

Prerequisite Downloads:

MacGruber PostMagic (required) -

https://anonfiles.com/t0yaH5h5yb/MacGruber.PostMagic.3_var

Install this and overwrite the PostMagic you may already have in your AddonPackages folder. This is a modified version with additional LUTs preinstalled. You will need this for the AntiAliasing, LUT, and to set up RayTracing in Reshade.

Hunting-Succubus AutomaticBodySmoother (required) -

<https://hub.virtamate.com/resources/automaticbodysmoother-session-plugin.5235/>

This will help smooth out all the rough edges on your girls.

Reshade 4.9.1 (required) -

https://anonfiles.com/pascHdhfy4/ReShade_Setup_4.9.1_exe

Password is futabegood.

An earlier version of Reshade is required for RayTracing to work properly in VaM. If you want to do without or want ReShade in VR, then the latest version can be used. Not all the provided shaders may work with 5.* version. If they don't, you will have to install the shaders through ReShade 5.* install and use the provided settings screencaps to adjust settings for those shaders that don't set automatically with the preset.

Reshade Shaders + Presets (required) - https://anonfiles.com/D407H5hey4/reshade-shaders_7z

This is all the shaders and my preset, along with RTGI. Extract to your main directory after installing Reshade and overwrite anything it asks.

GiveMeFPS (recommended) - <https://hub.virtamate.com/resources/givemefps.1367/>

Not entirely required, but definitely will help you out with performance issues if all this is tanking your FPS. This can Also do stuff like make sure janky settings like Tongue Collision always remains off.

PostMagic:

Make sure that you set PostMagic as a Session Plugin.

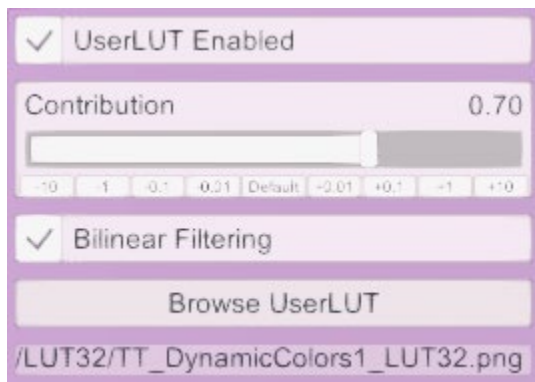
Settings Overview

You only need these settings enabled. The rest can be done much better through Reshade.

plugin#1_MacGruber.PostMagic.Manager	<input checked="" type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.UserLUT	<input checked="" type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.Vignette	<input type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.ChromaticAberration	<input type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.Bloom	<input type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.DepthOfField	<input type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.MotionBlur	<input type="checkbox"/> Enabled	(Desktop Only)	Open Custom UI...
plugin#1_MacGruber.PostMagic.Grain	<input type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...
plugin#1_MacGruber.PostMagic.AntiAliasing	<input checked="" type="checkbox"/> Enabled	<input type="text" value="Enter name..."/>	Open Custom UI...

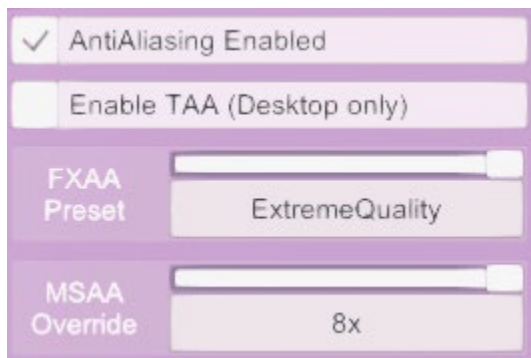
LUT

I suggest loading TT_DynamicColors1_LUT32 or Natural as your default LUT as they work best with my ReShade settings. Cocktail can also be good. These are all found in the top directory after clicking Browse UserLUT, not within any folders. You can use Reshade to further change colors and tone for scenes instead of constantly changing between LUTs, so once you load these, they should pretty much remain unchanged. Make sure to turn down Contribution for a better blend.



AntiAliasing

Use the settings below. You can use TAA instead, but I don't think it looks as good and it can cause flickering.



GiveMeFPS:

Make sure that you set GiveMeFPS as a Session Plugin.

Settings

None of these settings are absolutely required except for the AntiAliasing options. Other than that, set everything for what gives you the best performance. Shader Quality seems to have the biggest impact on performance, so I usually leave this on medium in GiveMeFPS until I am ready to take screenshots, then turn it up to high in the main VaM settings (not through GiveMeFPS).

Quick Buttons	All Person Settings
Give me some FPS - Recommend	<input type="checkbox"/> Disable Breast softbody Sim
Give me some FPS - Hair Only	<input type="checkbox"/> Disable Glute softbody Sim
Give me ALL the FPS!	<input checked="" type="checkbox"/> Disable Tongue softbody Sim
VAM Defaults	<input type="checkbox"/> Disable All Advanced Colliders
Override Atom Settings On Scene Load Tick this to apply these settings when loading any scene. Make sure to save 'Session Plugin Presets -> Change User Defaults -> Set Current As User Defaults' to make this permanent. Does not include performance preferences	<input type="checkbox"/> Disable Reflection pixel shader
<input checked="" type="checkbox"/> Override On Scene Load	Reflection Texture <input type="text" value="2048"/>
Performance Preferences	<input type="checkbox"/> Disable all Hair Sim
Render Scale <input type="text" value="1.00"/> -0.25 -0.1 -0.05 -0.01 Default +0.01 +0.05 +0.1 +0.25	Hair Multiplier <input type="text" value="16.00"/> -10 -5 -2 -1 Default +1 +2 +5 +10
<input checked="" type="checkbox"/> Soft Body Physics	Curve Density <input type="text" value="16.00"/> -10 -5 -2 -1 Default +1 +2 +5 +10
	Hair Width <input type="text" value="0.00015"/> -0.01 -0.001 -0.0001 -1E-05 Default +1E-05 +0.0001 +0.01
	Hair Weight <input type="text" value="1.50000"/> -0.01 -0.001 -0.0001 -1E-05 Default +1E-05 +0.0001 +0.01

<input checked="" type="checkbox"/> High Quality Physics	Sim iterations <input type="text" value="2.00"/> Default
<input checked="" type="checkbox"/> Mirror Reflection	Hair shader <input type="text" value="Quality"/>
<input checked="" type="checkbox"/> Realtime Reflection Probes	<input type="checkbox"/> Disable all cloth Sim
Shader Quality <input type="text" value="Medium"/>	<input type="checkbox"/> Enable Cloth override on load
MSAA Level <input type="text" value="8x"/>	Cloth Stiffness <input type="text" value="1.000"/> -1 -0.1 -0.01 -0.001 Default -0.001 +0.01 +0.1 +1
Pixel Light Count <input type="text" value="6.00"/> Default	Cloth Weight <input type="text" value="0.500"/> -1 -0.1 -0.01 -0.001 Default -0.001 +0.01 +0.1 +1
Smooth Passes <input type="text" value="4.00"/> Default	Cloth Sim iterations <input type="text" value="1.00"/> Default
Glow Effects <input type="text" value="Low"/>	Dynamic Adjust on load This will set glute softbody physics off & disable all advanced colliders when scene contains more than the number of girls (males not counted)
Physics Rate <input type="text" value="60"/>	<input type="checkbox"/> Dynamic Adjust on load
Physics Update Cap <input type="text" value="3.00"/> Default	Number of persons <input type="text" value="1.00"/> Default
CPU Bench FPS WARNING - These buttons will adjust performance parameters to reduce as much load on the GPU as possible - this should show how many FPS a good GPU should be able to give - suggest use 2 or more persons in a	

