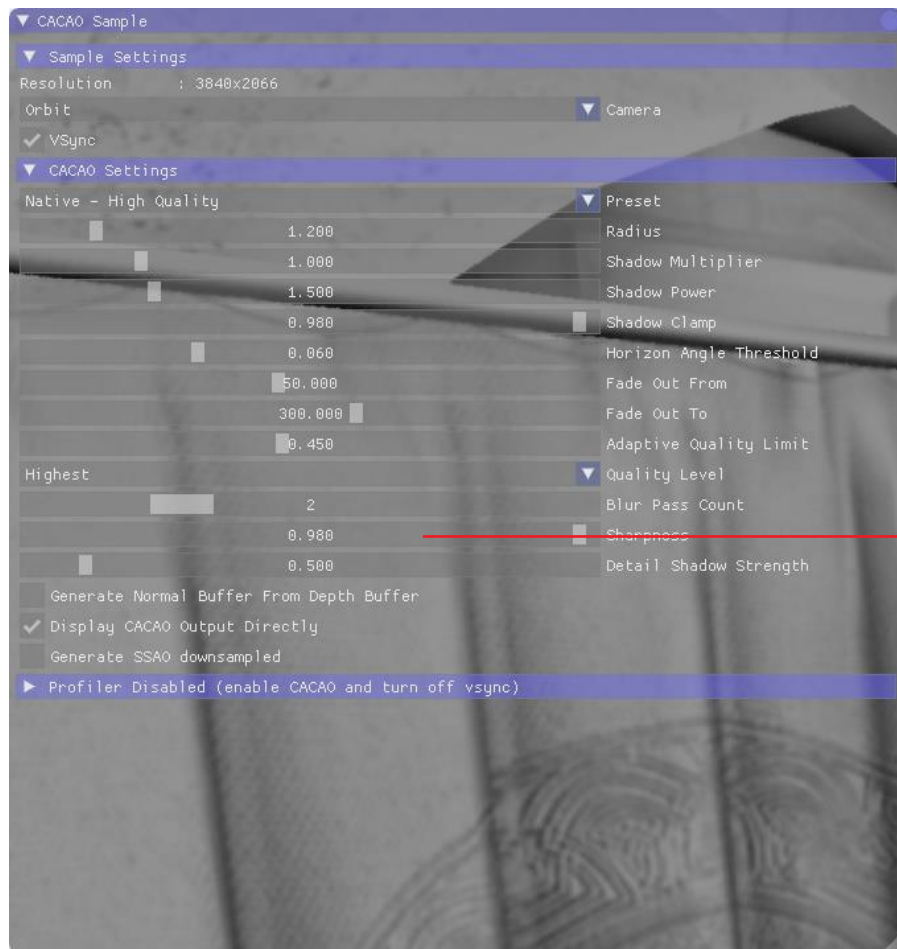
The quality level determines various aspects of how CACAO is generated, including number of samples taken for SSAO generation, number of pixels SSAO is generated for, etc.

GUI



The blur pass count gives a number of edge sensitive blurs to run on the raw SSAO output.

