



NVIDIA Unreal Engine DLSS 3 Plugin Package

Plugin Download and Install

This guide is to help you navigate through the installation process of the DLSS 3 Plugin Package in UE5 from the Epic Games Launcher.

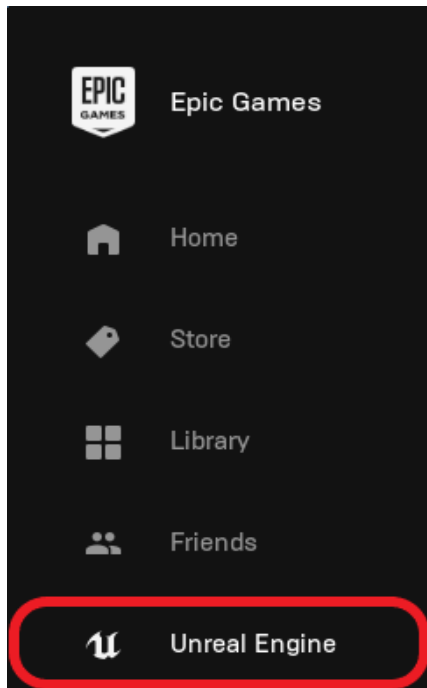
Prerequisites

- Unreal Engine 5
- Windows 10, 64 bit
- NVIDIA Geforce Driver: 536.99 or above.
- NVIDIA RTX GPU (GeForce, Titan or Quadro) with [DLSS](#) support
- UE5 project using either:
 - Vulkan
 - DX11
 - DX12

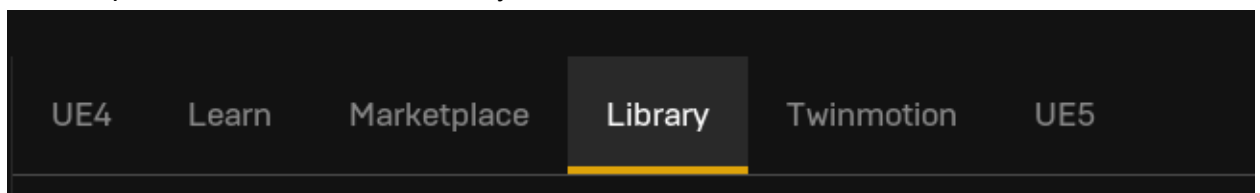
**Streamline/DLSS Frame Generation is only compatible with UE DX12 applications.*

Step-by-Step Installation Instructions

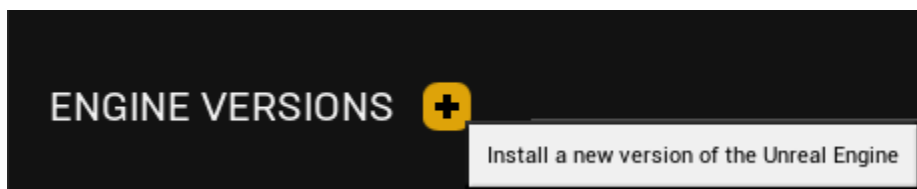
1. Install the Epic Games Launcher from Epic's website:
<https://www.epicgames.com/store/en-US/download>
2. Log into your Epic Games account and navigate to the *Unreal Engine* tab to the left of the launcher.



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



4. Install the latest available Unreal Engine 5 by pressing the `+` button to the right of `ENGINE VERSIONS`



5. Unzip the DLSS3Plugin.zip file downloaded from the NVIDIA DLSS 3 Plugin download page.
 - a. Once extracted, you should see five separate folders
 - i. DLSS
 - ii. DLSSMoviePipelineSupport - This is used for Movie Render Queue support.
 - iii. NIS - This is a platform agnostic technology to be used as a fallback if NVIDIA DLSS is not available for a specific targeted platform.
 - iv. Streamline - This is used for DLSS Frame Generation (DX12 Only).
 - v. Samples - This is a UE5 DLSS Test project
 - b. It should look something like this.