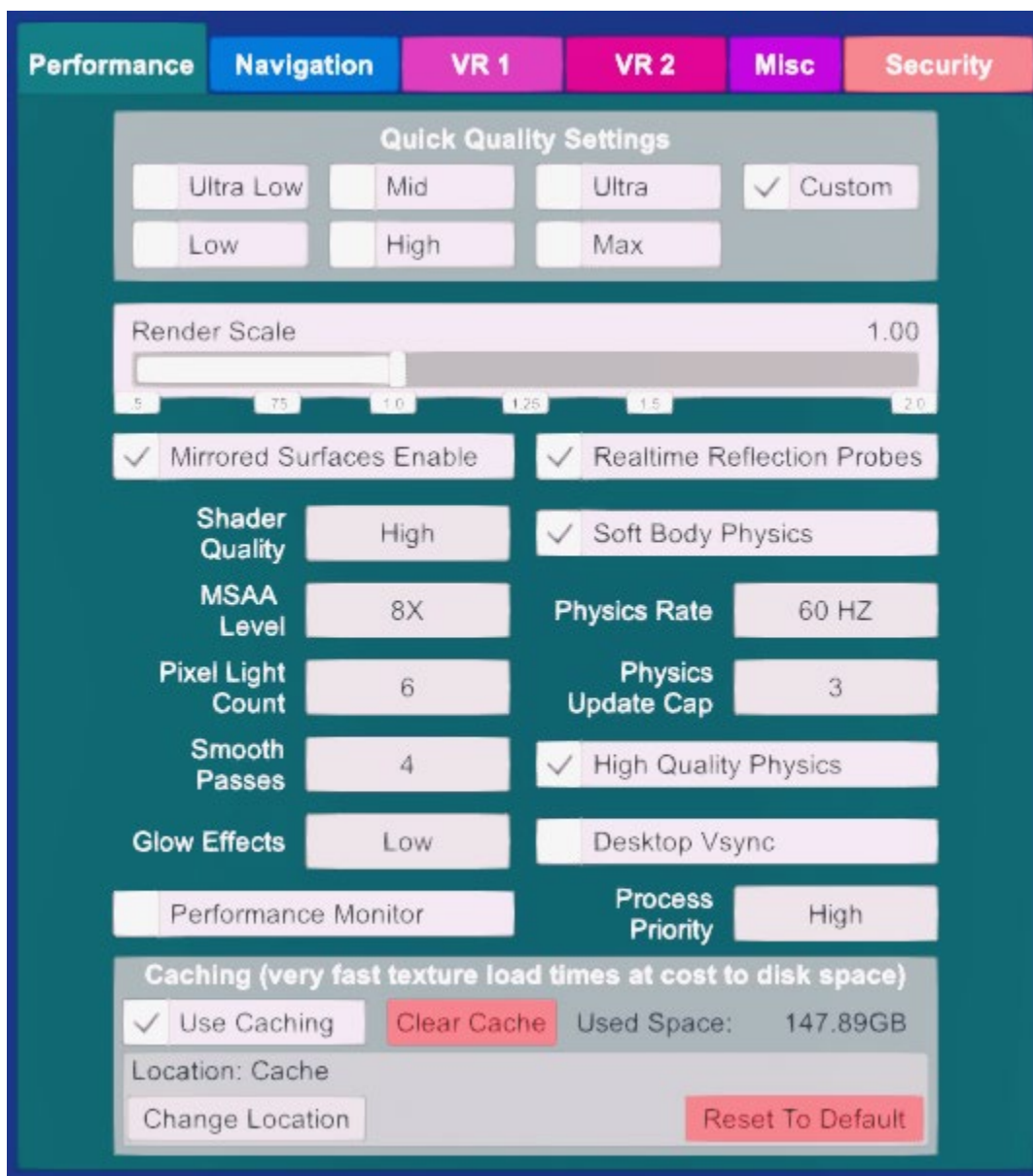
Automatic Body Smoother:

Make sure that you set Automatic Body Smoother as a Session Plugin. You can use default settings.

VaM Settings + Session Defaults:

Settings

Use these settings for best quality. If your PC struggles with FPS, you can turn down Shader Quality to medium until you want to take a screenshot, then temporarily turn it back to high. Render Scale only affects VR quality. Turn it down if your game still struggles in VR.



Session Defaults

This is very important. Make sure to save your Session Plugins as Session default or they will not load every time you open VaM. Click Session Plugin Presets on the left side. Change User Defaults in the top middle. Now click Set Current As User Defaults. This will make VaM load PostMagic, GiveMeFPS, and Automatic Body Smoother load automatically during every session.

The screenshot displays the 'Session Plugin Presets' panel in the VaM software. The panel features a 'Select Existing...' button, a 'Load Defaults' button, and a 'Use Merge Load' button. A 'Change User Defaults...' button is highlighted, and a modal window is open over it, showing 'Clear User Defaults' and 'Set Current As User Defaults' buttons. The panel also includes a 'Load User Defaults' button, a 'Load Preset On Select' checkbox, and a 'Preset Name' input field. Below the panel, there is instructional text:

To set the plugins you want loaded at startup, go to the Session Plugins tab and load the plugins you would like to have loaded at startup. Then configure each plugin with the settings you want to use at startup. Then come back to this tab and click Change User Defaults..., then click Set Current As User Defaults. This stores a special preset called UserDefaults that is recognized at startup.

In all future sessions of VaM, those plugins and their settings will be automatically loaded at startup and remain active for the entire session (unless you remove them during the session).

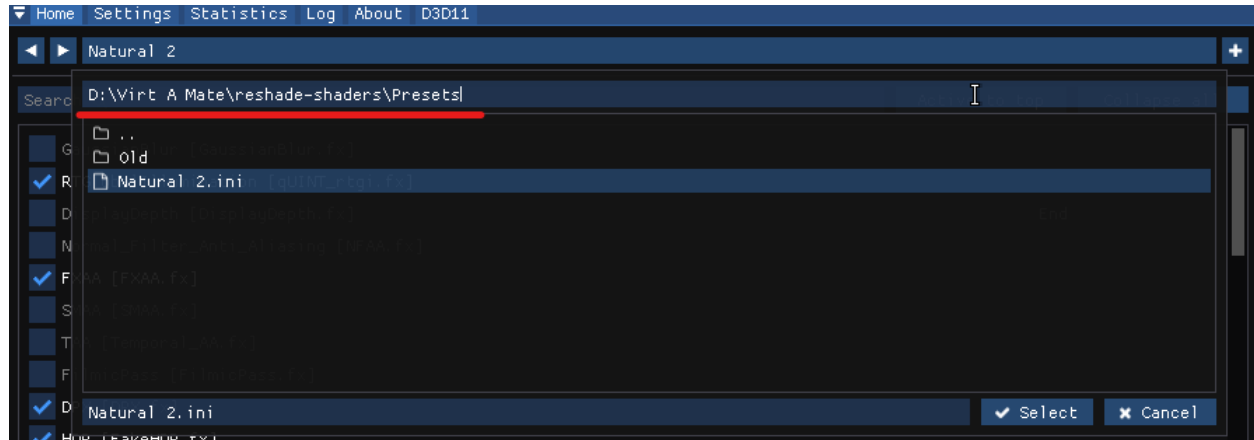
The left sidebar shows the following menu items: Scene Audio, Scene Misc, Scene Animation, Scene Add Atom, Scene Lighting, Scene Plugins, Scene Plugin Presets (highlighted), Session Plugins, Session Plugin Presets (highlighted), Select, Navigation, User Preferences, and File (Open/Save).

Reshade Setup:

Close down VaM now that you have it set up and ready to go. Install Reshade using the provided .exe in the link.

IMPORTANT

My presets are in a preset folder inside of reshade-shaders folder. Reshade normally puts these in the main game directory, but I think that is stupid and unorganized.

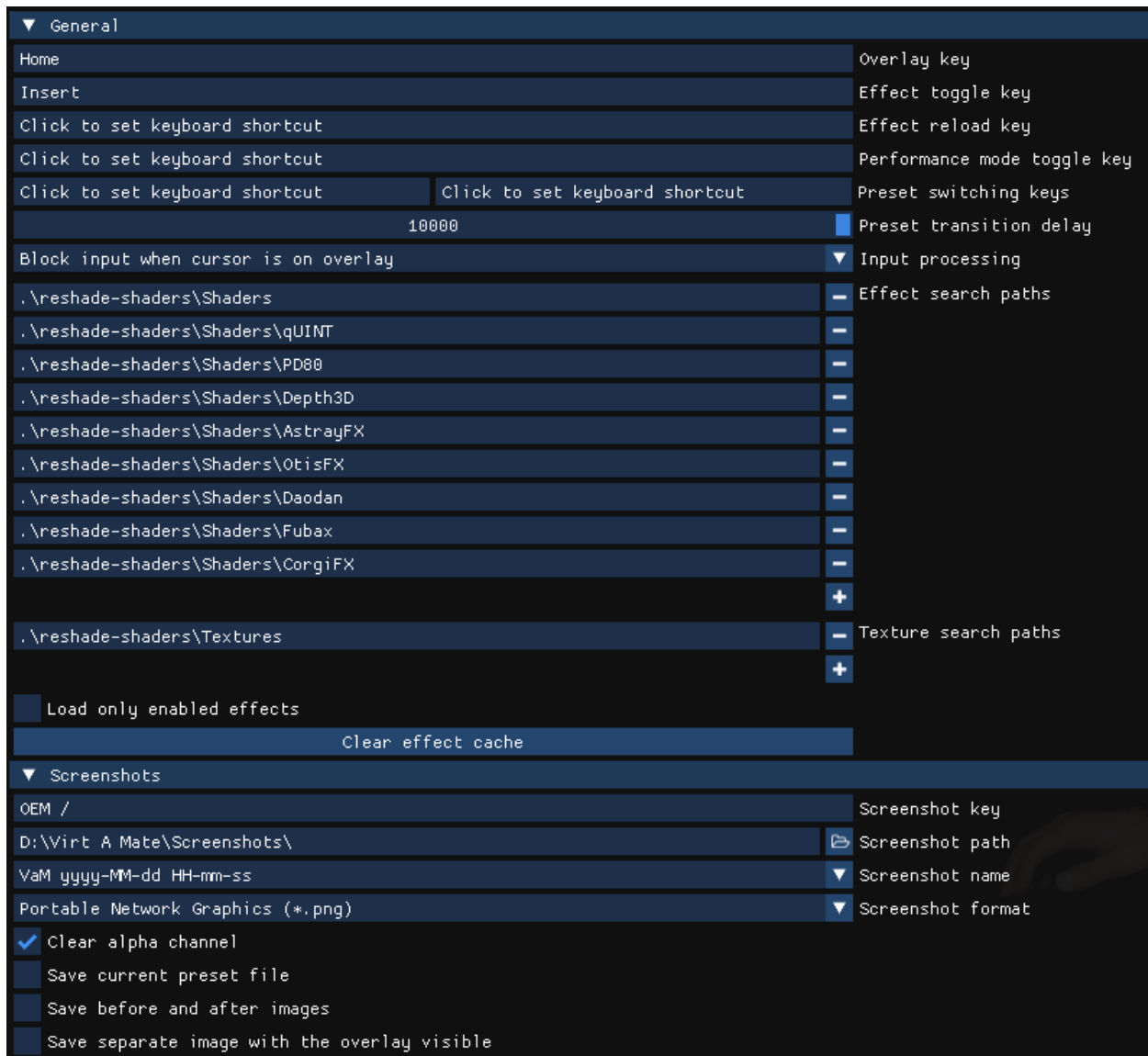


1. Select the 'Click here to select a game...' button
2. Choose the VaM exe, not the Desktop Mode bat file.
3. Select Direct3D 10/11/12
4. Go through the rest with defaults
5. Now extract the provided Reshade zip file into your main VaM directory. Password is futabegood. Overwrite any files if asked.
6. Open up VaM.
7. Go through the tutorial of how to use ReShade if this is your first time.
8. Navigate to the Presets folder if asked or click on the top bar (as seen in the Important spoiler) and find then click on Natural 2.ini

If you installed Reshade 5.* because you want to use VR, there should now be a ReShade button in the Steam overlay that you can toggle.

