



NVIDIA Unreal Engine DLSS Plugin

Plugin Download and Install

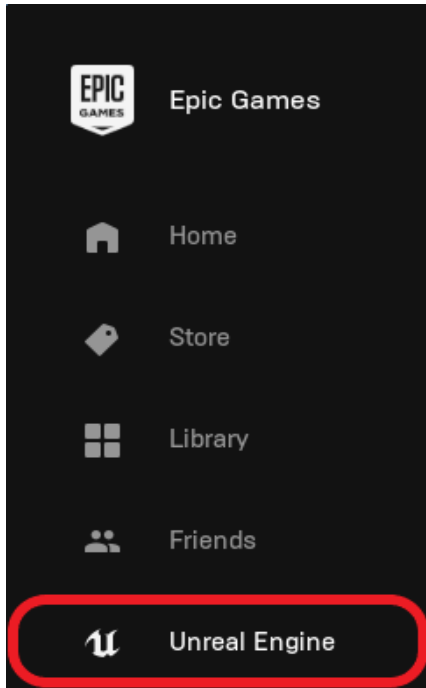
This guide is to help you navigate through the installation process of the DLSS Plugin in UE5.0 from the Epic Games Launcher.

Prerequisites

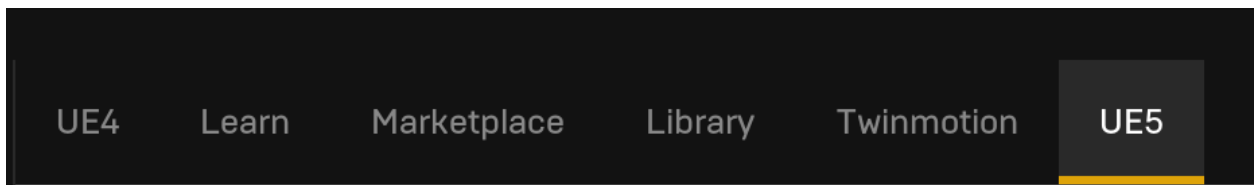
- Unreal Engine 5.0
- Windows 10, 64 bit
- NVIDIA Geforce Driver: 471.11 or above.
- NVIDIA RTX GPU (GeForce, Titan or Quadro) with [DLSS](#) support
- UE4 project using either
 - Vulkan
 - DX11
 - DX12

Step-by-Step Installation Instructions

1. Install the Epic Games Launcher from Epic's website:
<https://www.epicgames.com/store/en-US/download>
2. Log into your Epic Games account and navigate to the *Unreal Engine* tab to the left of the launcher.



3. At the top of the window, navigate to the *UE5* tab



4. Install Unreal Engine 5 by clicking "Download Early Access". You will then be brought to the Library tab, click install on the UE5 Early Access version.

