

How to make paired GTA shadow image

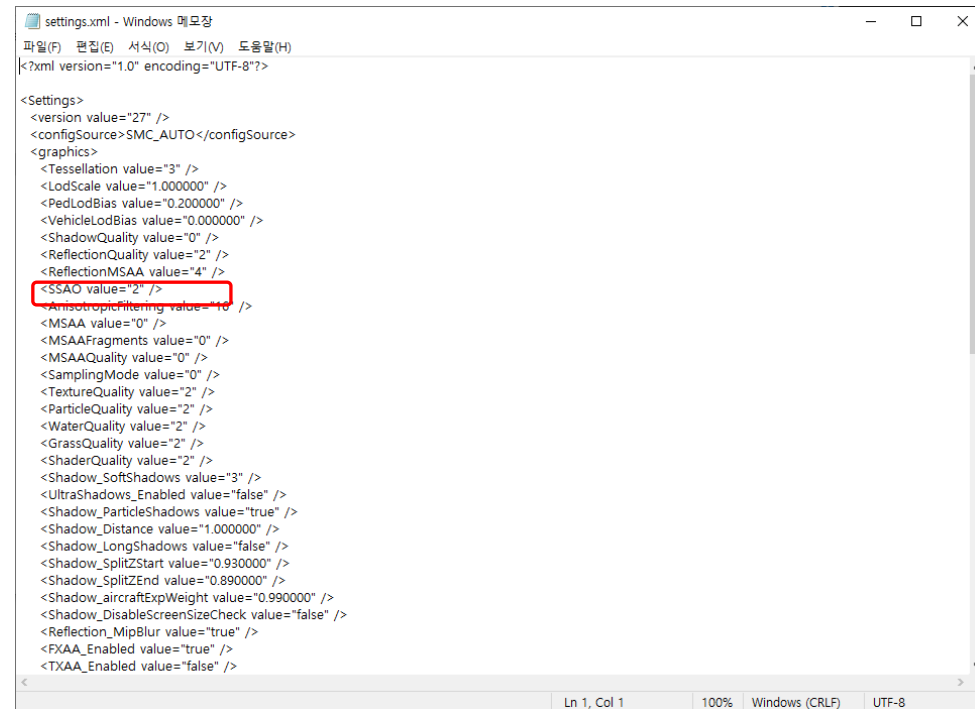
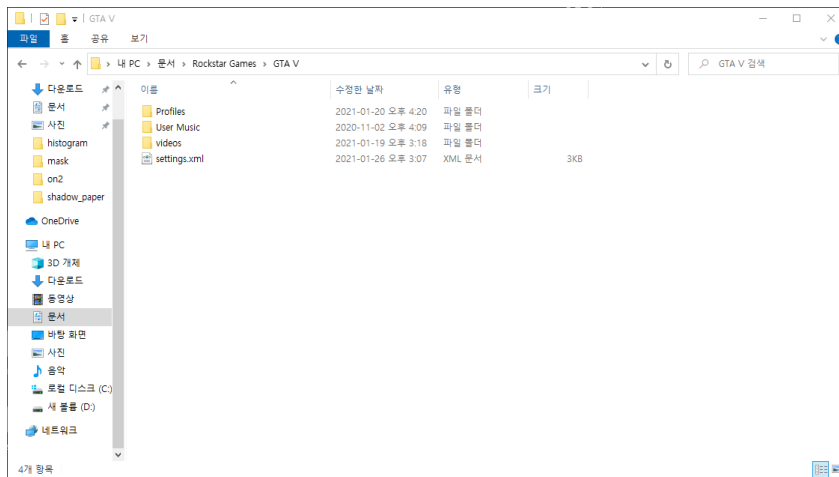
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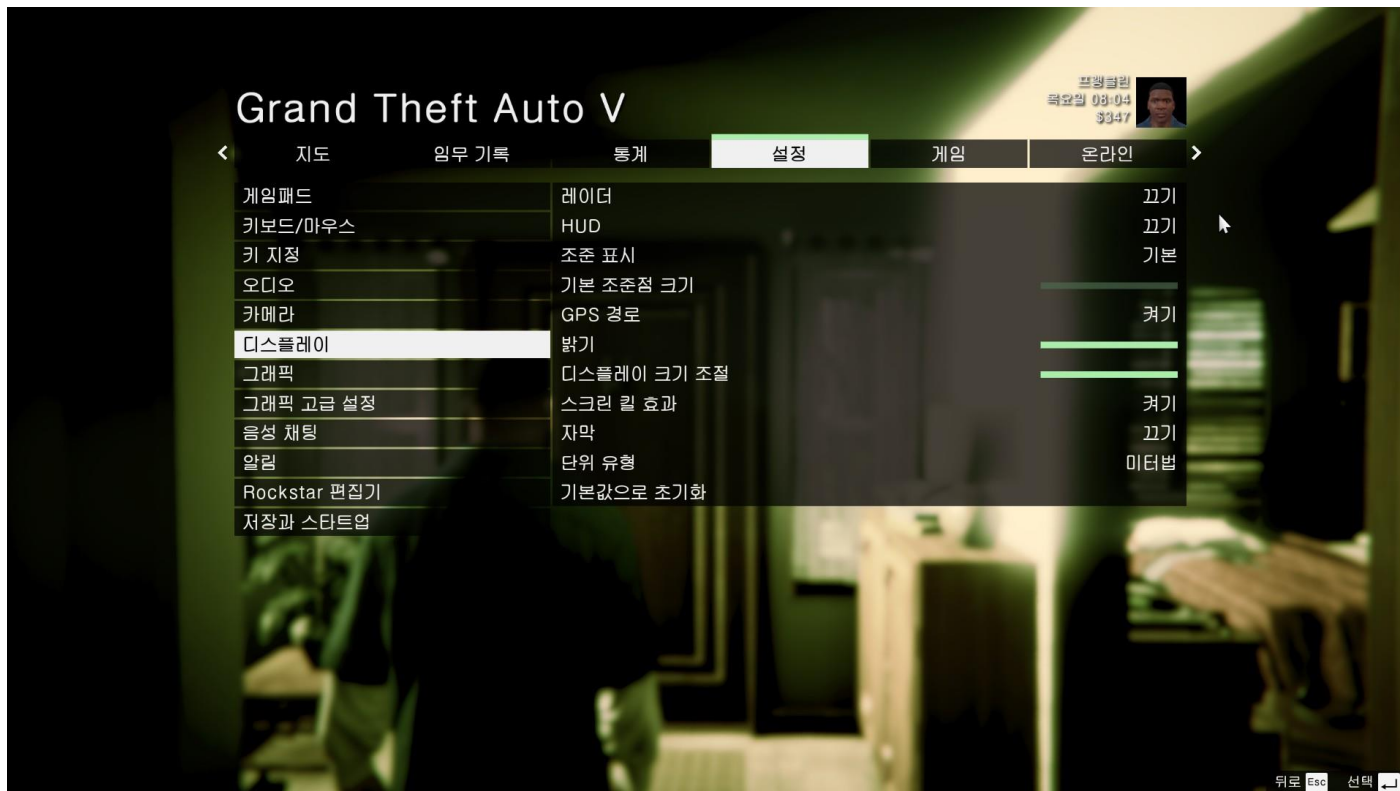
How to turn GTA Shadow on/off (1/1)