ReShade Settings

This is a list of my settings and keybinds. You can change the keybindings to whatever you choose.



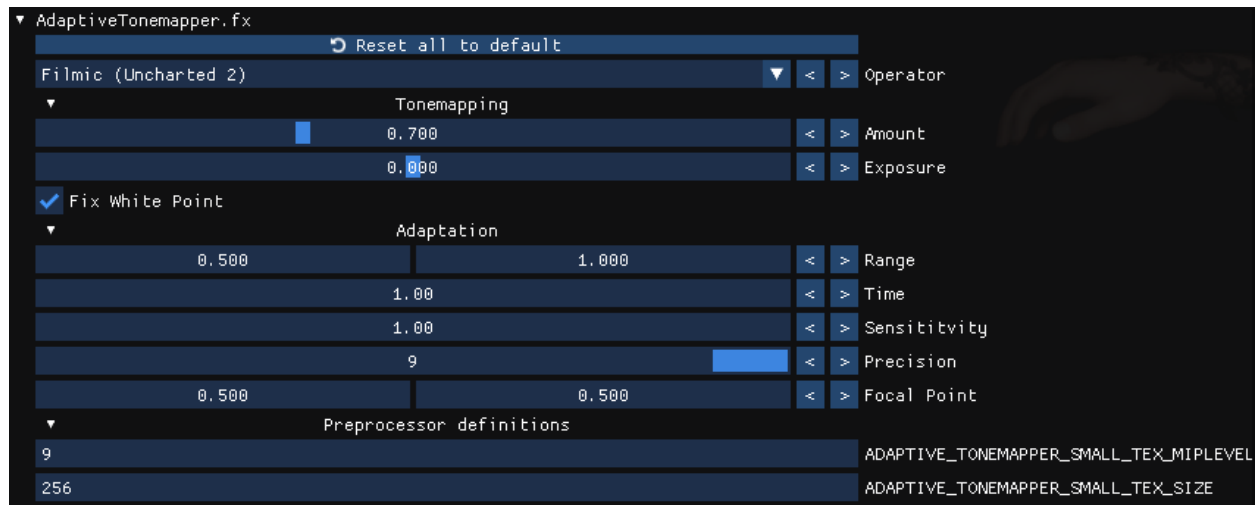
Required Shaders

These are the shaders that I almost always have turned on 100% of the time and make no adjustments. These should automatically be set with the preset, but if not I have provided shots of the settings so you can manually adjust them, or even reference back to if you mess something up. The greyed out shaders in this list are used, but are supplementary and can be turned on depending on the scene and effect you want. The order of the shaders do have an affect on the others. This order is what I have settled on.

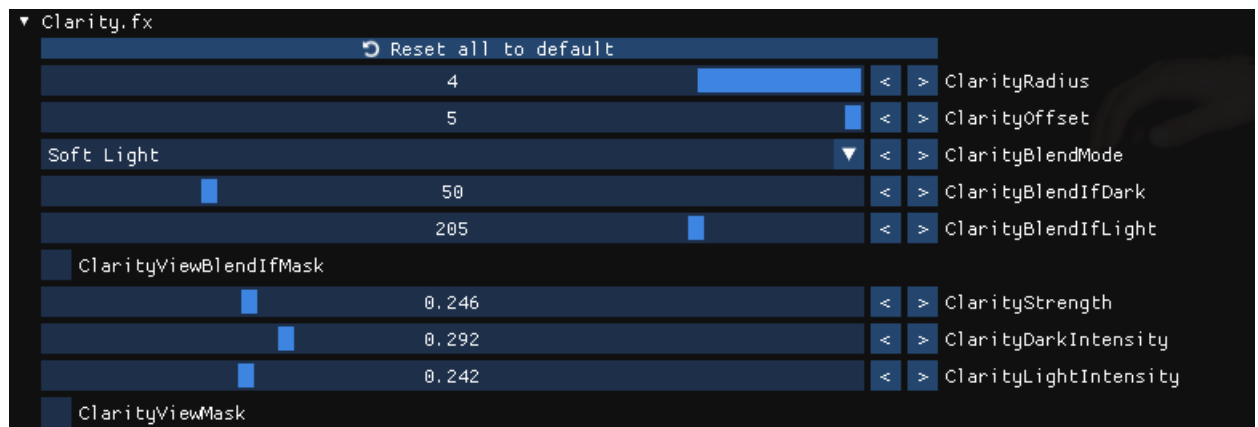
List of Shaders:

- GaussianBlur [GaussianBlur.fx]
- RTGlobalIllumination [qUINT_rtgi.fx]
- DisplayDepth [DisplayDepth.fx]
- Normal_Filter_Anti_Aliasing [NFAA.fx]
- FXAA [FXAA.fx]
- SMAA [SMAA.fx]
- TAA [Temporal_AA.fx]
- FilmicPass [FilmicPass.fx]
- DPX [DPX.fx]
- HDR [FakeHDR.fx]
- Clarity [Clarity.fx]
- AdaptiveTonemapper [AdaptiveTonemapper.fx]
- prod80_01B_RT_Correct_Color [PD80_01B_RT_Correct_Color.fx]
- prod80_01A_RT_Correct_Contrast [PD80_01A_RT_Correct_Contrast.fx]
- prod80_03_Shadows_Midtones_Highlights [PD80_03_Shadows_Midtones_Highlights.fx]
- MinimalColorGrading [MinimalColorGrading.fx]
- AMD FidelityFX Contrast Adaptive Sharpening [CAS.fx]
- prod80_04_ColorGradient [PD80_04_Color_Gradients.fx]
- prod80_04_ColorBalance [PD80_04_Color_Balance.fx]
- prod80_04_ContrastBrightnessSaturation [PD80_04_Contrast_Brightness_Saturation.fx]
- Tonemap [Tonemap.fx]
- RadiantGI [RadiantGI.fx]
- Curves [Curves.fx]
- CA [ChromaticAberration.fx]
- prod80_06_ChromaticAberration [PD80_06_Chromatic_Aberration.fx]
- GP65CJ042DOF [DOF.fx]
- CinematicDOF [CinematicDOF.fx]
- Bloom [qUINT_bloom.fx]
- LevelsPlus [LevelsPlus.fx]

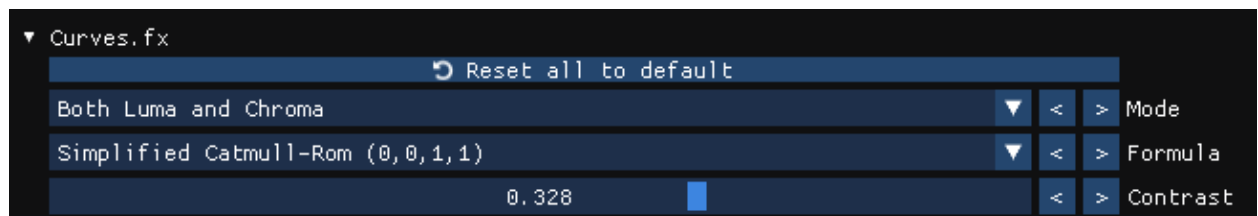
Settings Screenshots: AdaptiveTonemapper - AdaptiveTonemapper.fx