5. Unzip the DLSSPlugin.zip file downloaded from the NVIDIA DLSS Plugin download page.

a. Within this folder, you should see two separate folders

i. DLSS

ii. Samples - This is a UE4.26 DLSS Test Project

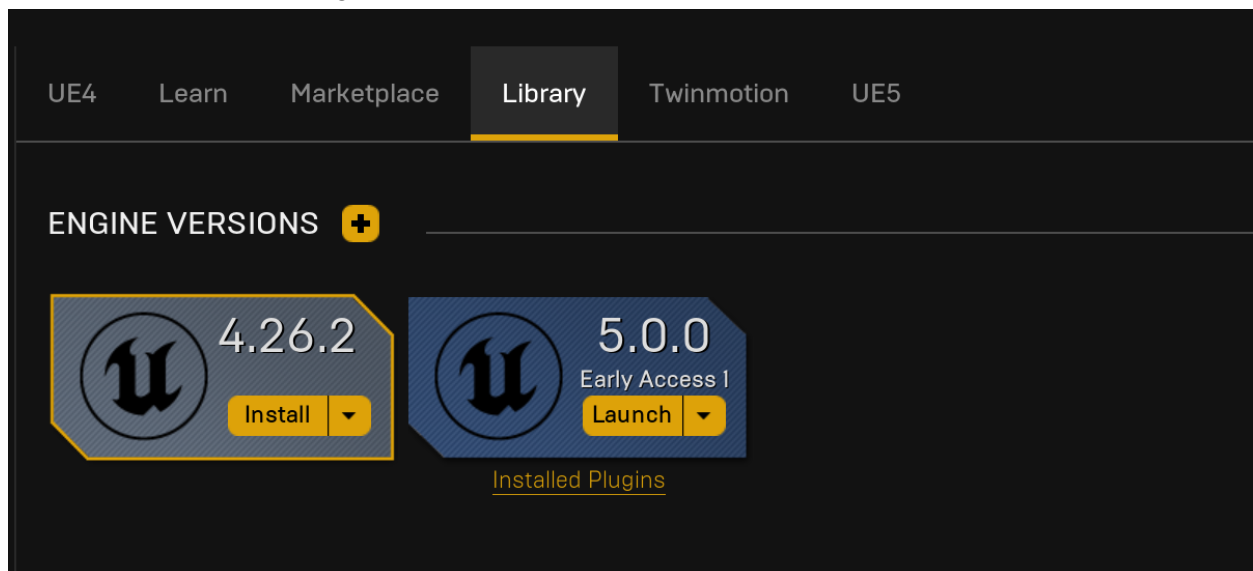
b. The contents of the `DLSS` folder should look like this:

Name	Date modified	Type	Size
Binaries	5/27/2021 12:07 PM	File folder	
Config	5/27/2021 12:07 PM	File folder	
Images	5/27/2021 12:07 PM	File folder	
Intermediate	5/27/2021 12:07 PM	File folder	
Resources	5/27/2021 12:07 PM	File folder	
Shaders	5/27/2021 12:07 PM	File folder	
Source	5/27/2021 12:07 PM	File folder	
DLSS.uplugin	5/26/2021 2:45 PM	UPLUGIN File	2 KB
NVIDIA RTX SDK EULA.pdf	5/26/2021 9:12 AM	Adobe Acrobat Docu...	175 KB

