

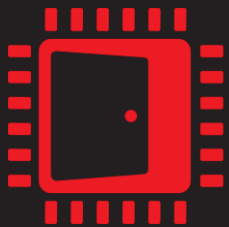


RADEON



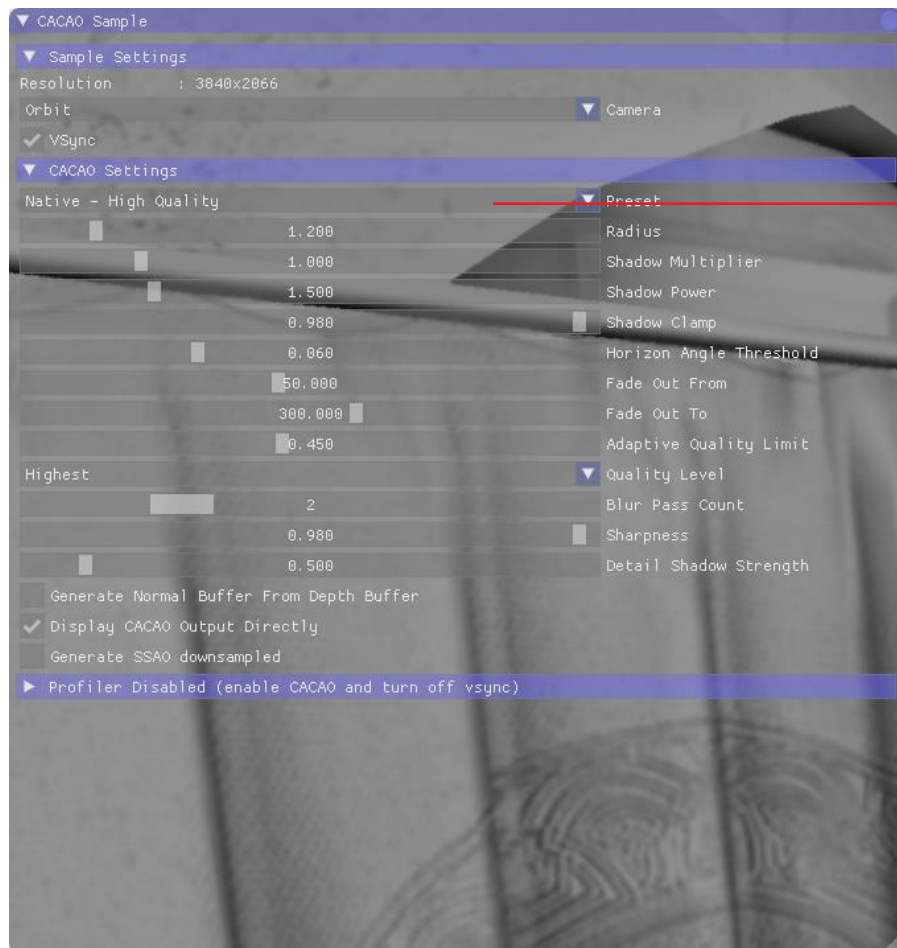
# FFX CACAO - GUI

JAY FRASER

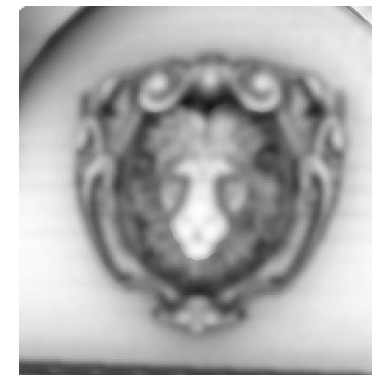


AMD  
**GPUOpen**

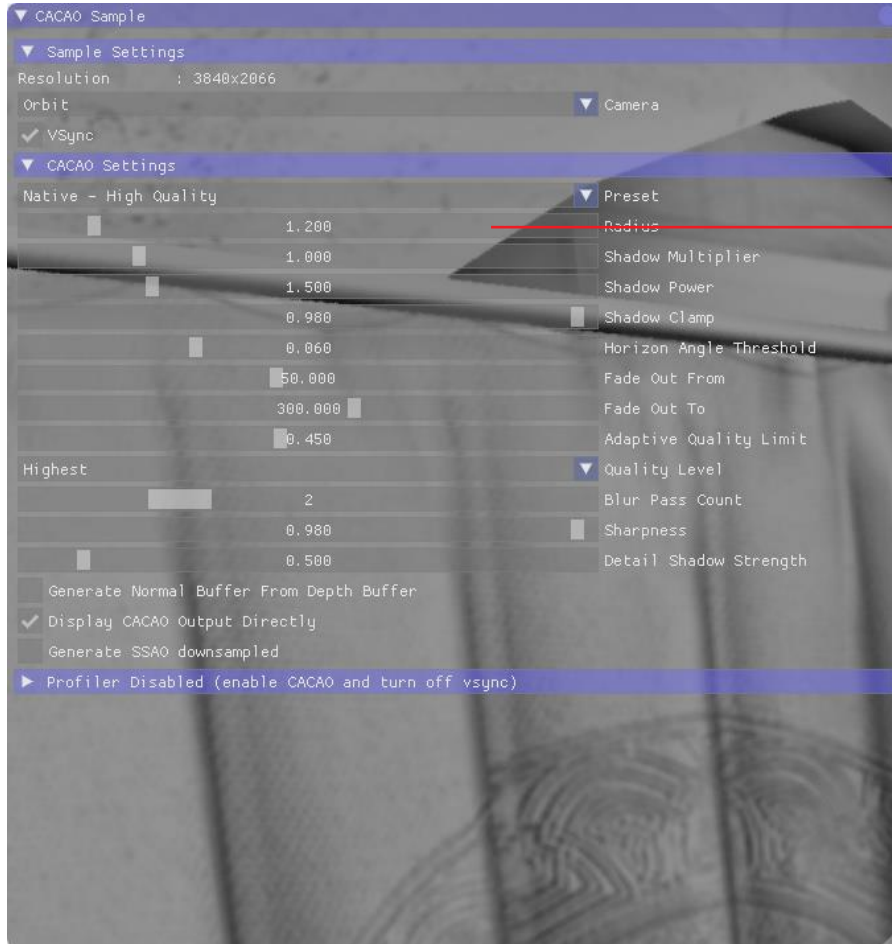
# GUI



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