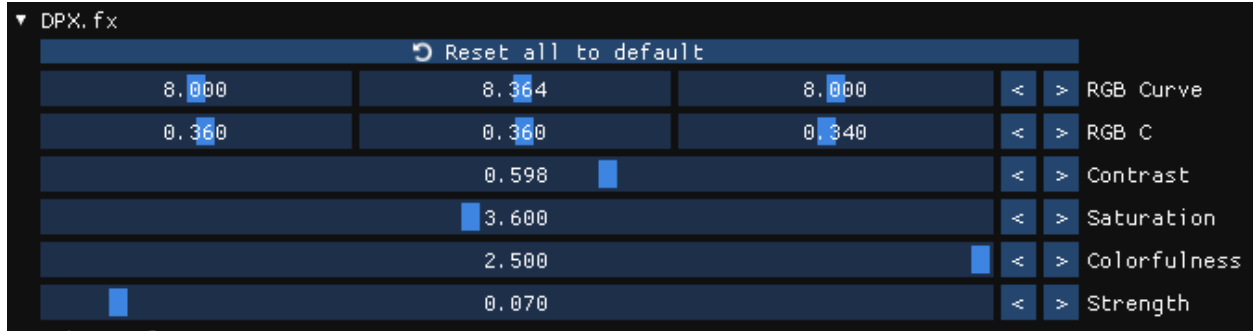
Clarity - Clarity.fx



Curves - Curves.fx



DPX - DPX.fx



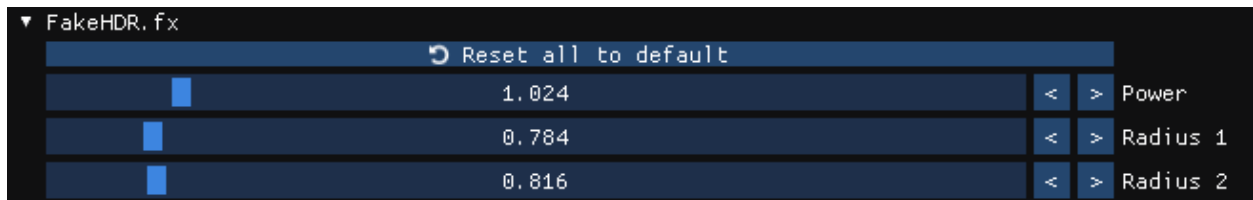
Parameter	Value 1	Value 2	Value 3
RGB Curve	0.000	8.364	8.000
RGB C	0.360	0.360	0.340
Contrast	0.598		
Saturation	3.600		
Colorfulness	2.500		
Strength	0.070		

FXAA - FXAA.fx



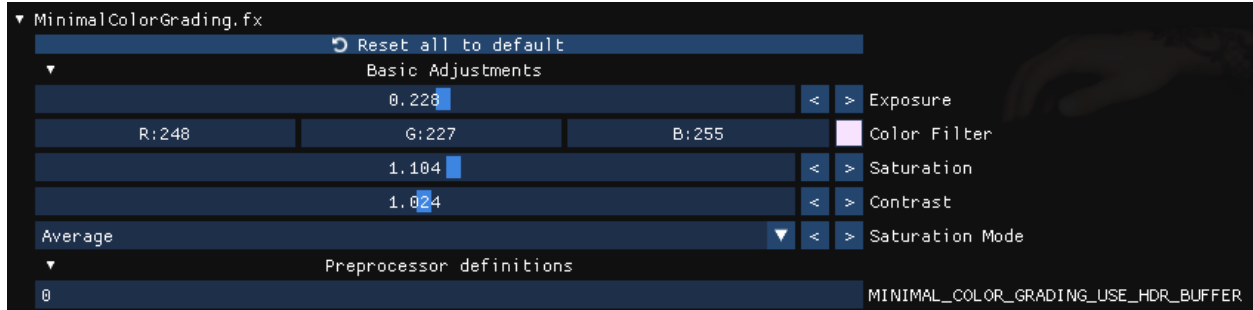
Parameter	Value
Subpix	0.250
Edge Detection Threshold	0.125
Darkness Threshold	0.000
FXAA_360_OPT	0
FXAA_CONSOLE__PS3_EDGE_SHARPNESS	8.0
FXAA_CONSOLE__PS3_EDGE_THRESHOLD	0.125
FXAA_DISCARD	0
FXAA_EARLY_EXIT	1
FXAA_FAST_PIXEL_OFFSET	0
FXAA_GATHER4_ALPHA	1
FXAA_GLSL_120	0
FXAA_GLSL_130	0
FXAA_GREEN_AS_LUMA	0
FXAA_HLSL_3	1
FXAA_HLSL_4	0
FXAA_HLSL_5	0
FXAA_LINEAR_LIGHT	0
FXAA_PC_CONSOLE	0
FXAA_QUALITY__PRESET	15

HDR - FakeHDR.fx

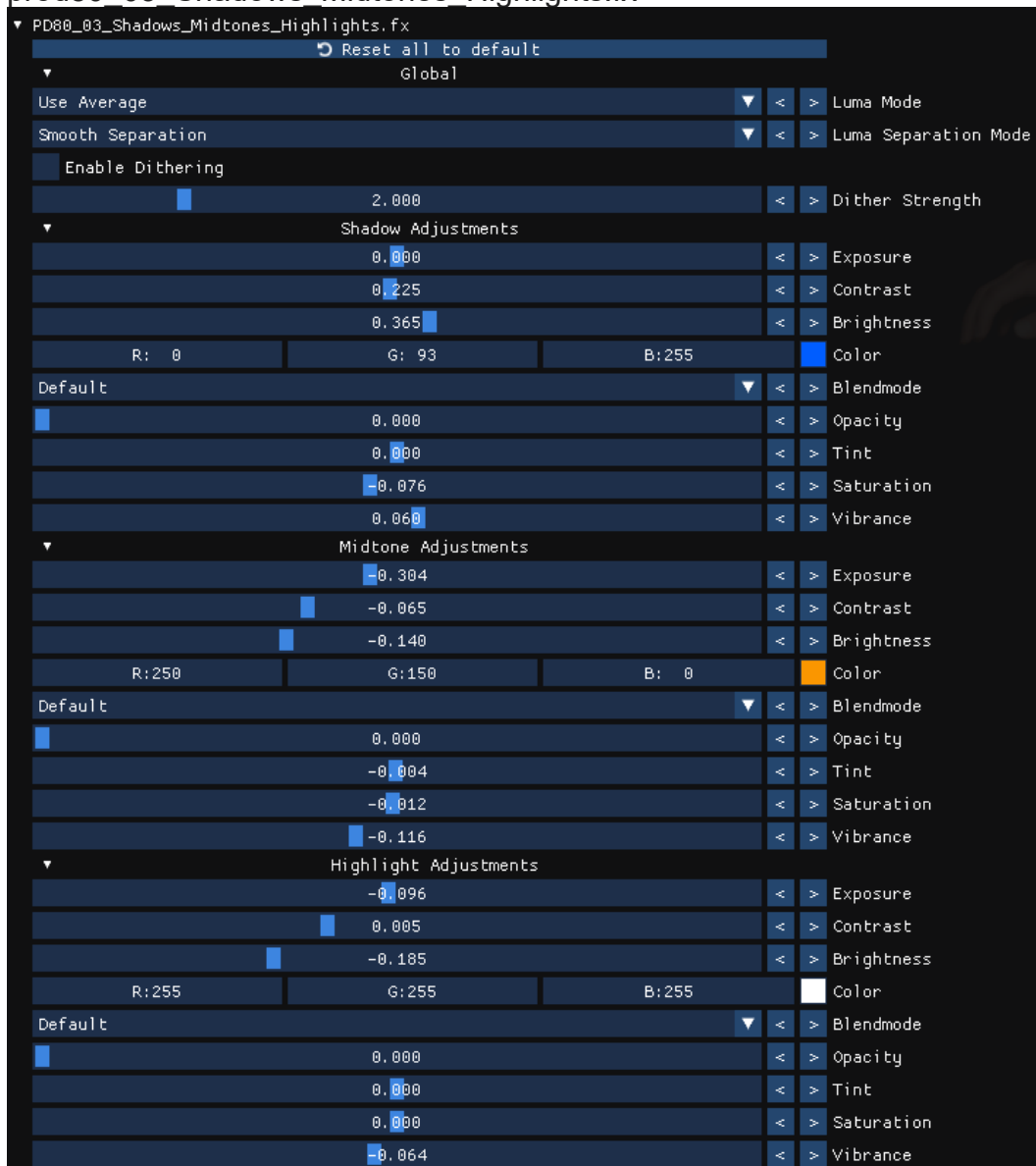


Parameter	Value
Power	1.024
Radius 1	0.784
Radius 2	0.816

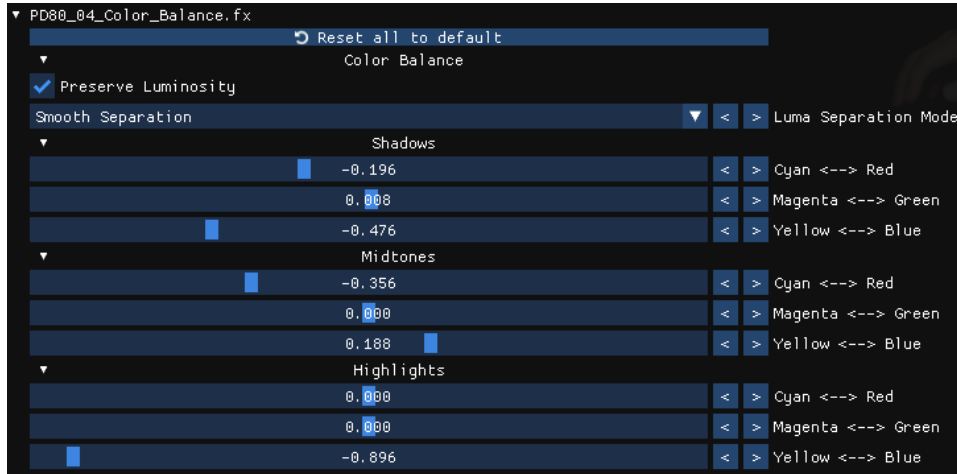
MinimalColorGrading - MinimalColorGrading.fx



