



NVIDIA Image Scaling Unreal Engine Plugin

The NVIDIA *Image Scaling* Unreal Engine plugin is part of a wider suite of related NVIDIA performance and image quality improving technologies and corresponding NVIDIA Unreal Engine plugins:

- NVIDIA *Image Scaling* (NIS) provides best-in class upscaling and sharpening for non-RTX GPUs, both NVIDIA or 3rd party.
- NVIDIA *Deep Learning Supersampling* (DLSS) is used to provide the highest possible frame rates at maximum graphics settings. DLSS requires an NVIDIA RTX graphics card.
- NVIDIA *Deep Learning Anti-Aliasing* (DLAA) is used to improve image quality. DLAA requires an NVIDIA RTX graphics card.
- Please refer to the NVIDIA DLSS/DLAA Unreal Engine plugin for further details on DLSS and DLAA.

Quickstart

Please refer to the relevant section in this document for additional details.

1. Enable the NIS plugin in the Editor, then restart the editor
2. NIS in [Blueprint](#): The `SetNISMode` and `SetNISSharpness` function of the NIS blueprint library provides convenient functions for setting the following console variables and are recommended to be used when integrating support into a project's user interface and settings.
3. NIS upscaling in game: The following [console variables](#) can be set to enable NIS:
 1. `r.NIS.Enable 1`
 2. `r.NIS.Upscaling 1`
 3. `r.ScreenPercentage 50`
 4. `r.TemporalAA.Upsampling 0`
 5. `r.TemporalAA.Upscaler 0`
 6. *Optional* `r.NIS.Sharpness 0.5`
4. NIS sharpening in game: The following [console variables](#) can be set to enable a NIS sharpening pass regardless of whether temporal or spatial upscaling is used.
 1. `r.NIS.Enable 1`
 2. `r.NIS.Sharpness 0.5`

Troubleshooting

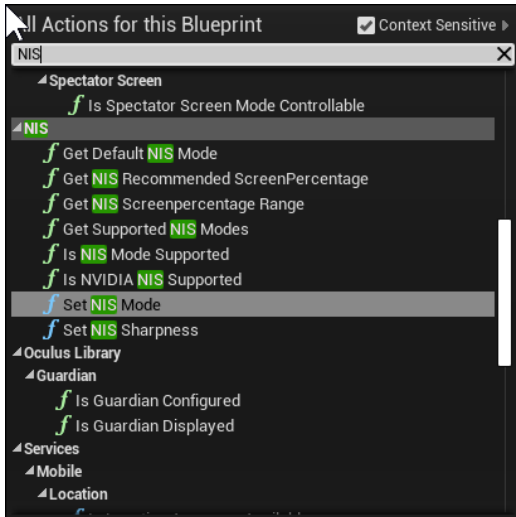
System requirements

- A GPU supporting SM5
- UE 4.27.1 or higher
- A project targeting the SM5 renderer and using either:
 - Vulkan
 - DX11
 - DX12

NIS Blueprint library

The UNISLibrary blueprint library provides functionality to query whether NIS and which modes are supported. It also provides convenient functions to enable the underlying NIS console variables. The tooltips of each function provide additional information.

Using the UNISLibrary via blueprint or C++ (by including the NISBlueprint module in a game project) is recommended over setting the console variables directly. This will make sure that any future updates will be picked up by simply updating the NIS plugin, without having to update the game logic.



DLSS and the NIS NVIDIA Image Scaling plugin (UE 4.27.1+)

The *DLSS* plugin and NVIDIA Image Scaling (*NIS*) plugins can be enabled together for the same project. Please see the [RTX UI Developer Guidelines](#) document for recommended UI implementations.

When both the *DLSS* and *NIS* plugins are enabled for a project, NIS sharpening will be used instead of DLSS sharpening. See `r.NGX.DLSS.PreferNISSharpen` in the *DLSS* plugin for details.

Interactions between NIS and other spatial upscaler plugins

The engine supports having multiple spatial upscaling plugins enabled for a single project. However only one can be **active** at the same time. The engine will assert in `FViewFamily::SetPrimarySpatialUpscalerInterface` if a plugin tries to set spatial upscaler interfaces when another plugin has already set it before.

To avoid this assert and a subsequent engine crash, the *NIS* plugin tries to detect cases where another spatial upscaler plugin might be active already and disables itself, showing a message on screen like this:



The fix is to change UI and gameplay logic to have only one spatial upscaler plugin **active** at run time.

Panini Projections

The NIS plugin does *not* support panini projections at this time.

Command Line Options And Console Variables and Commands

Enabling NIS (Engine Side)

The *NIS* plugin uses various engine side hooks, which can be configured by the following cvars.