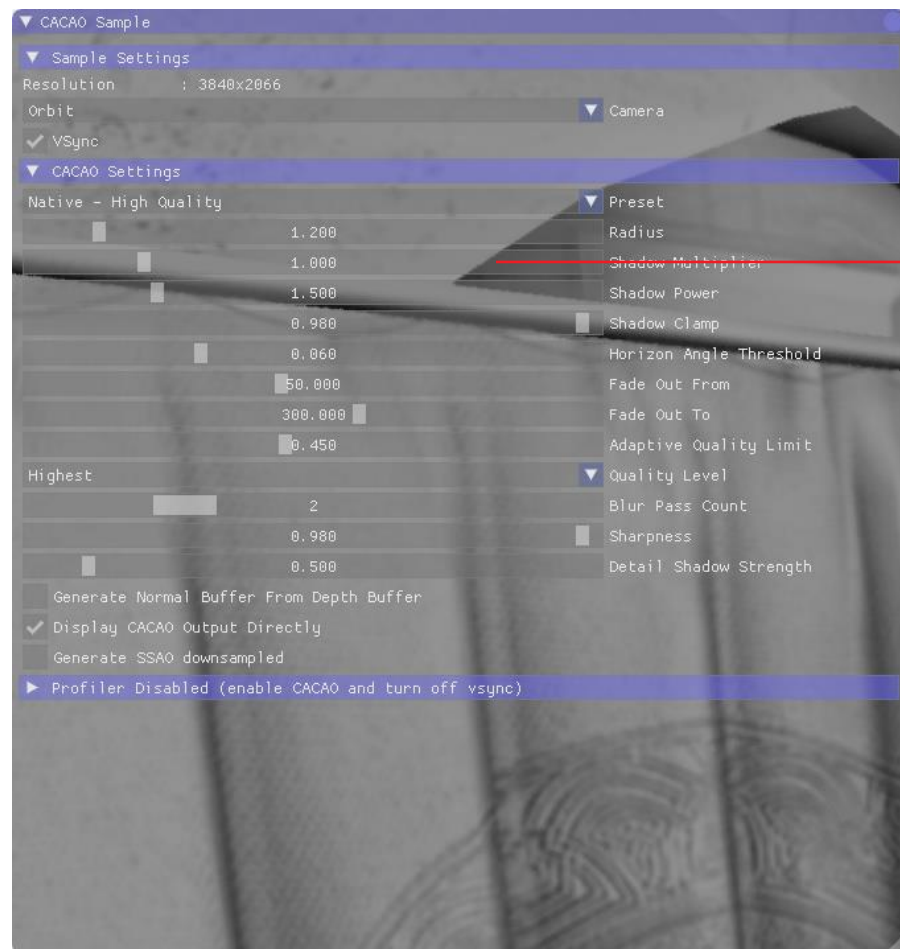
# GUI



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



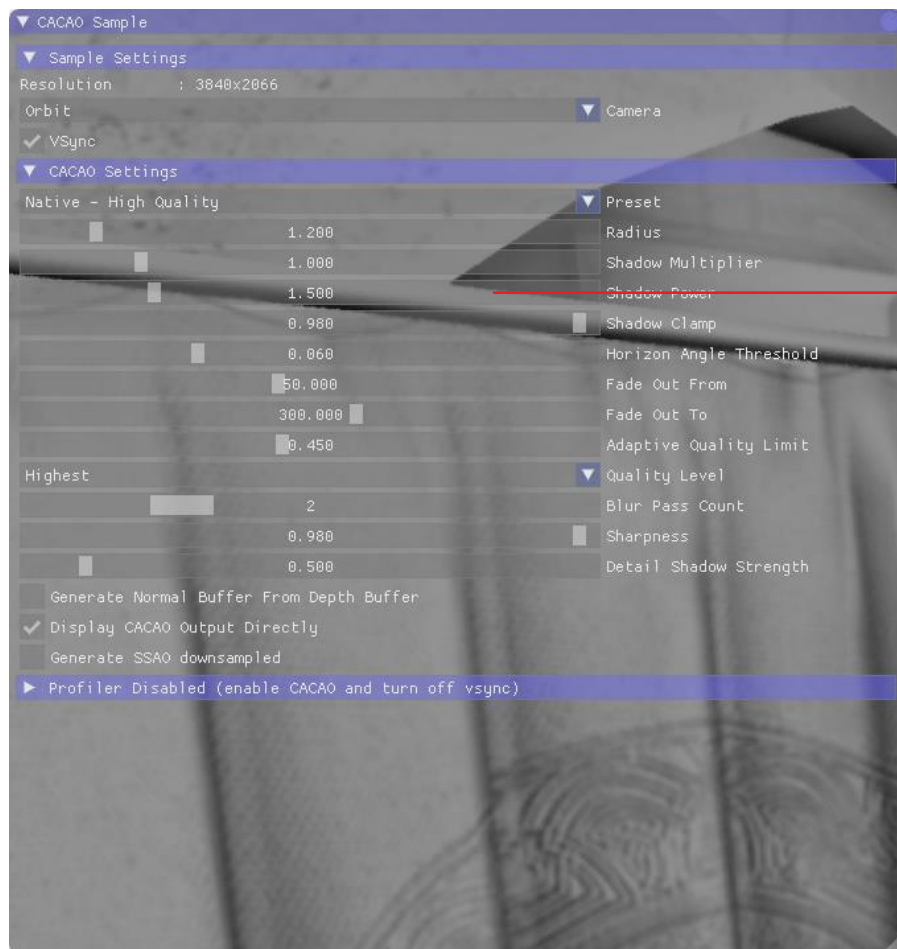
# GUI



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



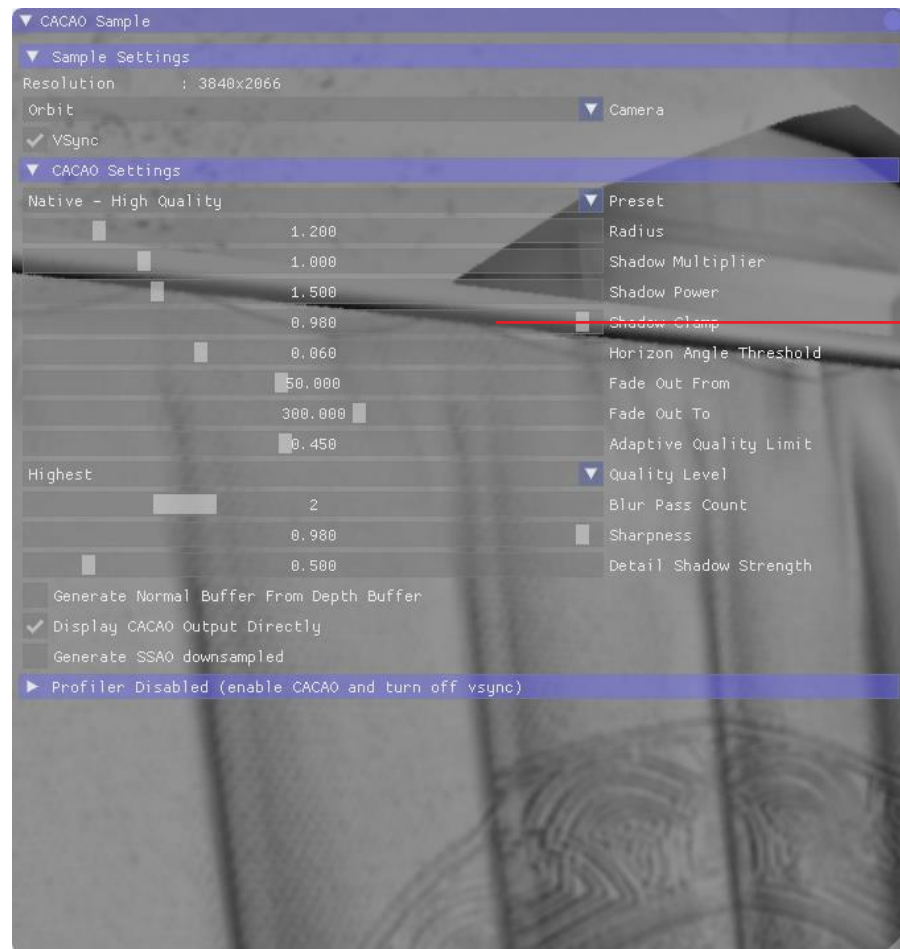