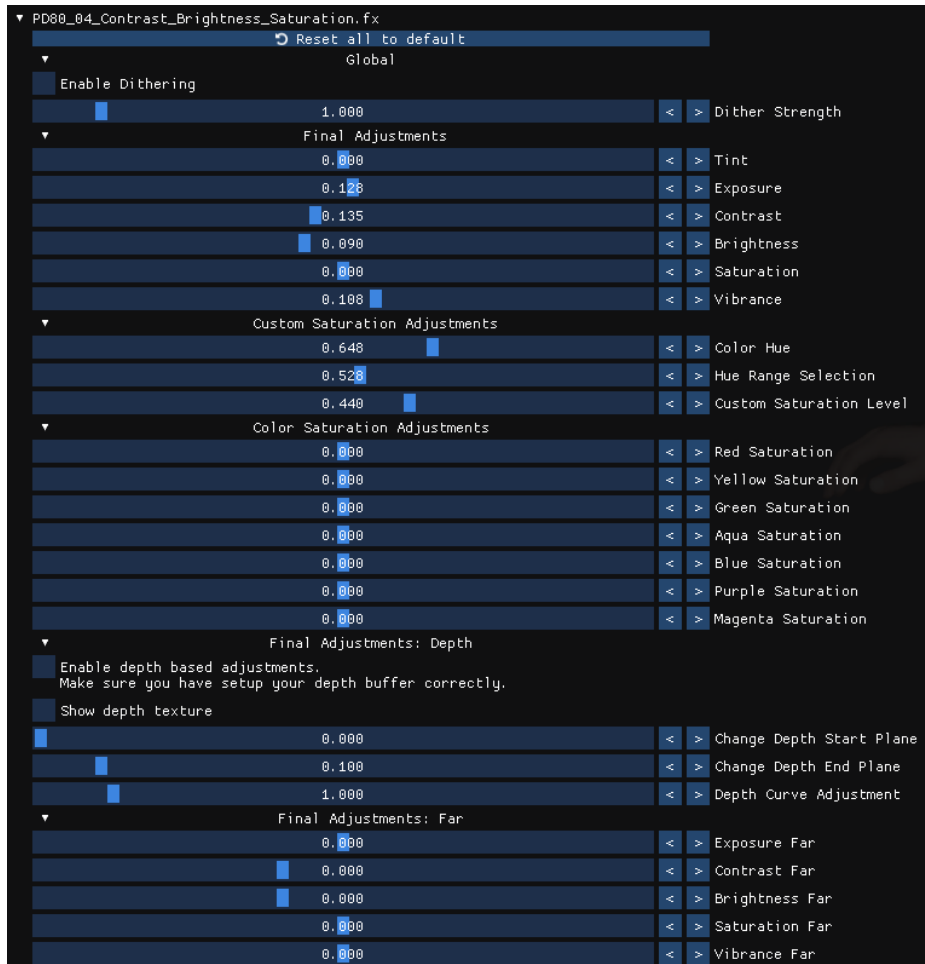
prod80_03_Shadows_Midtones_Highlights - prod80_03_Shadows_Midtones_Highlights.fx



prod80_04_ColorBalance - prod80_04_Color_Balance.fx



prod80_04_ContrastBrightnessSaturation - prod80_04_Contrast_Brightness_Saturation.FX



RadiantGI - RadiantGI.fx

▼ RadiantGI.fx
↻ Reset all to default

RadiantGI

Global Illumination

12	<	>	Samples
500	<	>	General Ray Length
0.050	<	>	Targeted Lighting
0.125	<	0.838	Near Details
1.000	<	>	Depth Fade-Out
1.000	<	0.500	Diffusion Amount

Subsurface Scattering

Subsurface Light Transport

0.120	<	>	Upper Scattering
0.178	<	>	Deep Scattering
1.000	<	>	Tissue Luma Map
R:138	G: 3	B: 3	Internal Flesh Color
0.162	<	0.000	Subsurface Blur & Flesh Saturation
0.250	<	>	Skin Detect Distance

Supplemental Contributions

Directional Sky & Emissive Mode

1.000	<	>	Sky Saturation
3	<	>	Sky Color Averaging
0.000	<	>	Distance Irradiance
0.000	<	1.000	Texture Details & Falloff
0.000	<	>	Trim

Image

Softlight

1.000	<	>	Power
1.000	<	>	GI Saturation
0.500	<	>	HDR Extraction Power

Depth Map

DM0 Normal

7.500	<	>	Depth Map Selection
0.000	<	>	Depth Map Adjustment
0.000	<	>	Depth Map Offset

Depth Map Flip

Extra Options

RadiantGI

6	<	>	Debug View
0.700	<	>	Denoise Power
0.700	<	>	Resolution

Interleaved Gradient Noise

Preprocessor Options Information

Max Depth Cutoff: Sets cutoff point for depth in RadiantGI.
Affects masking for Directional Sky Color.
DEFAULT [0.999] RANGE [0.5] - [0.999]

VRS Optical Flow: Is used to turn on this feature in the VRS_Map.fx
shader by Lord of Lunacy a Shader Dev.
DEFAULT [0] TOGGLE [0] - [1]

Preprocessor definitions

0.999	MaxDepth_Cutoff
1	Simple_Mode
0	VRS_USE_OPTICAL_FLOW

RTGlobalIllumination - qUINT_rtgi.fx

▼ RadiantGI.fx

Reset all to default

▶ RadiantGI

▼ Global Illumination

12	<	>	Samples
500	<	>	General Ray Length
0.050	<	>	Targeted Lighting
0.125	<	0.838	Near Details
1.000	<	>	Depth Fade-Out
1.000	<	0.500	Diffusion Amount

▼ Subsurface Scattering

Subsurface Light Transport

0.120	<	>	Upper Scattering
0.178	<	>	Deep Scattering
1.000	<	>	Tissue Luma Map
R:138	G: 3	B: 3	Internal Flesh Color
0.162	<	0.000	Subsurface Blur & Flesh Saturation
0.250	<	>	Skin Detect Distance

▼ Supplemental Contributions

Off	<	>	Directional Sky & Emissive Mode
1.000	<	>	Sky Saturation
3	<	>	Sky Color Averaging
0.000	<	>	Distance Irradiance
0.000	<	1.000	Texture Details & Falloff
0.000	<	>	Trim

▼ Image

Softlight	<	>	Blend Mode
1.000	<	>	Power
1.000	<	>	GI Saturation
0.500	<	>	HDR Extraction Power

▼ Depth Map

DM0 Normal	<	>	Depth Map Selection
7.500	<	>	Depth Map Adjustment
0.000	<	>	Depth Map Offset

Depth Map Flip

▼ Extra Options

RadiantGI	<	>	Debug View
6	<	>	Denoise Power
0.700	<	>	Resolution

Interleaved Gradient Noise

▼ Preprocessor Options Information

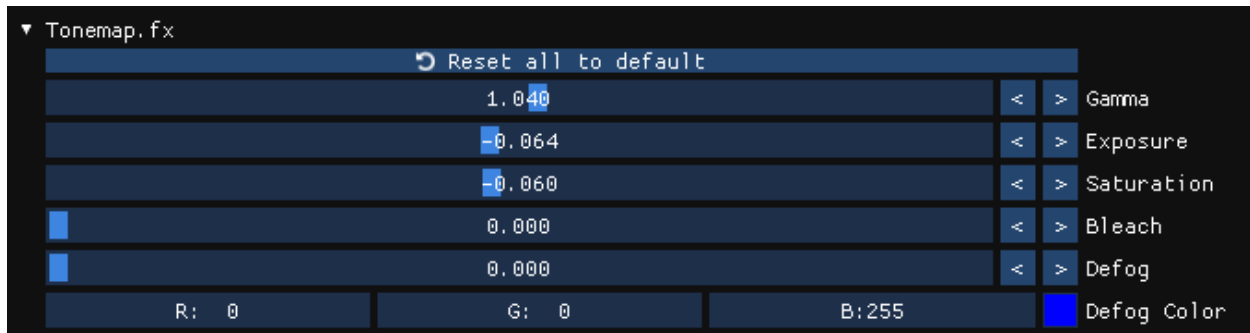
Max Depth Cutoff: Sets cutoff point for depth in RadiantGI. Affects masking for Directional Sky Color.
DEFAULT [0.999] RANGE [0.5] - [0.999]

VRS Optical Flow: Is used to turn on this feature in the VRS_Map.fx shader by Lord of Lunacy a Shader Dev.
DEFAULT [0] TOGGLE [0] - [1]