GUI



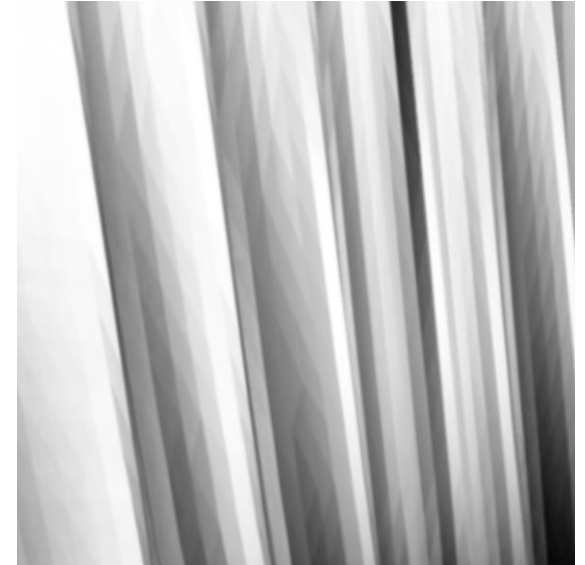
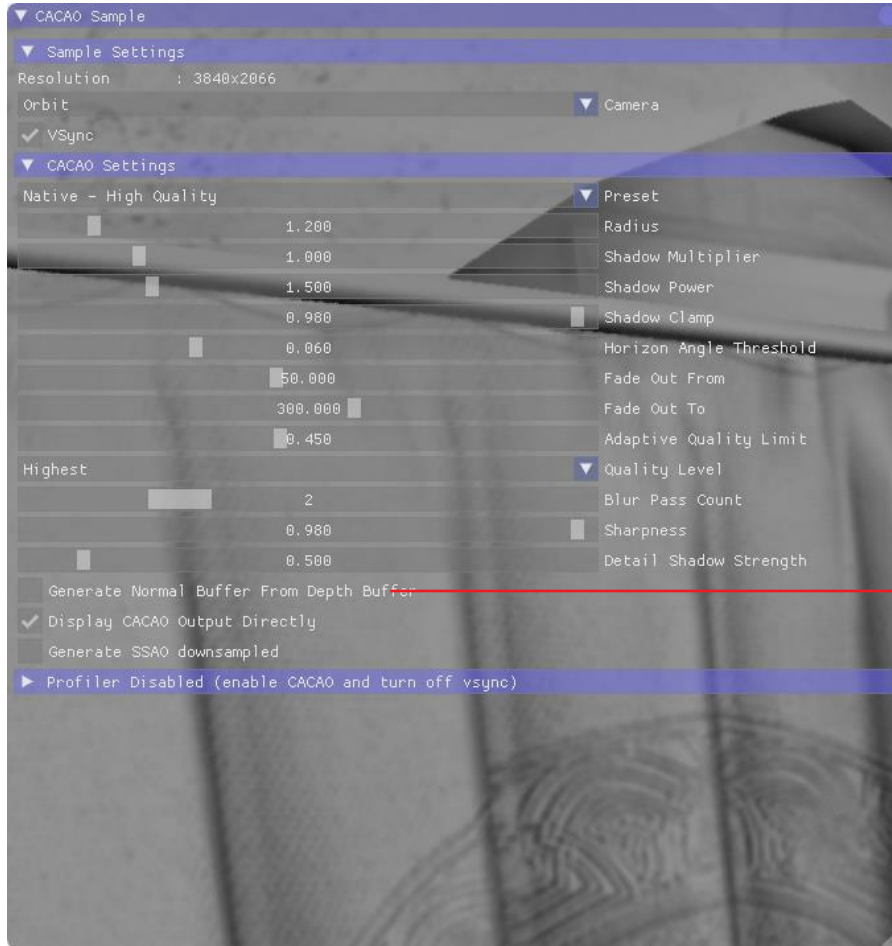
The sharpness controls how much blur should bleed over edges

GUI



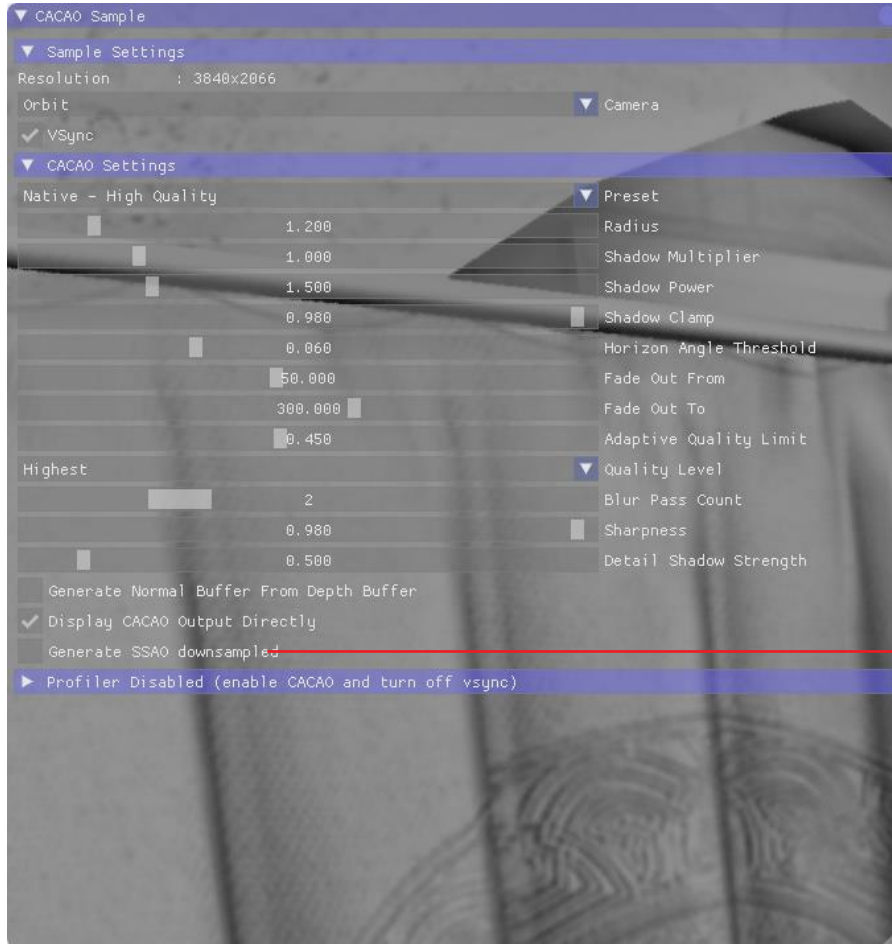
Detail shadow strength adds in more detailed shadows based on edges, but these are less temporally stable.