# GUI



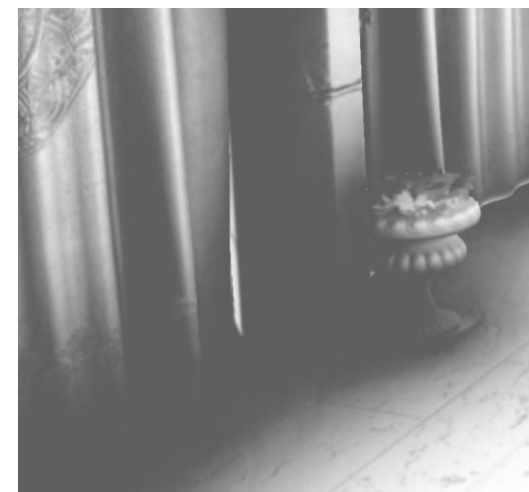
The shadow power is an exponent for shadow values. Larger values create darker shadows.



# GUI

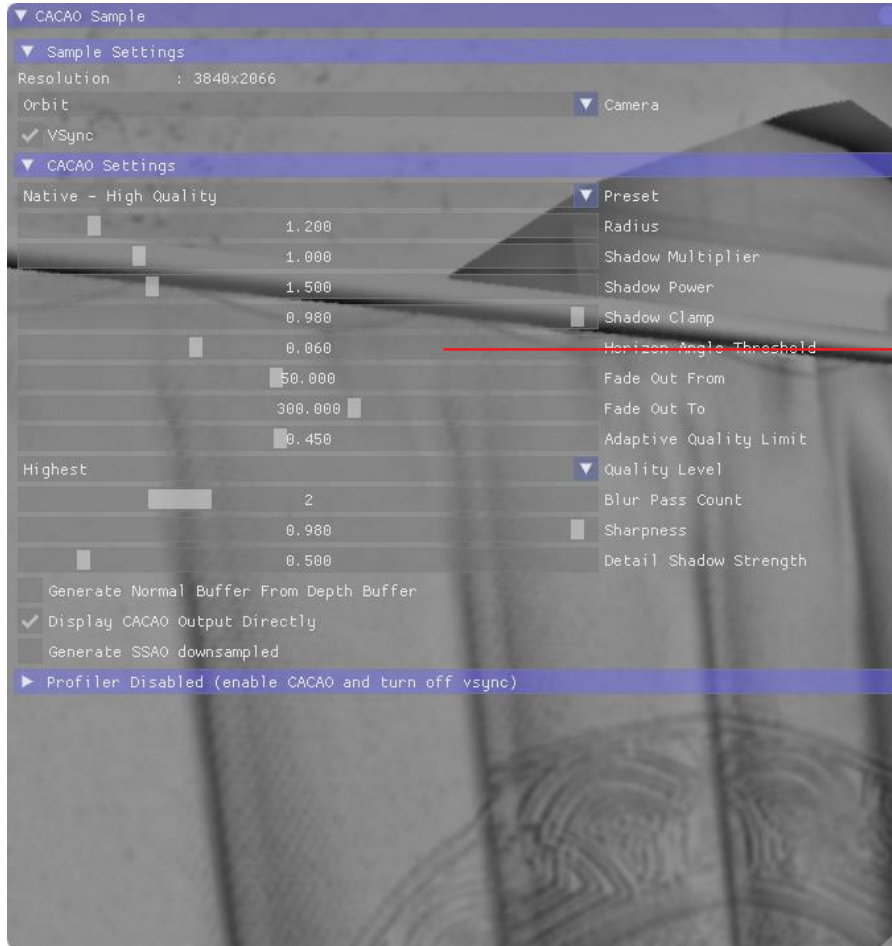


The shadow clamp clamps the shadow values to be within a certain range.