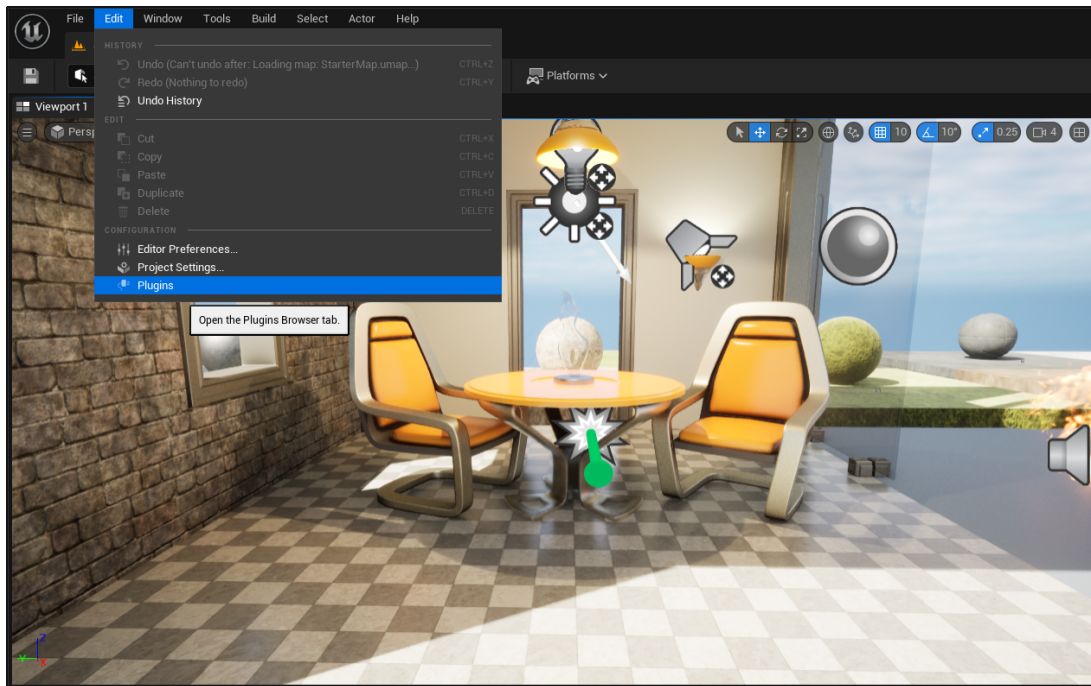
Local Disk (C:) > UE_5.1 > Engine > Plugins > Marketplace > nvidia

Name	Date modified	Type
DLSS	5/8/2023 10:54 AM	File folder
DLSSMoviePipelineSupport	5/8/2023 10:54 AM	File folder
NIS	5/8/2023 10:55 AM	File folder
Samples	5/8/2023 10:55 AM	File folder
Streamline	5/8/2023 10:58 AM	File folder

