



Select a Task...

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- Display
 - Change resolution
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Manage 3D Settings

[Restore Defaults](#)

You can change the global 3D settings and create overrides for specific programs. The overrides will be used automatically each time the specified programs are launched.

I would like to use the following 3D settings:

[Global Settings](#)
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Settings:

Feature	Setting
Ambient Occlusion	Off
Anisotropic filtering	Application-controlled
Antialiasing - FXAA	Off
Antialiasing - Gamma correction	On
Antialiasing - Mode	Application-controlled
Antialiasing - Setting	Application-controlled
Antialiasing - Transparency	Off
CUDA - GPUs	All
DSR - Factors	Off
DSR - Smoothness	Off
Maximum pre-rendered frames	1
Multi-Frame Sampled AA (MFAA)	Off

Restore

Description:

Antialiasing is a technique used to minimize the "stair step" effect sometimes seen along the edges of 3D objects.

Typical usage scenarios:

- Higher values provide a smoother image, though you may experience a decrease in performance



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Settings:

Feature	Setting
Multi-Frame Sampled AA (MFAA)	Off
Multi-display/mixed-GPU acceleration	Single display performance mode
Power management mode	Prefer maximum performance
Shader Cache	On
Texture filtering - Anisotropic sample opti...	On
Texture filtering - Negative LOD bias	Allow
Texture filtering - Quality	High performance
Texture filtering - Trilinear optimization	On
Threaded optimization	Auto
Triple buffering	Off
Vertical sync	Off
Virtual Reality pre-rendered frames	1

Restore

Description:

FXAA is a fast shader-based post-processing technique that can be applied to any program, including those which do not support other forms of hardware-based antialiasing. FXAA can be used in conjunction with other antialiasing settings to improve overall image quality. Note that enabling this setting globally may affect all programs rendered on the GPU, including video players and the Windows desktop.

Typical usage scenarios:

- Turn FXAA on to improve image quality with a lesser performance impact than other antialiasing settings