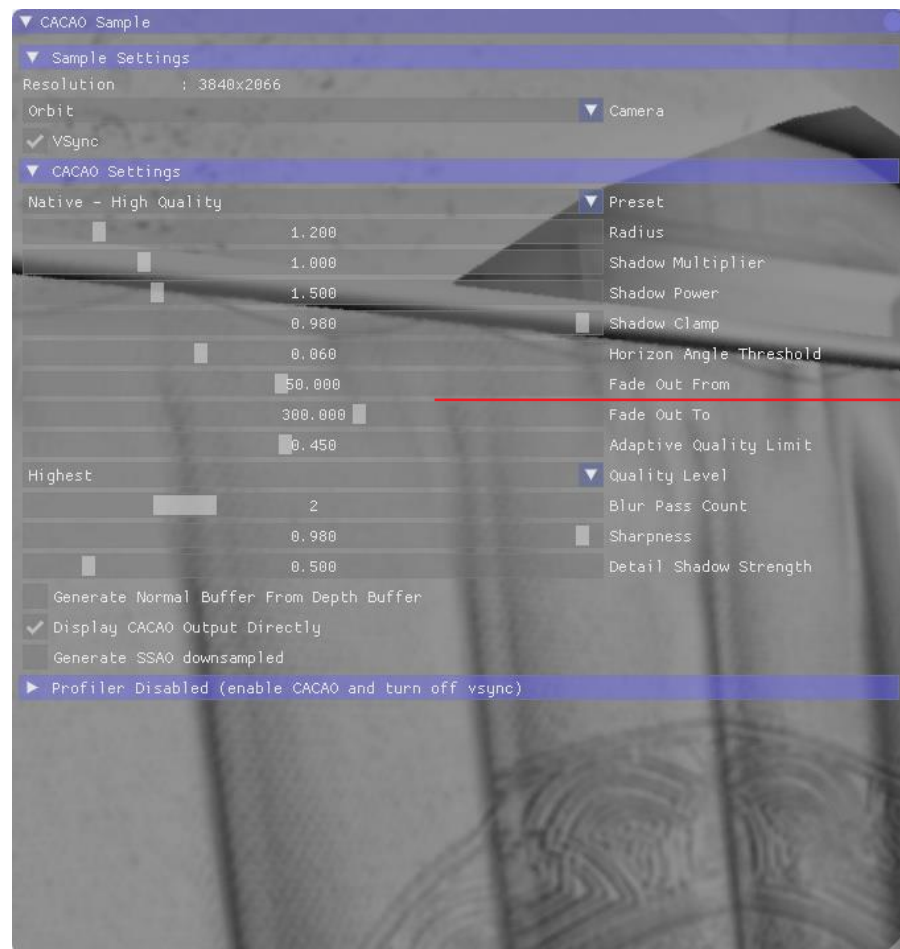
# GUI



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

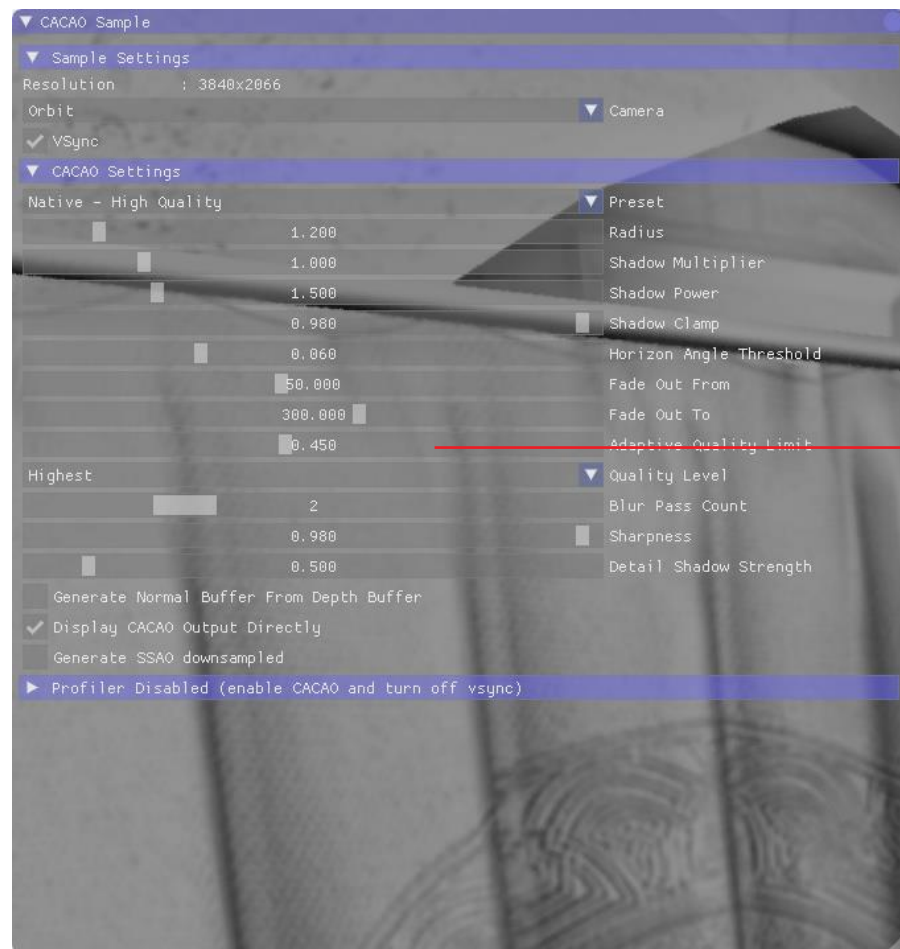


The fade out from and to specify a range in world space distance to fade the effect out over