Note By default the engine prefers temporal upscaling (either built-in, or via temporal upscaling plugin such as the *DLSS* plugin). As such some console variables need to be changed to turn temporal upscaling off.

- `r.TemporalAA.Upsampling` 0
 - Disable built-in temporal upsampling (i.e. TAAU/TSR)
- `r.TemporalAA.Upscaler` 0
 - Disable a custom TAAU upscaling plugin, such as the DLSS plugin
- `r.ScreenPercentage` 50 ... 100
 - Adjust the screen percentage

NIS supports a set of quality modes with recommended screen percentages, in addition to a custom screen percentage. The recommended screen percentages can be retrieved via the `GetNISRecommendedScreenPercentage` Blueprint function or as excerpted below from the accompanying [RTX Developer Guidelines](RTX UI Developer Guidelines.pdf) document:

Mode	<code>r.ScreenPercentage</code>
Ultra Quality	77
Quality	66.667
Balanced	59
Performance	50
Custom	50 100

Note: For convenience, the `SetNISMode` blueprint function sets `r.ScreenPercentage` based on the NIS mode as well.

Blueprint functions:

- `SetNISMode`
- `IsNISSupported`
- `IsNISModeSupported`, `GetNISDLSSModes`, `GetNISRecommendedScreenPercentage`, `GetNISScreenPercentageRange`

Enabling NIS (Plugin Side)

- `r.NIS.Enable` (1, default)
 - Enable/disable NIS upscaling and/or sharpening
- `r.NIS.Upscaling` (1, default),
 - Enable NIS Upscaling. Also requires `r.TemporalAA.Upscaler` 0

Blueprint functions:

- `SetNISMode`
- `IsNISSupported`
- `IsNISModeSupported`, `GetNISDLSSModes`, `GetNISRecommendedScreenPercentage`, `GetNISScreenPercentageRange`

NIS Runtime Image Quality Tweaks

- `r.NIS.Sharpness` (0.0, default)
 - 0.0 to 1.0: Sharpening to apply to either primary NIS pass or the secondary NIS pass. If 0.0 the secondary NIS sharpening pass will not be executed
- `r.NIS.HDRMode` (-1, default)
 - -1: Automatic. Determines the NIS HDR mode based on `ETonemapperOutputDevice`
 - 0: None
 - 1: Linear
 - 2: PQ

Blueprint functions:

- `SetNISSharpness`

Miscellaneous

- `r.NIS.HalfPrecision`, (-1, default)
 - Enable/disable half precision in the NIS shaders and selects which permutation is used
 - -1: automatic. Pick the appropriate FP16 permutation based on shader model and RHI
 - 0: Float32, disable half precision
 - 1: Min16Float, half precision, intended for UE4 DX11 SM5
 - 2: Min16FloatDXC, half precision, intended for UE4 DX12 SM5
 - 3: Float16DXC, half precision, intended for UE5 DX12 SM6

Note: Half precision support has only been tested with DX11 and DX12. Most reliable results are configuring the project to run with Shader Model 6 and DX12 on Unreal Engine 5.

Enabling Automatic Mip-Map LOD bias selection for NIS

The application is recommended to set the mip-map bias (also called the texture LOD bias) to a value lower than 0. This will improve the overall image quality as textures are sampled at the display resolution rather than the lower render resolution in use with NIS. For details, please refer to section 5.1 *Mip-Map Bias* in the [NIS Programming Guide](#)

The engine doesn't do this when running with spatial upscaling plugins. In this case, the application is recommended to adjust this manually. The `SetNISMode` Blueprint library function performs this resolution dependent mip-map LOD bias adjustment and can be configured with the following console variables:

- `r.NIS.Upscaling.AutomaticMipMapLODBias` (1, default)
 - Enable automatic setting of `r.MipMapLODBias` based on the effective NIS screen percentage
 - NOTE: This is only applied when using the `UNISLibrary::SetNISMode` blueprint function
- `r.NIS.Upscaling.AutomaticMipMapLODBias.Offset` (0, default)
 - Allows offsetting the automatic resolution dependent mip map LOD bias by this amount
 - NOTE: This is only applied when using the `UNISLibrary::SetNISMode` blueprint function

Blueprint functions:

- `SetNISMode`

Note: The engine automatically computes a screenpercentage based mip map LOD bias when running with temporal upscaling, either built-in (i.e. TAAU/TSR) or via a plugin such as DLSS.

NIS API and UI Documentation

The [NIS Programming Guide](#) provides details about the NIS SDK shaders which are used by the plugin to implement NIS.

The [RTX Developer Guidelines \(Chinese\)](#) provides details about recommended game settings and UI for NIS and DLSS.