DLSS Integration

Requirements

For the integration to work you need to have the 'DLSS - Upscaling for Unity' asset by 'The Naked Dev' imported in your project.

For general setup check out their official documentation!

Integration Setup

Complete all the required steps for each pipeline based on the official documentation of the DLSS asset.

All steps below are optional and will be done automatically if you do not do them but have a DLSS related setting in your menu.

Built-In

Add the 'Post-process layer' script (from the custom post processing package) to your camera.

URP

Add the DLSS_URP script to your camera.

HDRP

Add the DLSS_HDRP script to your camera.

Demo

You can find a demo scene containing the integration settings at Assets > CitrioN > SMC > Integrations > DLSS > Demo

Settings Overview

| Setting	Render Pipelines		
	✔ Has an effect in pipeline ✖ Has no effect in pipeline		
	Builtin	**URP**	**HDRP**
DLSS Quality	✖	✔	✔
DLSS Anti Ghosting	✖	✔	✔
DLSS Sharpening	✖	✔	✔
DLSS Sharpness	✖	✔	✔
DLSS Quality (Custom Post Processing)	✔	✖	✖
DLSS Anti Ghosting (Custom Post Processing)	✔	✖	✖
DLSS Sharpening (Custom Post Processing)	✔	✖	✖
DLSS Sharpness (Custom Post Processing)	✔	✖	✖
DLSS Auto Texture Update (Custom Post Processing)	✔	✖	✖
DLSS Mipmap Bias Override (Custom Post Processing)	✔	✖	✖