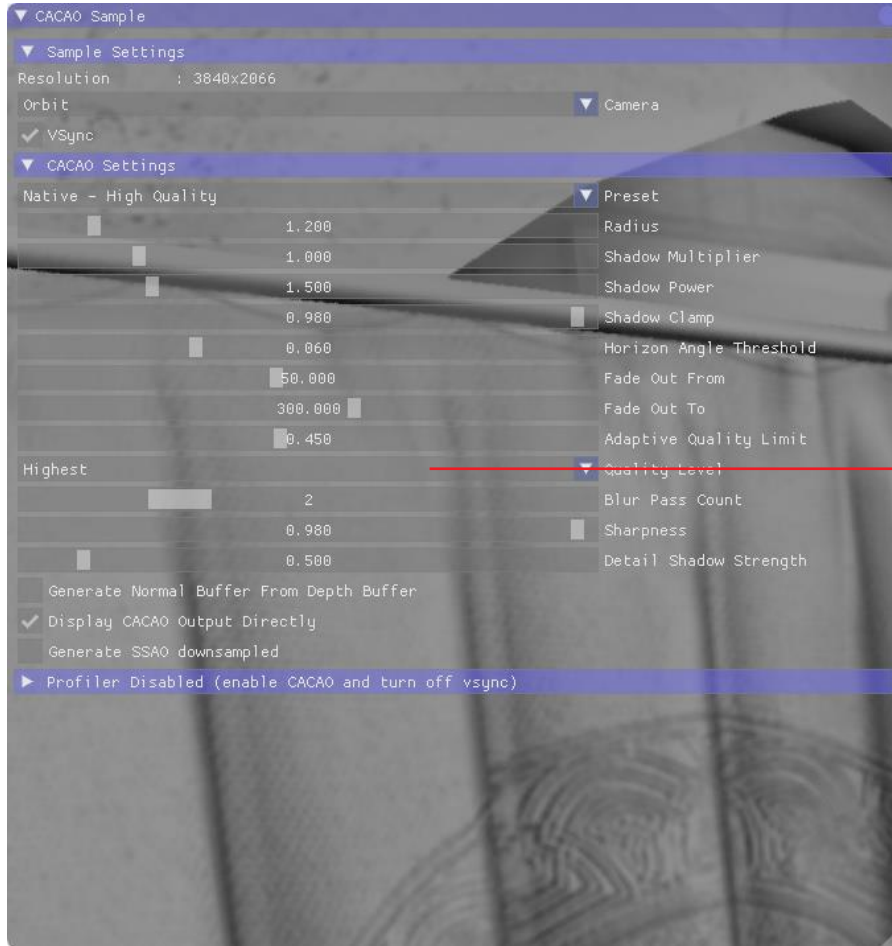
# GUI



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

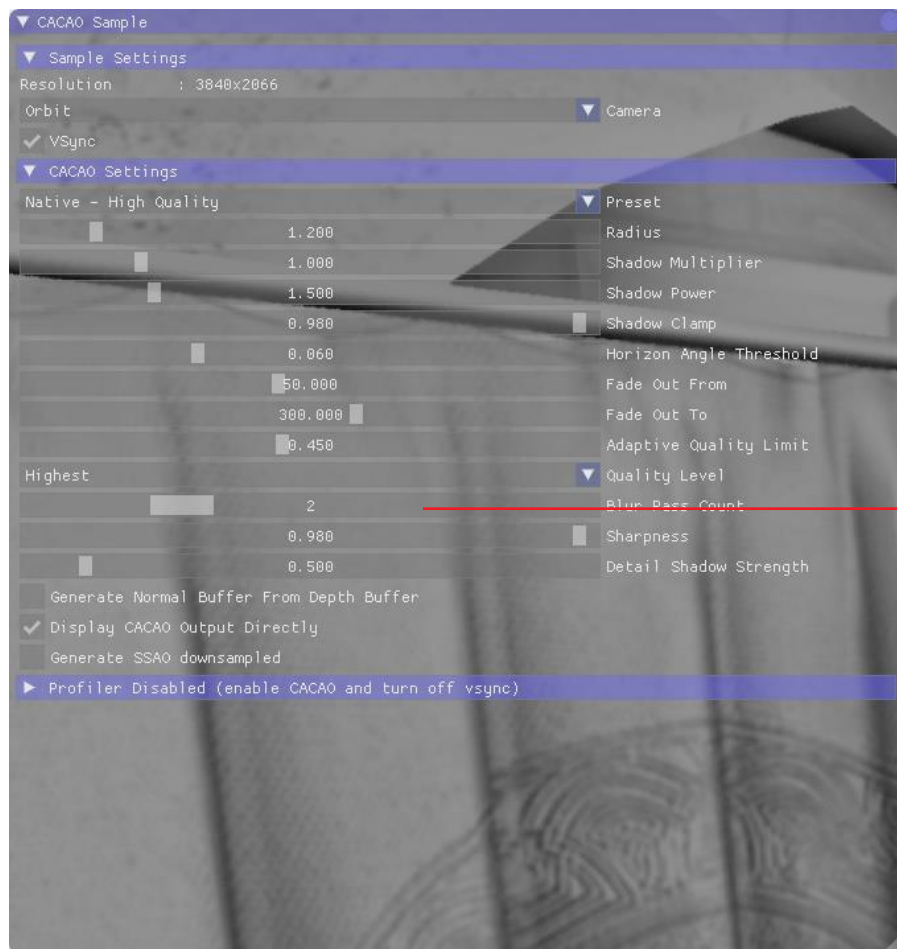