GUI



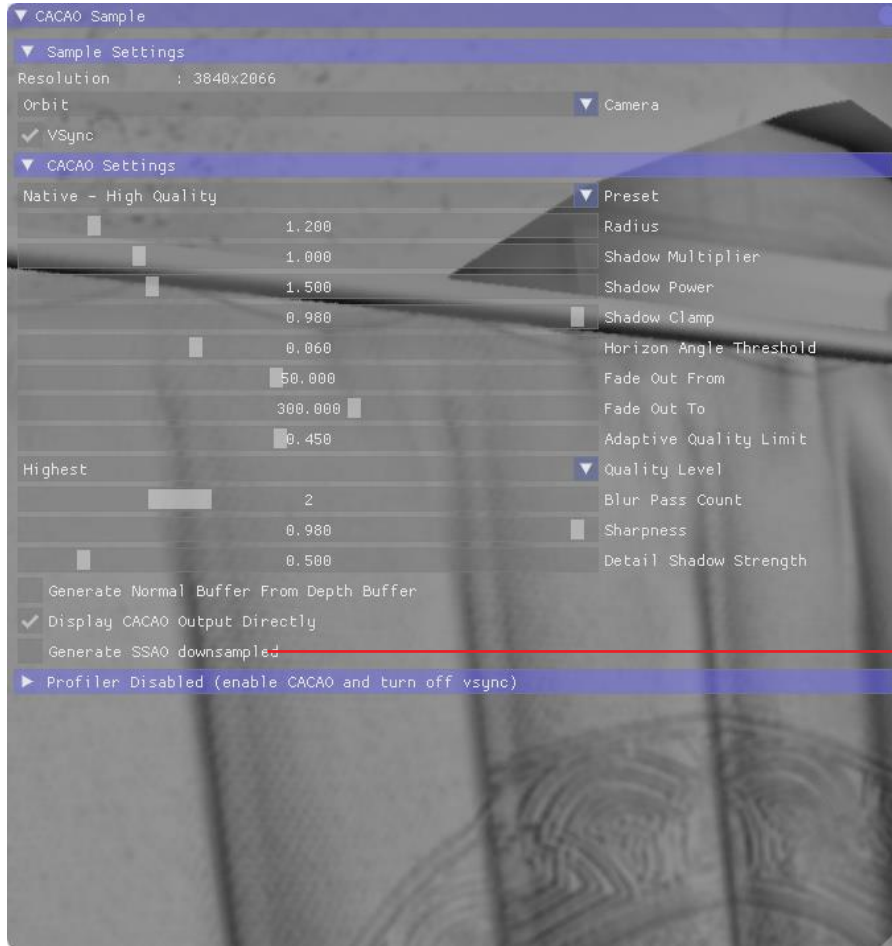
Generate normal buffer from depth buffer will compute the SSAO only using a depth buffer as input.