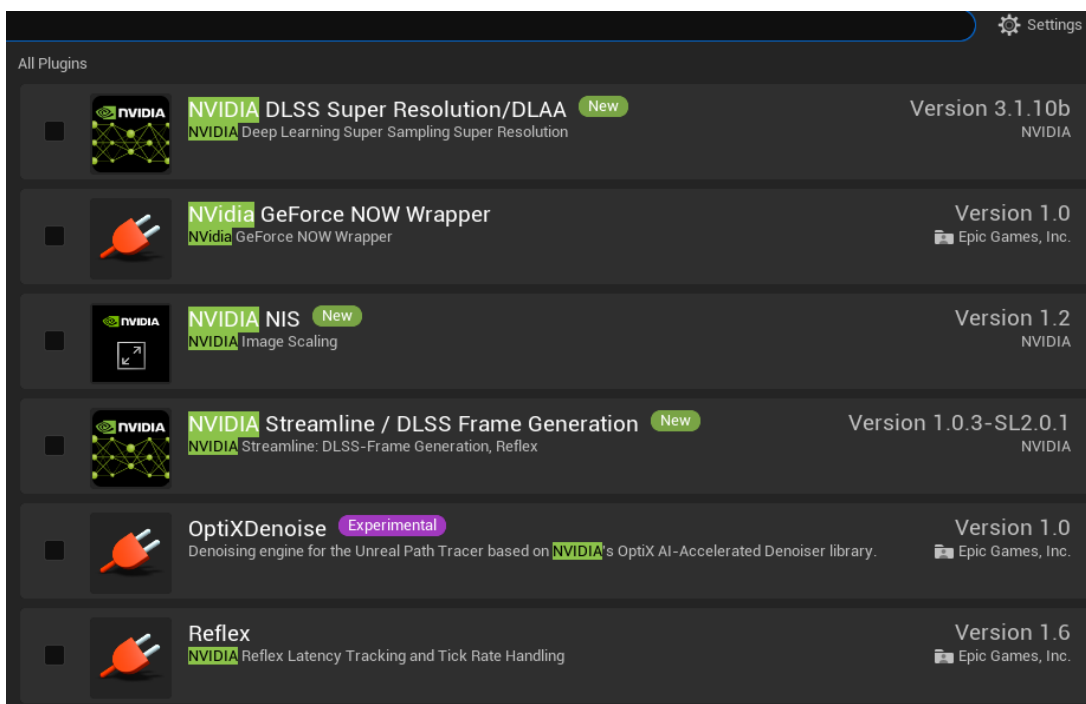
6. Place the unzipped `DLSS`, `DLSSMoviePipelineSupport`, `NIS`, `Streamline` folders in UE_5.2\Engine\Plugins\Marketplace\nvidia
 - a. Note: If you do not have the Marketplace\nvidia folder on your machine, you can make it yourself.
7. Launch Unreal Engine 5.

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.

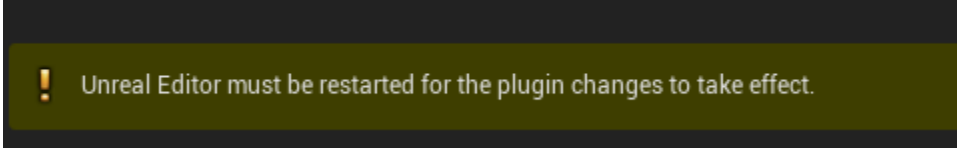
8. Once you've opened up your project, go to the toolbar at the top of the screen and click 'Edit'. Then, in the dropdown menu, select 'Plugins' to open up the Plugins browser.



9. Search for "NVIDIA" in the plugins search bar.
10. You should see NVIDIA Tech plugins pop-up, enable the following
- NVIDIA DLSS Super Resolution/DLAA
 - NVIDIA NIS
 - NVIDIA Streamline / DLSS Frame Generation



11. For DLSS Super Resolution Movie Render Queue support, search for `DLSS` in the search box. You will find that *Movie Render Queue DLSS/DLAA Support* populates. If you want support, ensure to enable this plugin as well.
12. A new prompt will appear at the bottom of the plugins window indicating you must restart your editor each time a new plugin is enabled.

A screenshot of a dark-themed Unreal Engine interface showing a notification bar at the bottom. The bar has a yellow exclamation mark icon on the left and the text "Unreal Editor must be restarted for the plugin changes to take effect." in a light green font.

! Unreal Editor must be restarted for the plugin changes to take effect.

13. Restart the editor and follow the remaining steps outlined in the:
 - a. [DLSS_Quick_Start_Guide.pdf](#) for DLSS Super Resolution
 - b. [DLSS_Frame_Generation_Quick_Start_Guide.pdf](#) for Streamline/Frame Generation