# GUI



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

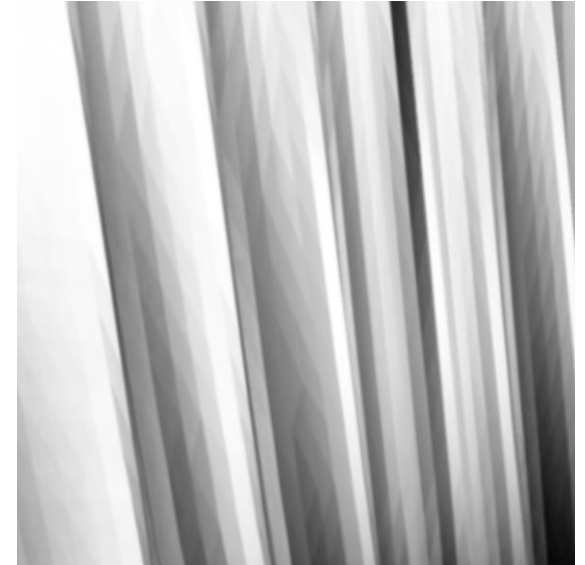
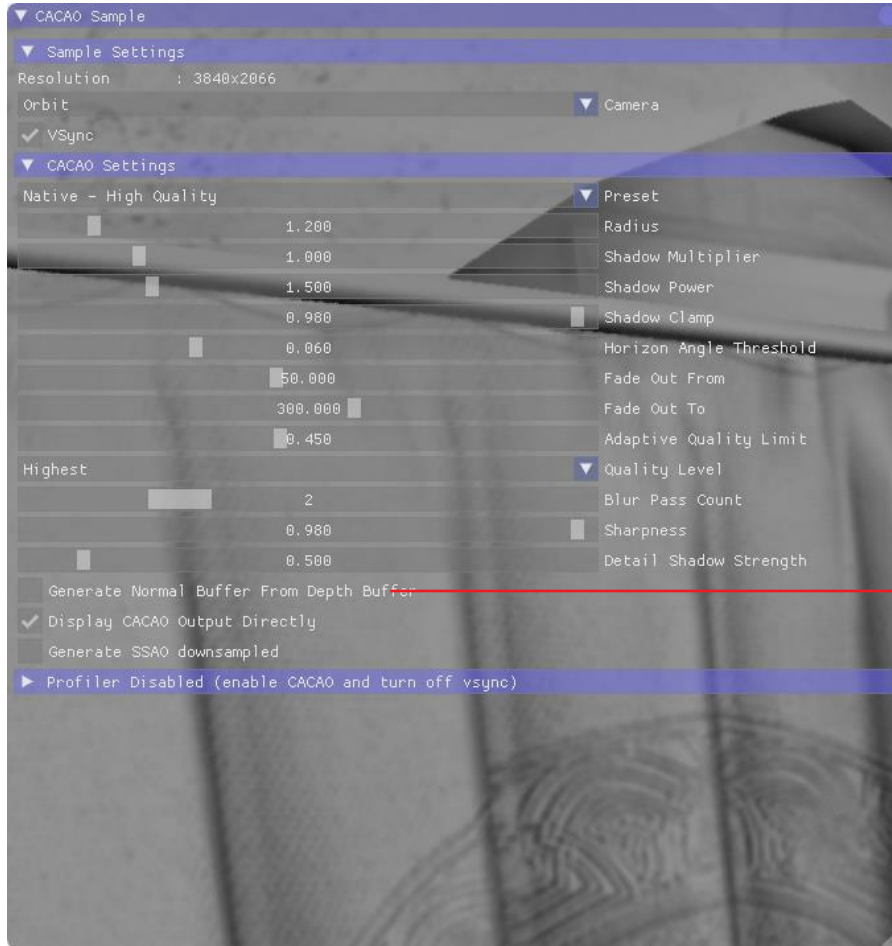
# GUI