GUI



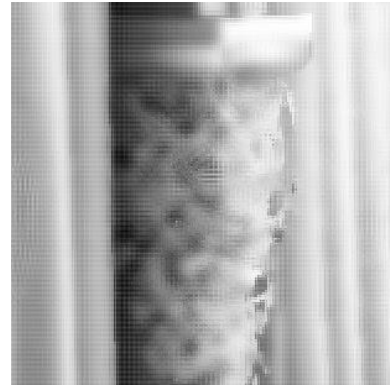
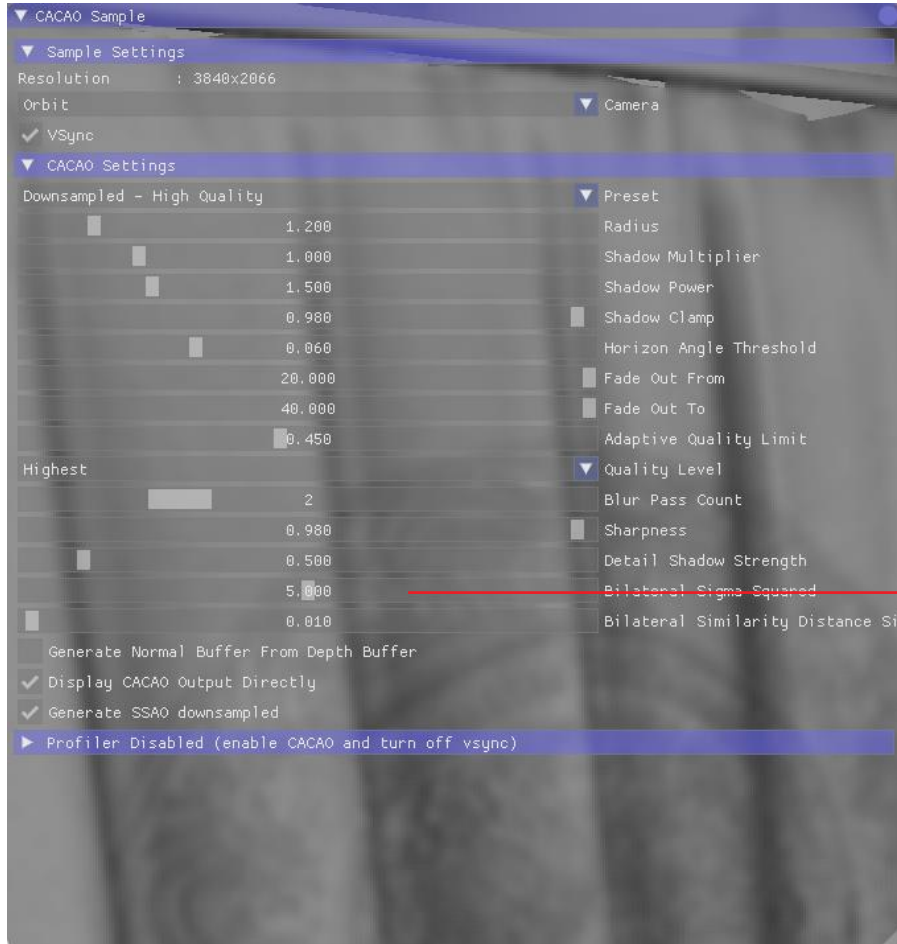
Generate SSAO downsampled will create a downsampled texture for raw (noisy) SSAO generation. This is substantially faster

GUI



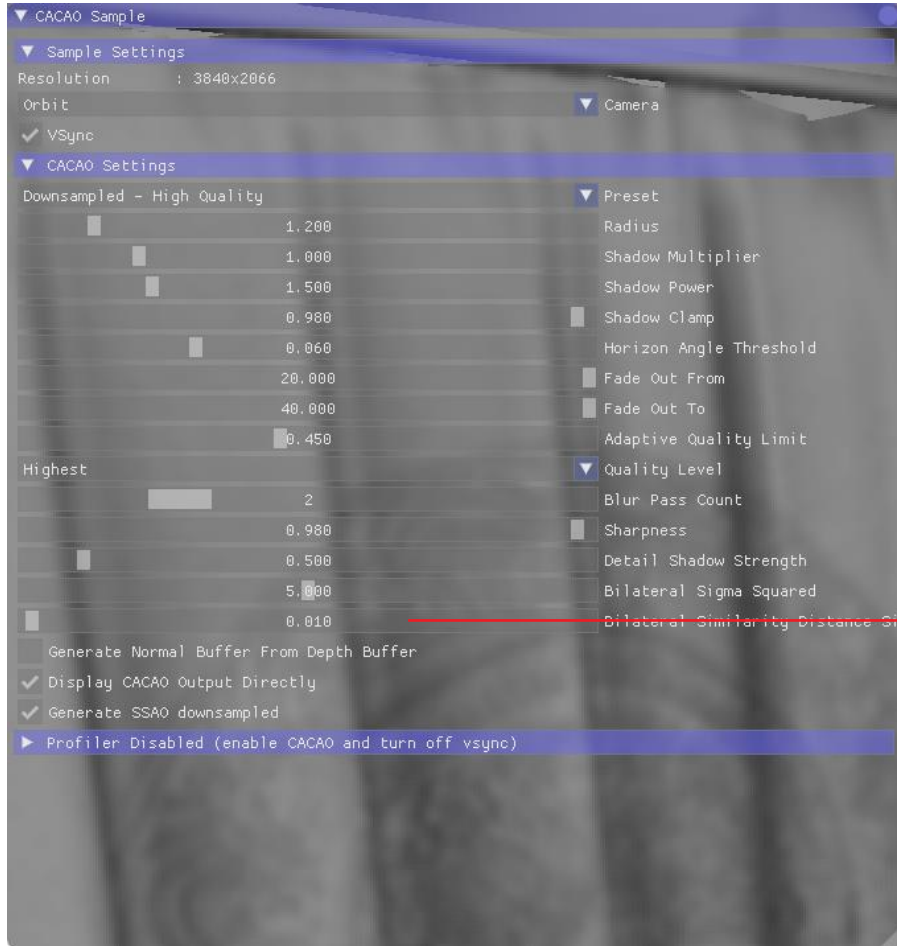
Generate SSAO downsampled will create a downsampled texture for raw (noisy) SSAO generation. This is substantially faster