6. Place the unzipped `DLSS` folder in UE_5.0EA\Engine\Plugins\Marketplace

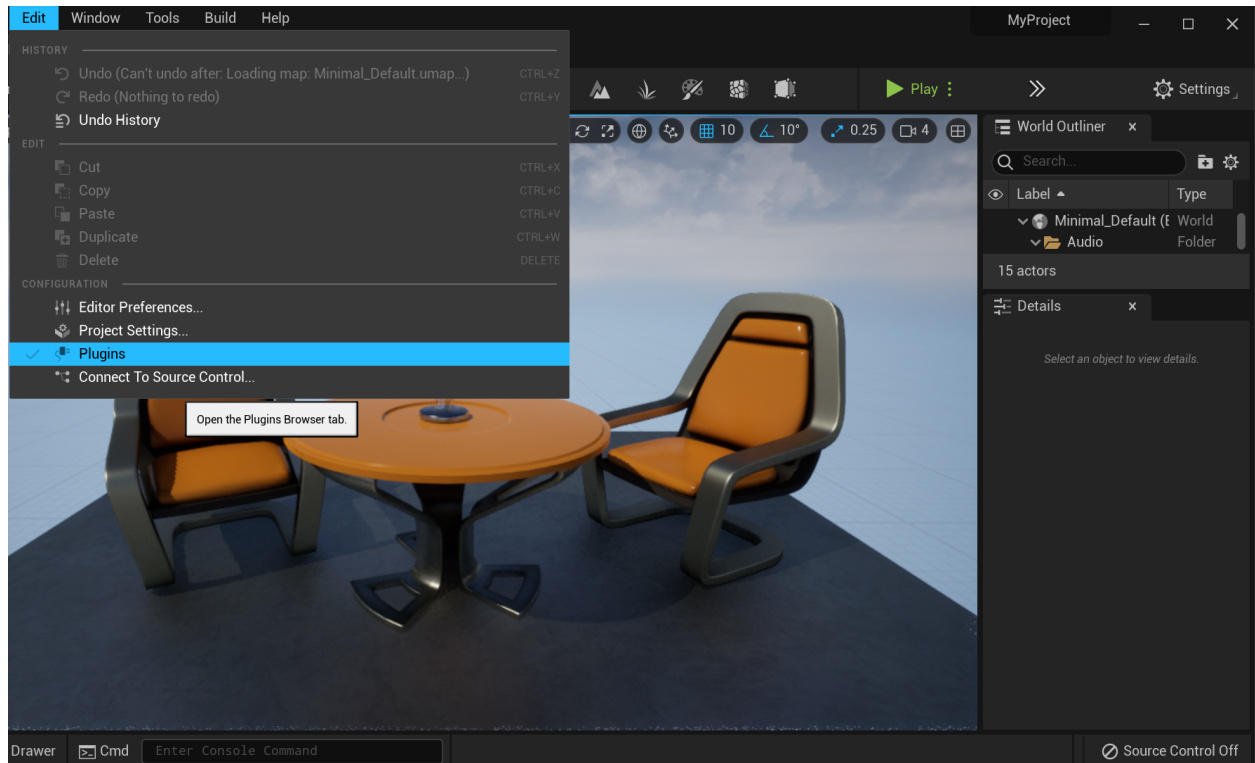
Name	Date modified	Type	Size
DLSS	5/27/2021 12:45 PM	File folder	
Reflex	5/26/2021 8:05 AM	File folder	

7. Launch Unreal Engine 5.

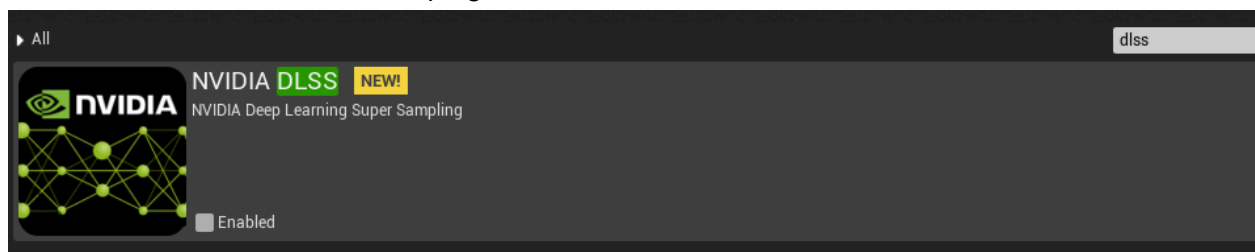


Note: If this is your first time running the editor, it will require you to install the prerequisites. It may also take longer to load up than usual.

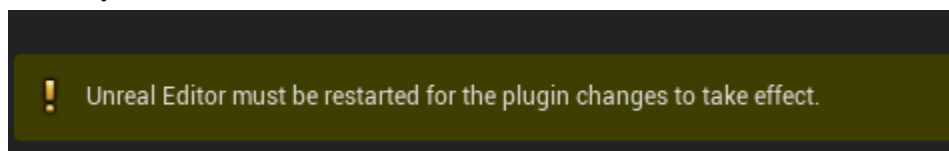
8. Once you've opened up your project, go to the toolbar at the top of the screen and click 'Edit'. Then, in the dropdown menu, select 'Plugins' to open up the Plugins browser.



9. Search for "DLSS" in the plugin's search bar.



10. Check the 'Enabled' box to the right of the NVIDIA DLSS icon.
11. A new prompt will appear at the bottom of the plugins window indicating you must restart your editor.



12. Restart the editor and follow the remaining steps outlined in the DLSS_Quick_Start_Guide.pdf