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

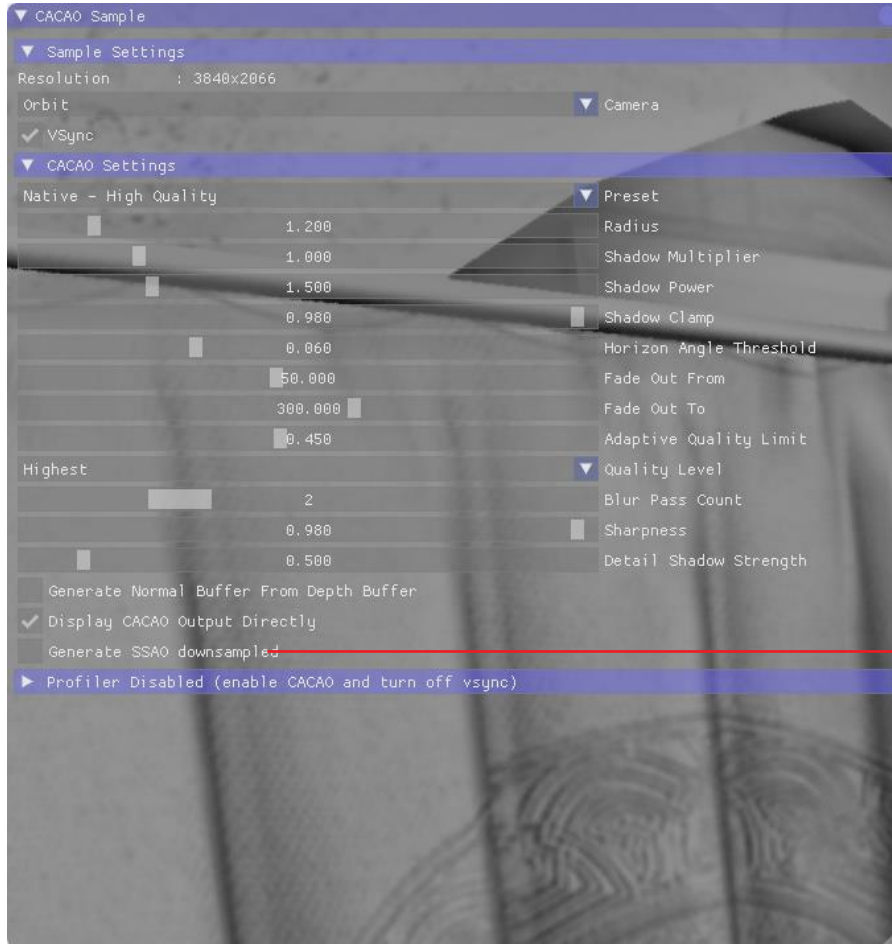


# GUI



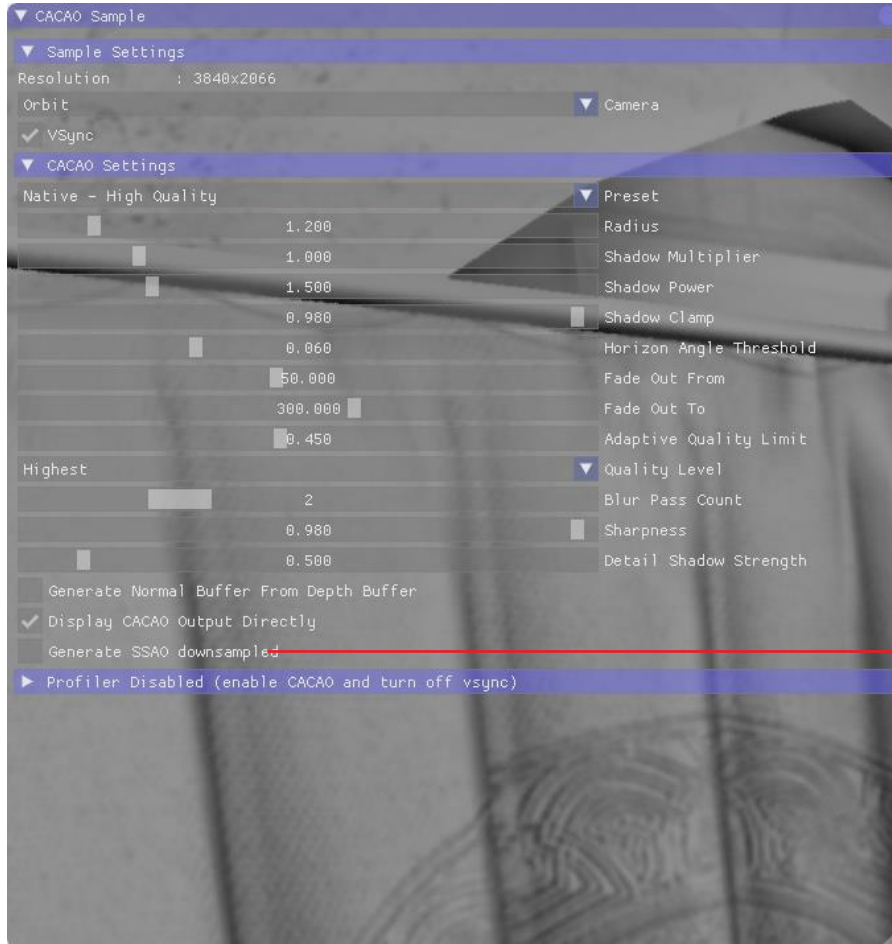
Generate normal buffer from depth buffer will compute the SSAO only using a depth buffer as input.

# GUI



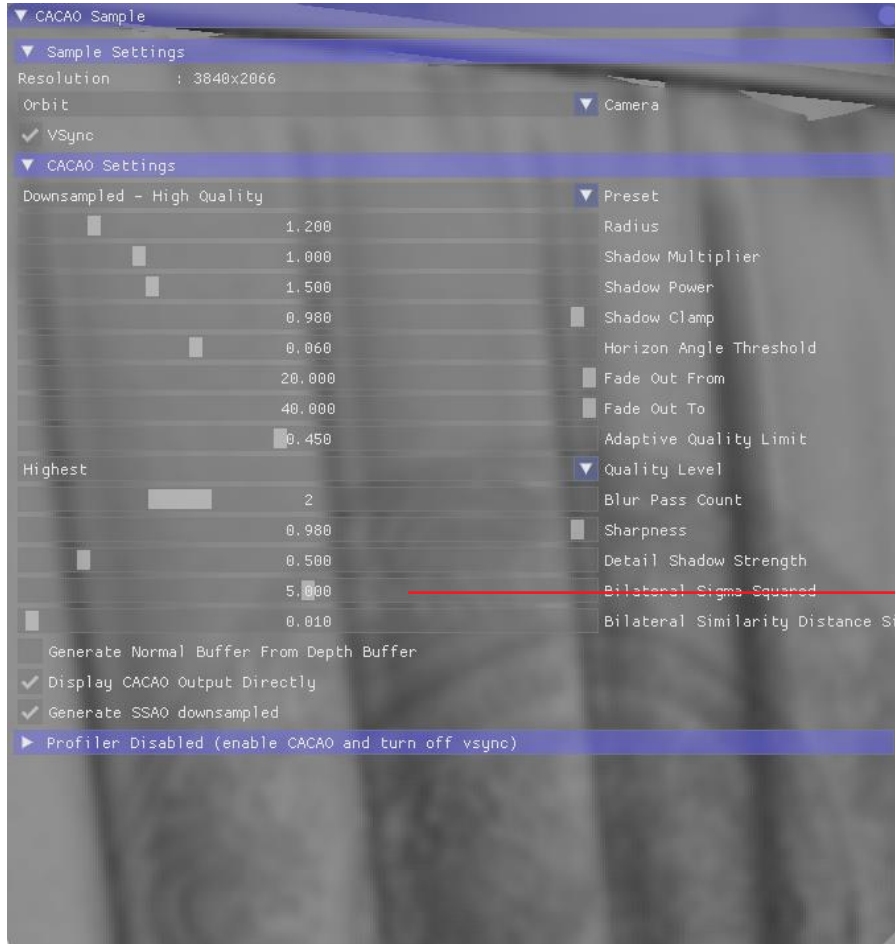
Generate SSAO downsampled will create a downsampled texture for raw (noisy) SSAO generation. This is substantially faster