GUI



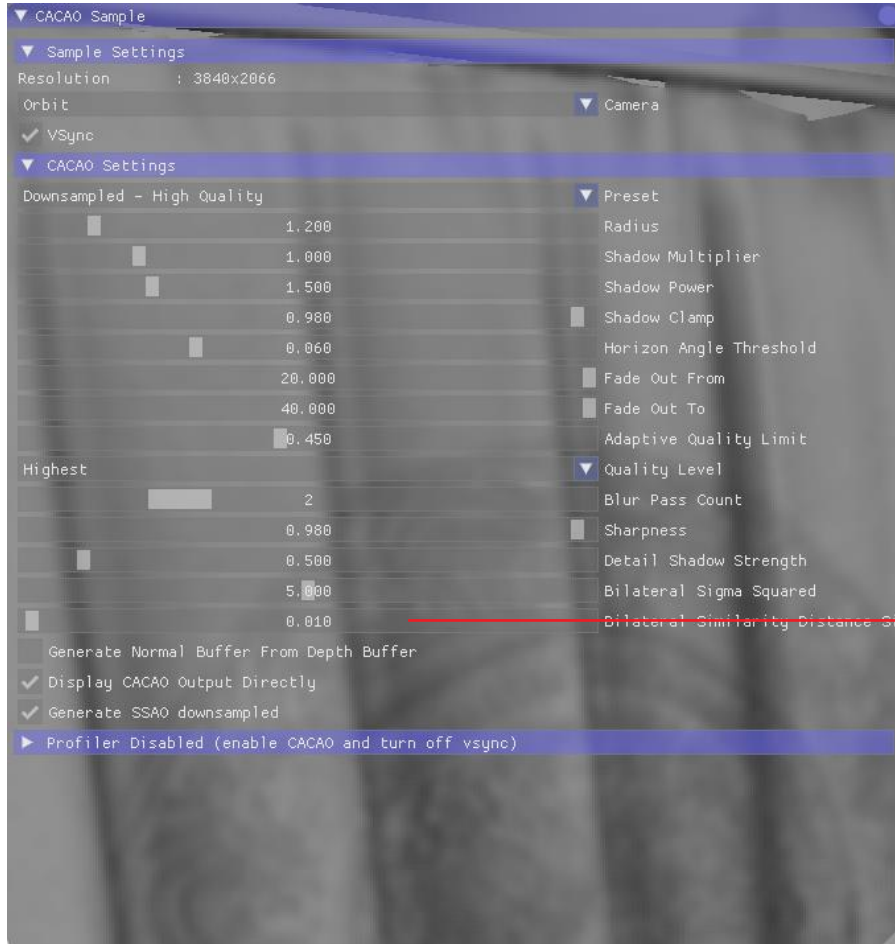
Bilateral Sigma Squared is a parameter to the upsampler and only available when SSAO is generated downsampled. Higher values create a larger blur.

GUI



Bilateral Similarity Distance Sigma is a parameter to the upsampler and only available when SSAO is generated downsampled. Lower values create sharper edges

GUI



Bilateral Similarity Distance Sigma is a parameter to the upsampler and only available when SSAO is generated downsampled. Lower values create sharper edges