

# Settings

Graphic Settings 4

Display Settings

Sound Settings

Other

Graphic Settings 1

Graphic Settings 2

Graphic Settings 3

## Graphics Presets

Preset 1

Import My Settings

## General

Enable wet surface effects.



Disable rendering of objects when not visible. (Occlusion Culling)

Use low-detail models on distant objects. (LOD)



Default

Save as Preset

OK

Cancel

# Settings

Graphic Settings 4

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Graphic Settings 1

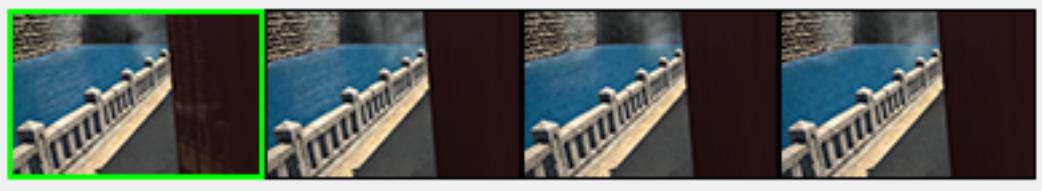
Graphic Settings 2

Graphic Settings 3

## General

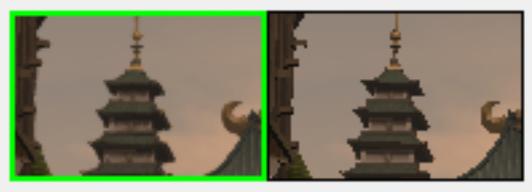
Real-time Reflections

Maximum



Edge Smoothing (Anti-aliasing)

FXAA



Transparent Lighting Quality

High



Grass Quality

High



Default

Save as Preset

OK

Cancel

# Settings

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Graphic Settings 1

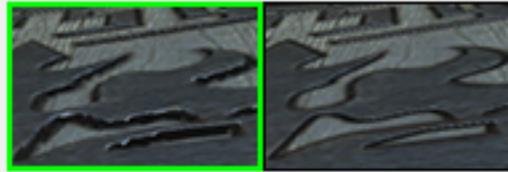
Graphic Settings 2

Graphic Settings 3

## General

Background Tessellation

High Quality



Water Tessellation

High Quality



Glare

Standard



## Shadows

Self

Display

Hide

Other NPCs

Display

Hide

## Shadow Quality

Use low-detail models on shadows. (LOD)

Shadow Resolution

High - 2048p

Shadow Cascading

Best

Shadow Softening

Strong

Default

Save as Preset

OK

Cancel

Texture Detail

Texture Filtering: Anisotropic  
Anisotropic Filtering: x16

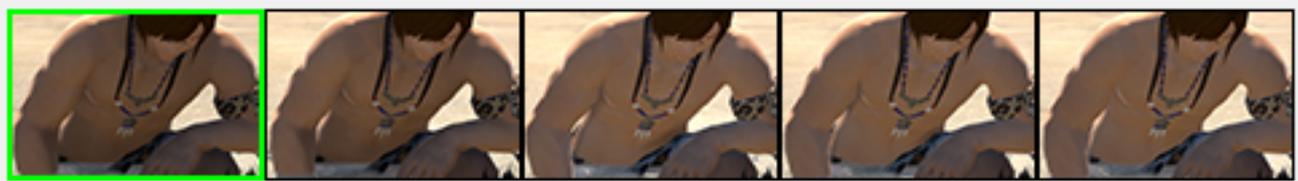
Movement Physics

Self:  Full  Simple  Off  
Other NPCs:  Full  Simple  Off

Effects

- Naturally darken the edges of the screen. (Limb Darkening)
- Blur the graphics around an object in motion. (Radial Blur)

Screen Space Ambient Occlusion: HBAO+: Quality



Glare: Normal



Cinematic Cutscenes

- Enable depth of field.

# Settings

Graphic Settings 1

Graphic Settings 2

Graphic Settings 3

Graphic Settings 4

Display Settings

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Other

## Display Settings

Main Display

NVIDIA GeForce GTX 780(\\.\DISPLAY1)

## Screen Mode

- Windowed
- Borderless Windowed
- Full Screen

## Resolution

Presets

1920 x 1080

Width

Height

Custom

1920

1080

## Gamma Correction

50

Default

Save as Preset

OK

Cancel