# GUI



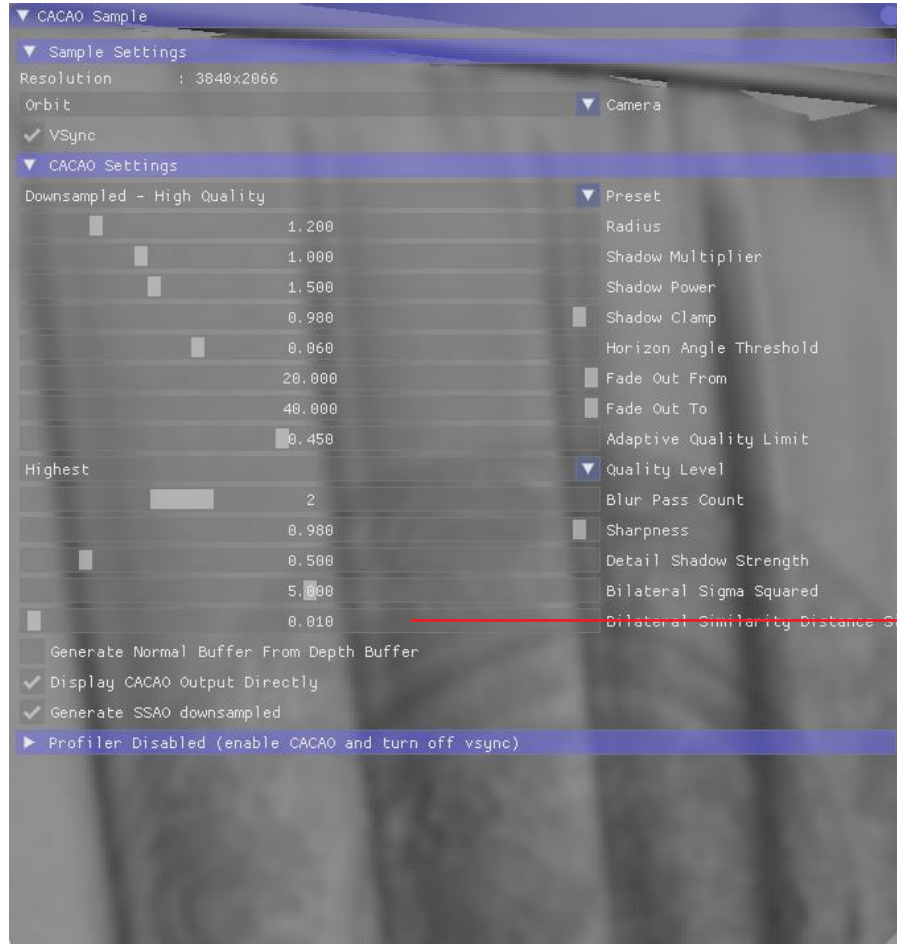
Generate SSAO downsampled will create a downsampled texture for raw (noisy) SSAO generation. This is substantially faster

# GUI



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

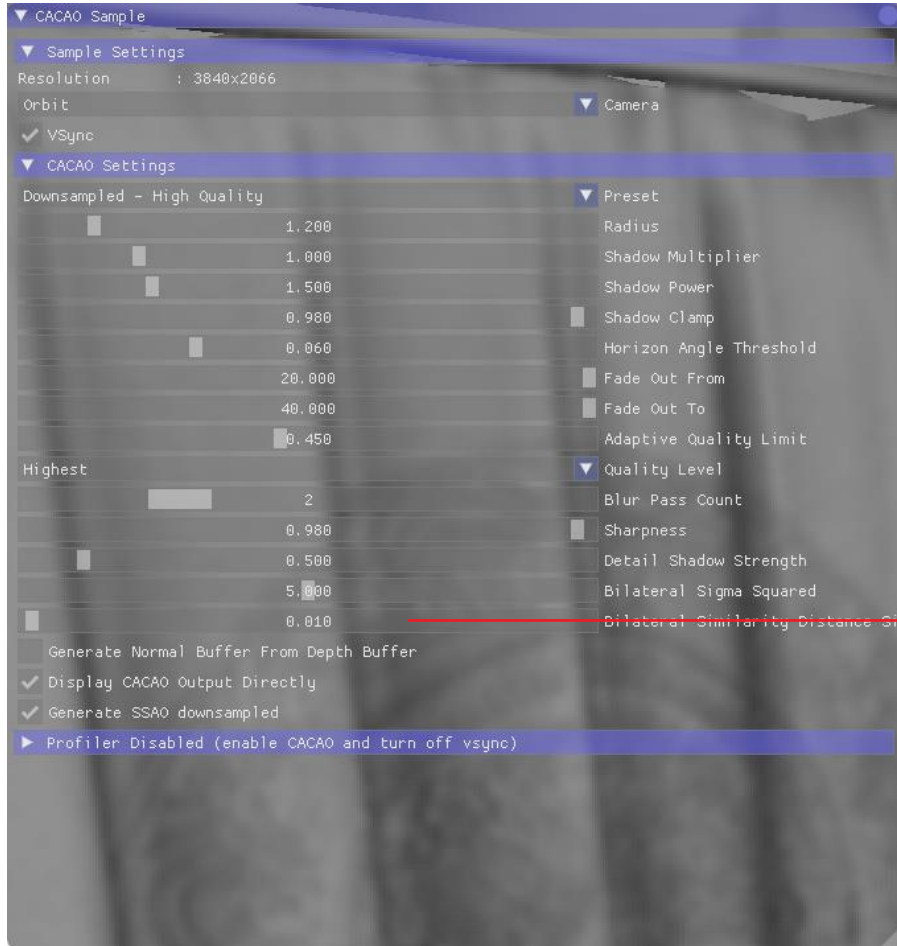
# GUI



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