▼ Preprocessor definitions

0.999	MaxDepth_Cutoff
1	Simple_Mode
0	VRS_USE_OPTICAL_FLOW

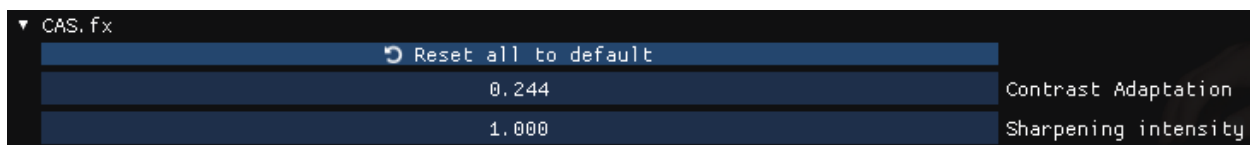
Tonemap - Tonemap.fx



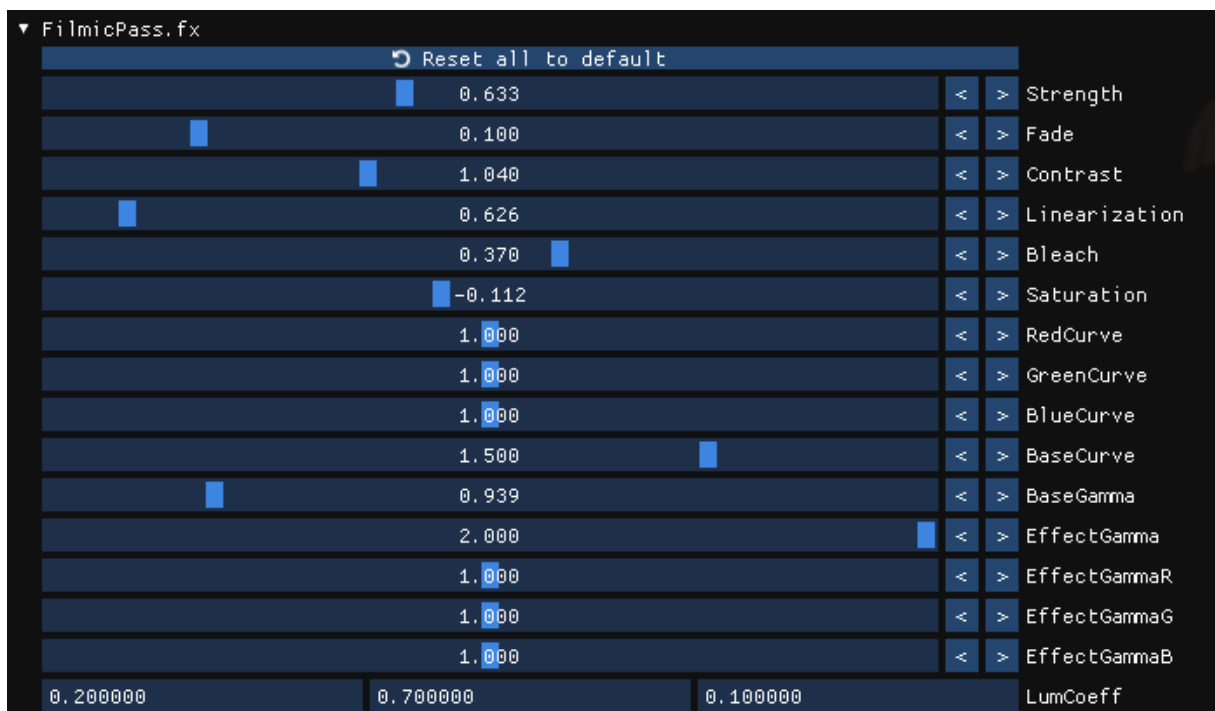
Additional Shaders

These shaders will change things like antialiasing, sharpness, brightness, contrast, etc even further. They aren't required, but may help in some scenes. Toggle them on and off and see what you like.

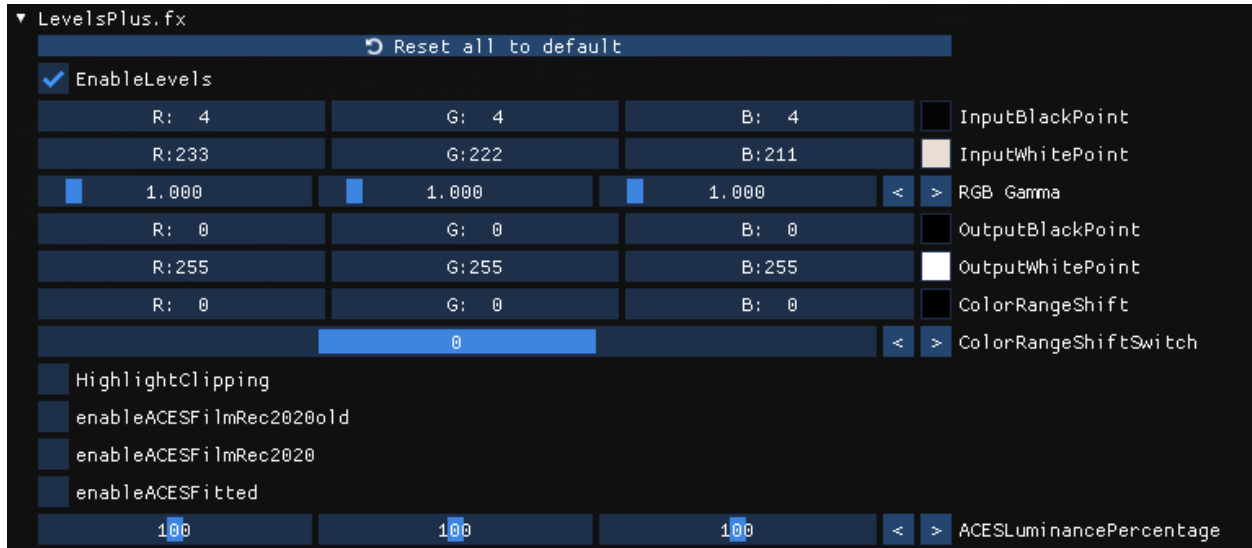
AMD FidelityFX Contrast Adaptive Sharpening - CAS.fx



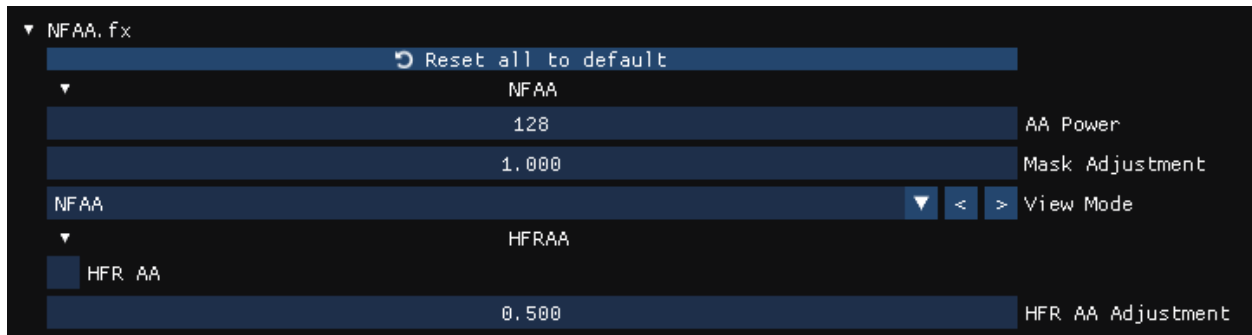
FilmicPass- FilmicPass.fx



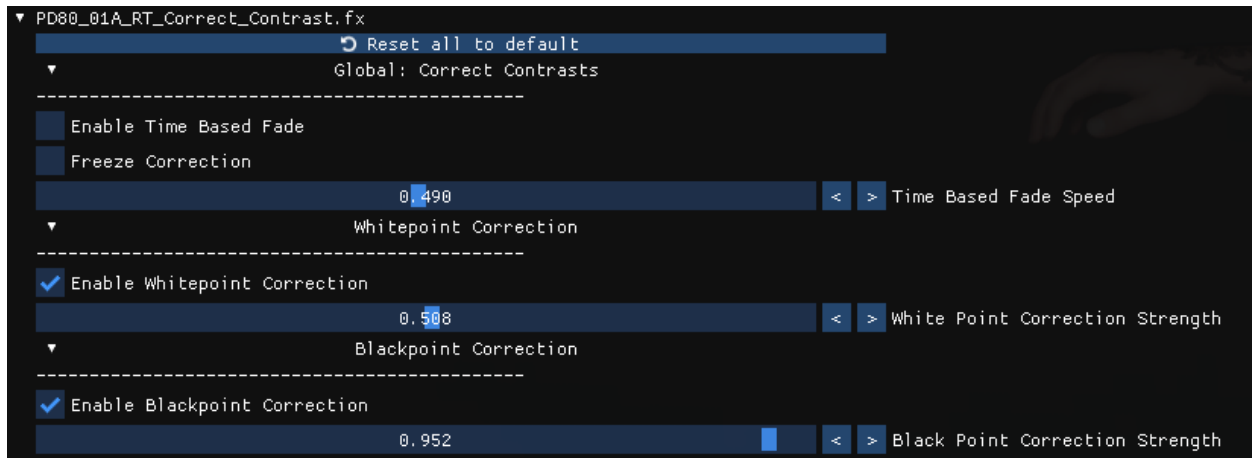
LevelsPlus - LevelsPlus.fx



NFAA - NFAA.fx



prod80_01A_RT_Correct_Contrast - prod80_01A_RT_Correct_Contrast.fx



prod80_01B_RT_Correct_Color - prod80_01B_RT_Correct_Color.fx

PD80_01B_RT_Correct_Color.fx

Reset all to default

Debug Mode

Default

Global: Remove Tint

Enable Time Based Fade

Freeze Correction

0.500 Time Based Fade Speed

Enable Dithering

1.000 Dither Strength

Whitepoint: Remove Tint

Enable Whitepoint Correction

Respect Luma

By Color Channel (auto-color) Color Detection Method

0.500 White Point Correction Strength

1.000 White Point Respect Luma Strength

Blackpoint: Remove Tint

Enable Blackpoint Correction

Respect Luma

Find Dark Color (auto-tone) Color Detection Method

0.500 Black Point Correction Strength

1.000 Black Point Respect Luma Strength

Midtone: Remove Tint

Enable Midtone Correction

Respect Luma

Use average Dark-Light as Mid

0.500 Midtone Correction Scale

Preprocessor definitions

1 RT_ENABLE_HIGH_PERF_MODE

0 RT_PRECISION_LEVEL_0_TO_4

SMAA - SMAA.fx

The screenshot shows the SMAA.fx settings interface. At the top, there is a 'Reset all to default' button. The settings are organized into several sections:

- Edge Detection:** Includes 'Color edge detection' (dropdown), 'Edge Detection Type' (dropdown), 'Edge Detection Threshold' (0.100), 'Depth Edge Detection Threshold' (0.010), 'Max Search Steps' (32), 'Max Search Steps Diagonal' (16), and 'Corner Rounding' (25).
- Predication:** Includes 'Enable Predicated Thresholding' (checkbox), 'Predication Threshold' (0.01), 'Predication Scale' (2.000), and 'Predication Strength' (0.400).
- Debug Output:** Includes a dropdown menu currently set to 'None'.
- Preprocessor definitions:** A list of definitions with their corresponding values:
 - CornerRounding: SMAA_CORNER_ROUNDING
 - DepthEdgeDetectionThreshold: SMAA_DEPTH_THRESHOLD
 - 1: SMAA_INCLUDE_PS
 - 1: SMAA_INCLUDE_VS
 - 2.0: SMAA_LOCAL_CONTRAST_ADAPTATION_FACTOR
 - MaxSearchSteps: SMAA_MAX_SEARCH_STEPS
 - MaxSearchStepsDiagonal: SMAA_MAX_SEARCH_STEPS_DIAG
 - PredicationEnabled: SMAA_PREDICATION
 - PredicationScale: SMAA_PREDICATION_SCALE
 - PredicationStrength: SMAA_PREDICATION_STRENGTH
 - PredicationThreshold: SMAA_PREDICATION_THRESHOLD
 - SMAA_PRESET_CUSTOM
 - 0: SMAA_REPROJECTION
 - 30.0: SMAA_REPROJECTION_WEIGHT_SCALE
 - EdgeDetectionThreshold: SMAA_THRESHOLD

TAA - Temporal_AA.fx

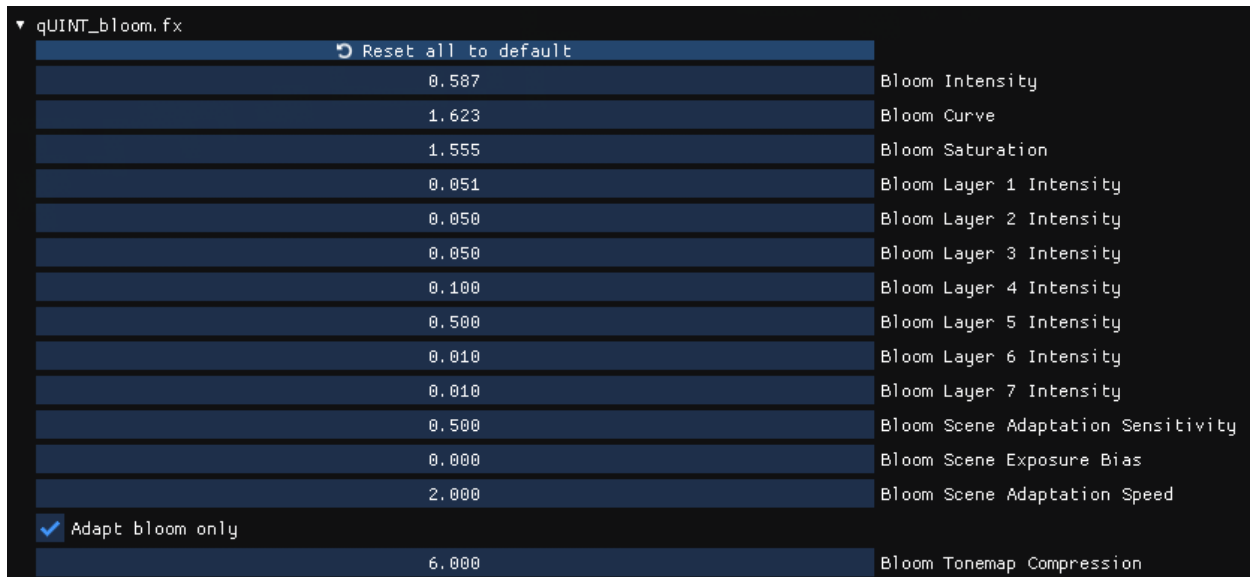
The screenshot shows the Temporal_AA.fx settings interface. At the top, there is a 'Reset all to default' button. The settings are organized into several sections:

- TAA:** Includes 'Clamping Adjust' (0.000), 'User Adjust' (0.252), 'Depth Similarity' (0.844), 'Color Delta' (dropdown), 'Used Delta Masking' (checkbox), 'Color & Depth Delta Power' (0.252), and 'Debug View' (dropdown).
- Depth Buffer:** Includes 'Custom Depth Map' (dropdown), 'Depth Map Adjustment' (1.0), and 'Depth CutOff point' (0.122).
- Depth Map Flip:** A checkbox.

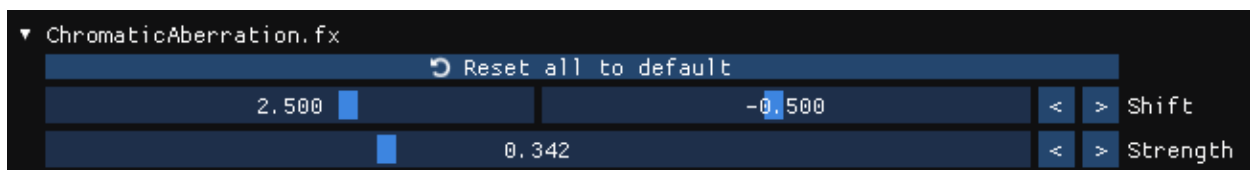
Visual Effects

These are visual effects that replace what you can do with PostMagic's LUT, Bloom, Depth of Field, and more. The default settings may not work in some scenes, so feel free to play around with them as needed... especially the Depth of Field. There are also 2 different DoF and Chromatic Abberation shaders. They can be used together if needed, but usually only 1 is needed for that particular effect.

Bloom - qUINT_bloom.fx



ChromaticAberration - ChromaticAberration.fx



CinematicDOF - CinematicDOF.fx

▼ CinematicDOF.fx

Reset all to default

Focusing

- Use auto-focus
- Use mouse-driven auto-focus

0.458	0.503	<	>	Auto-focus point
0.20	<	>	Auto-focus transition speed	
79.86	<	>	Manual-focus plane	
76	<	>	Focal length (mm)	
8.2	<	>	Aperture (f-number)	

Focusing, overlay

- Show out-of-focus plane overlay on mouse down

R:204	G:204	B:204	Out-of-focus plane overlay color	
0.700	Out-of-focus plane transparency			
R: 0	G: 0	B:255	Focus plane overlay color	
R:255	G: 0	B:255	A:255	Focus crosshair color

Blur tweaking

0.98	<	>	Far plane max blur
1.13	<	>	Near plane max blur
5	<	>	Overall blur quality
0.50	<	>	Bokeh busy factor
0.00	<	>	Post-blur smoothing factor

Highlight tweaking, anamorphism

1.00	<	>	Anamorphic factor
0.00	<	>	Anamorphic spread factor
0.00	<	>	Anamorphic alignment factor

Highlight tweaking

0.900	<	>	Highlight boost factor
2.20	<	>	Highlight gamma factor

Advanced

- Mitigate undersampling
- Show CoC values and focus plane

GaussianBlur - GaussianBlur.fx

▼ GaussianBlur.fx

Reset all to default

2	<	>	GaussianBlurRadius
1.000	<	>	GaussianBlurOffset
0.060	<	>	GaussianBlurStrength

Preprocessor definitions

GP65CJ042DOF - DOF.fx

▼ DOF.fx ↺ Reset all to default

- DOF_AUTOFOCUS
- DOF_MOUSEDRIVEN_AF
- < > DOF_FOCUSPOINT
- < > DOF_FOCUSSAMPLES
- < > DOF_FOCUSRADIUS
- DOF_NEARBLURCURVE
- DOF_FARBLURCURVE
- < > DOF_MANUALFOCUSDEPTH
- DOF_INFINITYFOCUS
- DOF_BLURRADIUS
- < > iRingDOFSamples
- < > iRingDOFRings
- < > fRingDOFThreshold
- < > fRingDOFGain
- < > fRingDOFBias
- < > fRingDOFFringe
- < > iMagicDOFBlurQuality
- < > fMagicDOFColorCurve
- < > iGPDOFQuality
- bGPDOFPolygonalBokeh
- < > iGPDOFPolygonCount
- < > fGPDOFBias
- < > fGPDOFBiasCurve
- < > fGPDOFBrightnessThreshold
- < > fGPDOFBrightnessMultiplier
- < > fGPDOFChromaAmount
- bMatsoDOFChromaEnable
- < > fMatsoDOFChromaPow
- < > fMatsoDOFBokehCurve
- < > iMatsoDOFBokehQuality
- < > fMatsoDOFBokehAngle
- < > iADOF_ShapeQuality
- < > fADOF_ShapeRotation
- bADOF_RotAnimationEnable
- < > fADOF_RotAnimationSpeed
- bADOF_ShapeCurvatureEnable
- < > fADOF_ShapeCurvatureAmount
- bADOF_ShapeApertureEnable
- < > fADOF_ShapeApertureAmount
- bADOF_ShapeAnamorphEnable
- < > fADOF_ShapeAnamorphRatio
- bADOF_ShapeDistortEnable
- < > fADOF_ShapeDistortAmount
- bADOF_ShapeDiffusionEnable
- < > fADOF_ShapeDiffusionAmount
- bADOF_ShapeWeightEnable
- < > fADOF_ShapeWeightCurve
- < > fADOF_ShapeWeightAmount
- < > fADOF_BokehCurve