- PC → Documents → Rockstar Games → GTA V → settings.xml
- ShadowQuality value = "0" → shadow off,
= "1" or "2" → shadow on



Settings to make paired shadows in GTA (1/2)

- Start GTA V game (story mode recommended, cheat keys available)
- In-game settings - Display - Set radar and HUD to off
→ It hides maps and other unnecessary information when recording video.



Settings to make paired shadows in GTA (2/2)

Set Settings – Camera – First Person Vehicle Hood to On

→ When changing to first-person perspective after boarding a vehicle, the perspective moves to the hood of the vehicle.



(Hood on)



(Hood off)

Making paired shadows in GTA (1/2)

- Press the F1 key to start video recording, then travel around the desired area and record video of the road.
- Once you have completed recording, go to Settings – Rockstar Editor.



- Rockstar Editor → Create a new project → Add clip → Start editing, watch the recorded video, mark the desired scene with a marker and save it.
- Load the same project when turning shadow on and when turning shadow off, save the screenshot with F12, and obtain paired data of shadow on / off for the same scene.

Making paired shadows in GTA (2/2)

■ Screenshot storage location

- When extracting data as a screenshot using the in-game function, the save path is as follows.
- C → Program Files (x86) → Steam → userdata → 371959779 → 760 → remote → 271590 → screenshots

- Please contact wjahn@korea.ac.kr for further information
- It would be a pleasure to cite following papers:
 - Ahn, Woo-Jin, et al. "Domain adaptation for complex shadow removal with shadow transformer network." *Neurocomputing* 552 (2023): 126559.
 - Kang, Geon, et al. "Shadow Removal using GTA Road Dataset." *2021 21st International Conference on Control, Automation and Systems (ICCAS)*. IEEE, 2021.