



NVIDIA Unreal Engine 4.26 DLSS Plugin

Plugin Download and Install

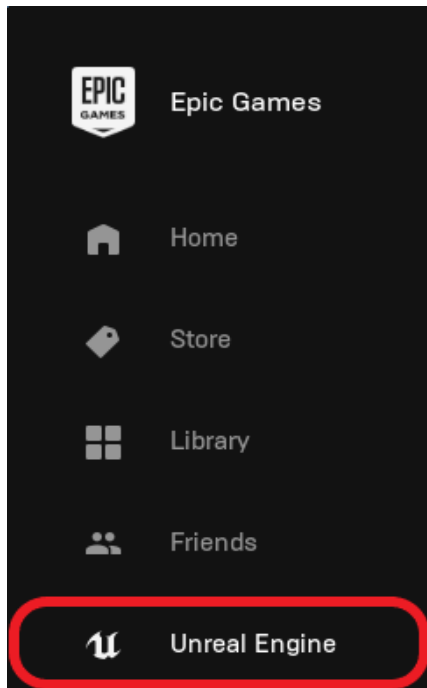
This guide is to help you navigate through the installation process of the DLSS Plugin in UE4.26 from the Epic Games Launcher.

Prerequisites

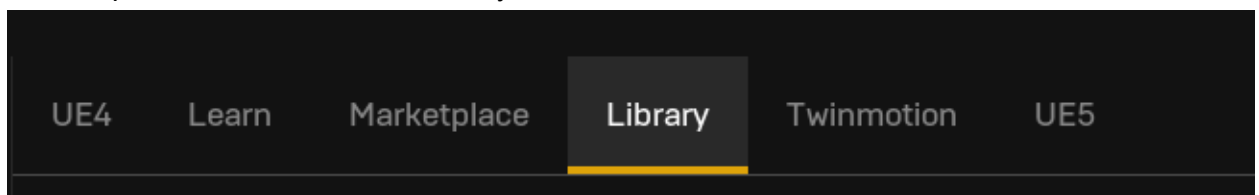
- Unreal Engine 4.26
- Windows 10, 64 bit
- NVIDIA Geforce Driver: 471.11 or above.
- NVIDIA RTX GPU (GeForce, Titan or Quadro) with [DLSS](#) support
- UE4 project using either
 - Vulkan
 - DX11
 - DX12

Step-by-Step Installation Instructions

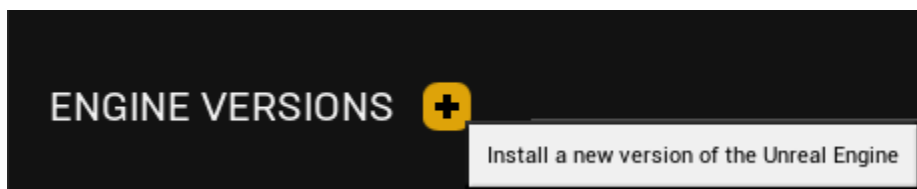
1. Install the Epic Games Launcher from Epic's website:
<https://www.epicgames.com/store/en-US/download>
2. Log into your Epic Games account and navigate to the *Unreal Engine* tab to the left of the launcher.



3. At the top window toolbar, click `Library`



4. Install Unreal Engine 4.26 by pressing the `+` button to the right of 'ENGINE VERSIONS'



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

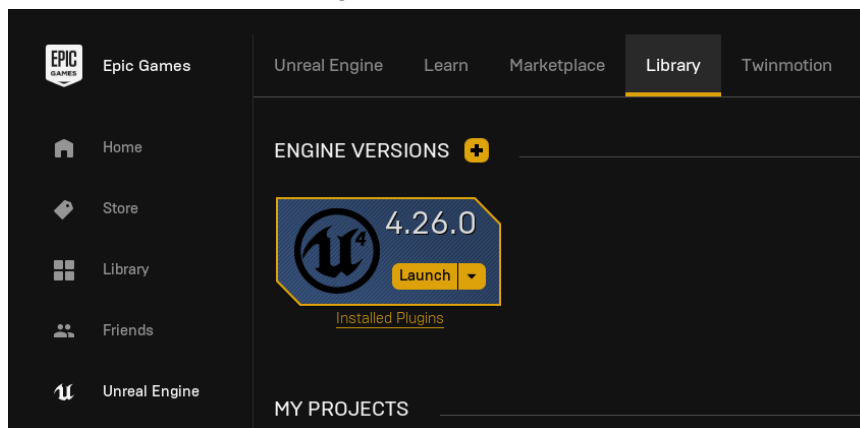
b. The contents of the `DLSS` folder should look like this:

Name	Date modified	Type	Size
Binaries	2/11/2021 3:55 PM	File folder	
Config	2/11/2021 3:55 PM	File folder	
Images	2/11/2021 3:55 PM	File folder	
Intermediate	2/11/2021 3:55 PM	File folder	
Resources	2/11/2021 3:55 PM	File folder	
Shaders	2/11/2021 3:55 PM	File folder	
Source	2/11/2021 3:55 PM	File folder	
DLSS.uplugin	2/11/2021 3:55 PM	UPLUGIN File	2 KB
NVIDIA RTX SDK EULA.pdf	2/10/2021 1:07 PM	Adobe Acrobat D...	179 KB

6. Place the unzipped DLSS folder in Epic Games\UE_4.26\Engine\Plugins\Runtime\Nvidia

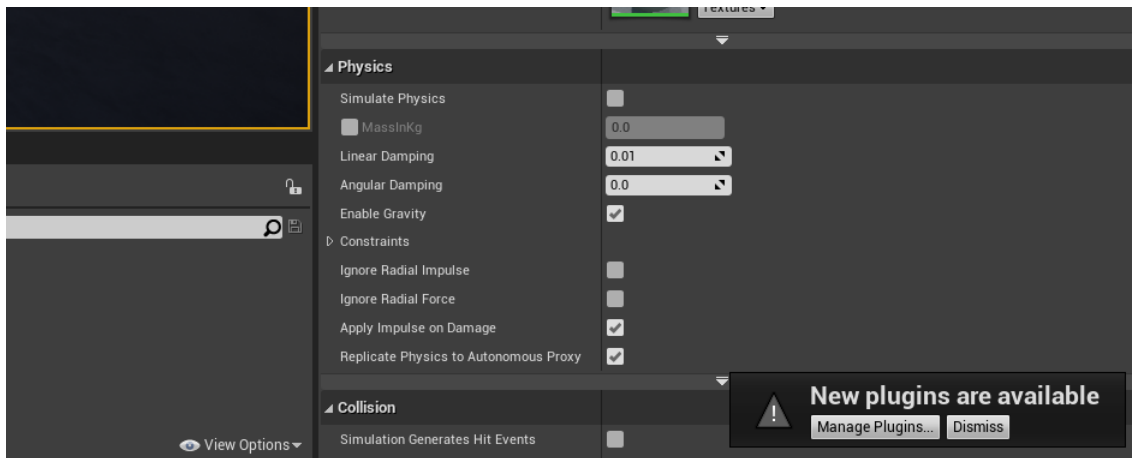
This PC > OSDisk (C:) > Program Files > Epic Games > UE_4.26 > Engine > Plugins > Runtime > Nvidia				
Name	Date modified	Type	Size	
Ansel	1/8/2021 8:26 AM	File folder		
DLSS	1/8/2021 8:53 AM	File folder		

7. Launch Unreal Engine 4.



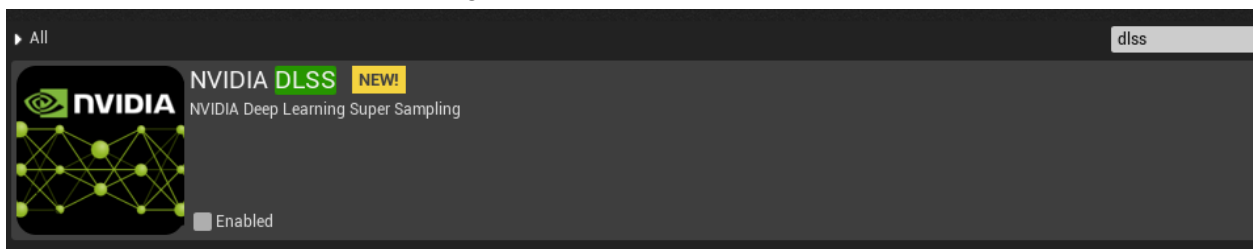
Note: If this is your first time running the editor, it will require you to install the prerequisites. It may also take longer to load up than usual.

- Once you've either created a new project, or opened a pre-existing project, you will see a pop-up prompt indicating a new plugin is available at the bottom right of the editor.

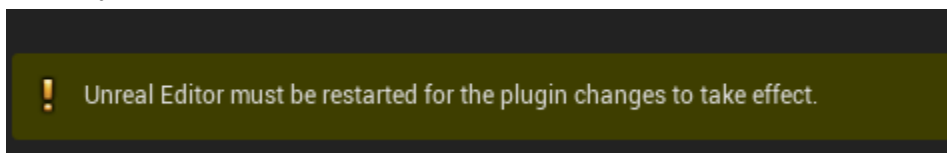


- Click the 'Manage Plugins...' button in the above pop-up window. A new window will open with all available plugins.

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



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



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