

BUG REPORT — Far Cry 6 (PC) – Low-Resolution Texture Rendering

Type of Bug:

Performance / Graphics — *Low Texture Resolution*

Game Mode:

Solo

Issue Summary

Multiple textures fail to load at proper resolution across various scenes. Player character models, clothing, gear, and handheld objects frequently appear blurry or rendered at very low resolution. Environmental landscapes load correctly at distance, but character and weapon textures remain low-quality throughout gameplay.

This issue persists even when using **High** video quality settings and with the **HD Texture Pack on/off**. No change occurs when switching visual settings or restarting the game.

Platform

Platform: PC

Graphics Settings: High (tested with and without HD Texture Pack)

Reproducibility: 100% — occurs every time

Trigger: No specific trigger — always present from game launch

Reproduction Steps

1. Launch Far Cry 6 on PC
 2. Set Video Quality to **High**
 3. Enable/disable HD Texture Pack
 4. Load into any zone as Dani
 5. Observe player clothing, weapon, and object textures up close
-

Expected Result

Character models, clothing textures, equipment, and nearby objects should load in high resolution when the player is using High graphics settings. Textures should sharpen within 1–2 seconds even on mid-range hardware.

Actual Result

Textures remain persistently blurry and low-resolution.

- Gear and clothing appear muddy
 - Weapon textures lack detail
 - Object textures stay pixelated
 - No improvement after switching settings or restarting
-

Severity:

Medium — doesn't block progression, but heavily impacts visual quality and player experience.

Screenshots

- <https://imgur.com/9OYeZDt> — *Low-res clothing and gear textures*
 - <https://imgur.com/uZOUfU4> — *Additional low-res gear textures*
 - <https://imgur.com/SIURbGG> — *Poor detail on object surfaces*
 - <https://imgur.com/g9hHV4d> — *Low-res arm skin texture*
 - <https://imgur.com/VHXIfJi> — *Multiple blurry assets in view*
-

Environment Details

- Hardware: Mid-range PC
 - GPU Memory Usage: 80%
 - Game Version: Title version 6
 - Graphics API: DX11
-

Possible Root Causes (Hypothesis)

- HD texture pack not loading due to GPU VRAM threshold
 - Texture streaming bug delaying mipmap transitions
 - Texture LOD stuck on lowest level due to memory misallocation
 - Corrupted shader or texture cache
 - Dynamic texture streaming settings not responding to Quality preset
-

Suggested Fixes / Recommendations

- Investigate texture streaming budget on mid-tier GPUs
 - Validate HD texture pack loading sequence
 - Rebuild shader cache when switching graphic presets
 - Add diagnostic VRAM warning if textures fail to load properly
 - Ensure mipmap levels refresh when entering new zones
-

Workarounds (Not Guaranteed)

- Restarting game (ineffective)
- Switching between Low → High settings (ineffective)
- Toggling HD Texture Pack (ineffective)
- Updating drivers (may help some users)