PD80_06_Chromatic_Aberration - PD80_06_Chromatic_Aberration.fx

▼ PD80_06_Chromatic_Aberration.fx

Reset all to default

▼ Chromatic Aberration

Center Weighted Radial ▼ < > Chromatic Aberration Type

135 < > CA Rotation Offset

16.800 < > CA Global Width

24 < > Number of Hues

1.000 < > CA Effect Strength

▼ CA: Center Weighted

CA Show Center / Vignette

R: 0 G: 0 B: 0 Vignette Color

0.980 < > CA Width

5.607 < > CA Curve

0.000 < > CA Center (X)

0.000 < > CA Center (Y)

1.000 < > CA Shape (X)

1.000 < > CA Shape (Y)

▼ Final Adjustments: Depth

Intensity: Enable depth based adjustments.
Make sure you have setup your depth buffer correctly.

Width: Enable depth based adjustments.
Make sure you have setup your depth buffer correctly.

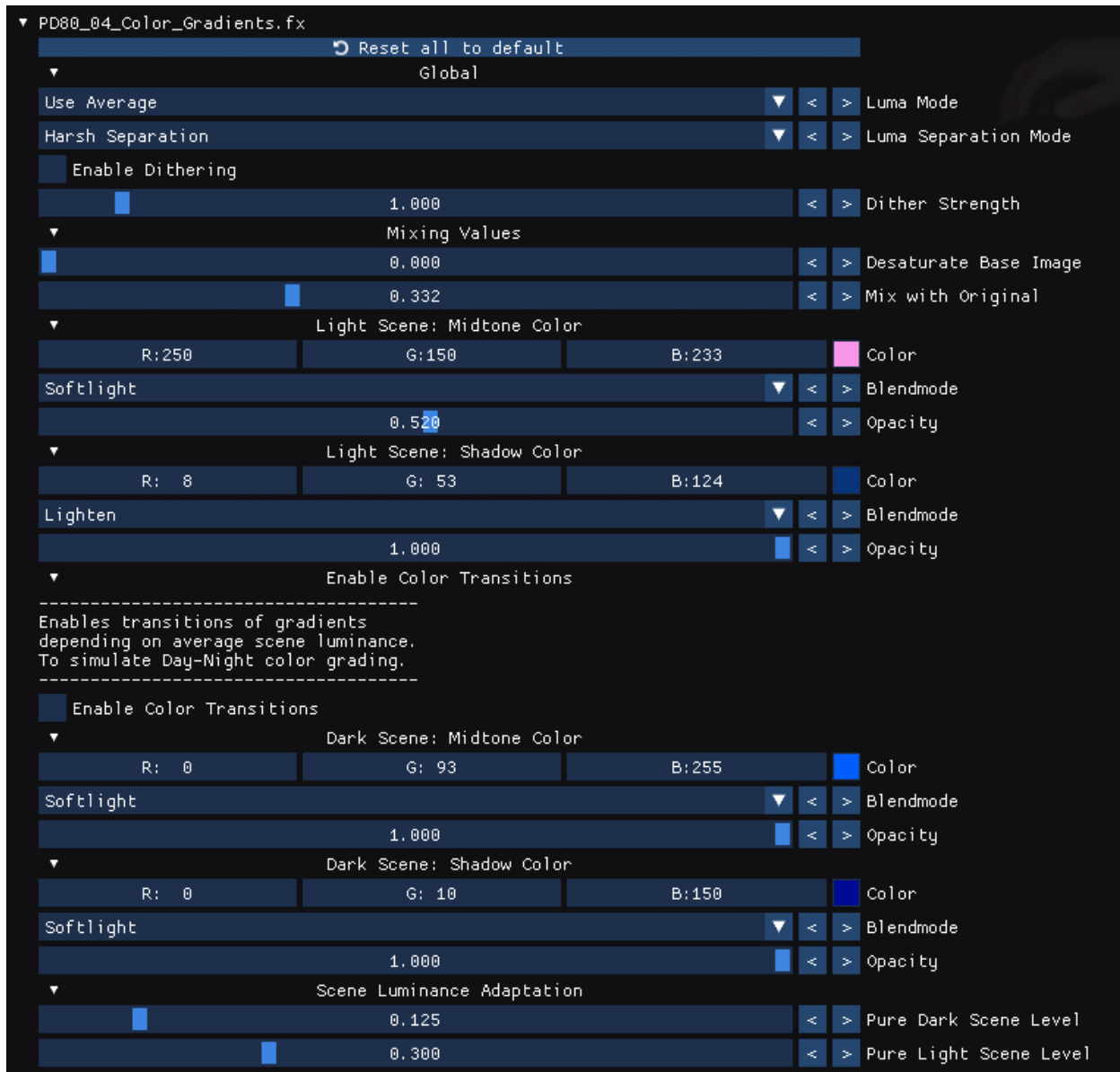
Show depth texture

0.192 < > Change Depth Start Plane

0.168 < > Change Depth End Plane

1.000 < > Depth Curve Adjustment

prod80_04_ColorGradient - prod80_04_ColorGradient.fx



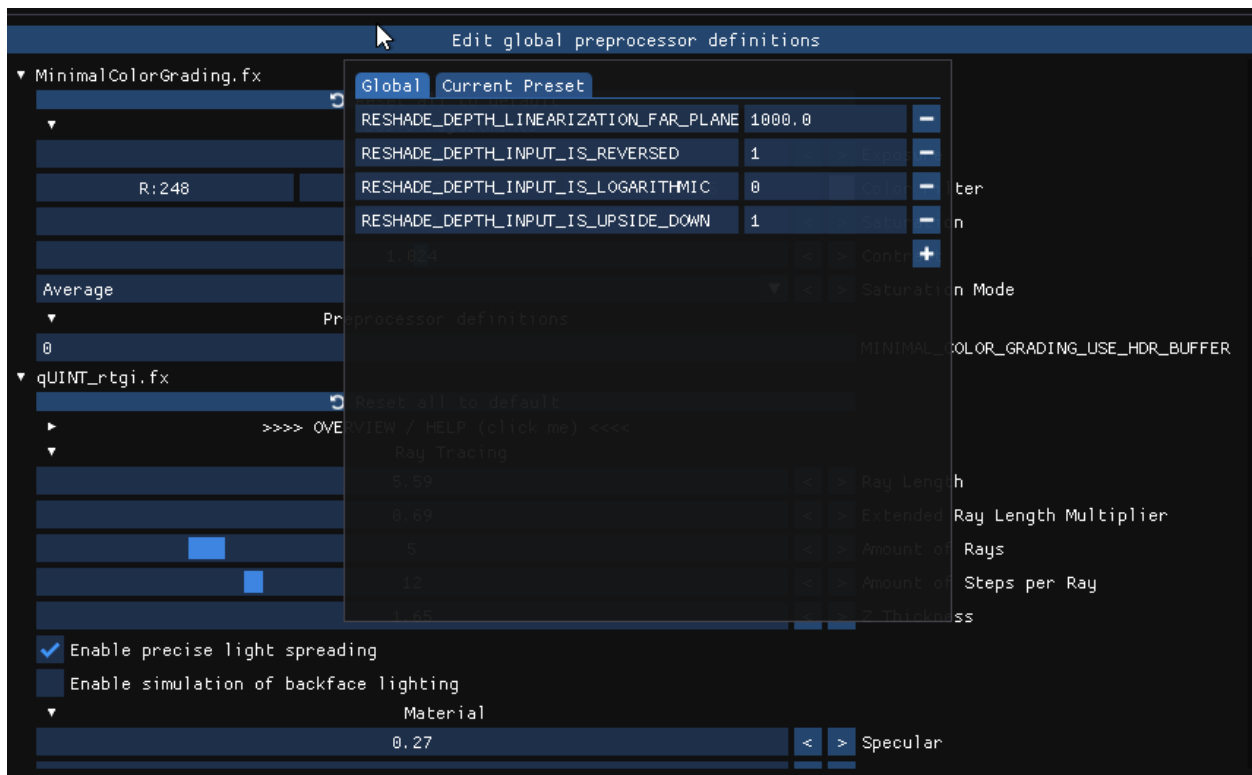
RayTracing & Depth setup:

Alright. You're in the home stretch. Now you need to get ReShade to read the Depth/3D part of the game so RayTracing and other shaders can do their thing. This might be a little confusing at first, but i'll try my best. This is the part that 4.9.1 is required. If you have 5.* then you can skip this whole thing as that version will not play well with reading depth in VaM.

For ReShade to read the depth of the game, it needs to have the proper depth buffers set up. In order for it to read the depth buffers properly you will need to utilize PostMagic's Depth of Field setting.

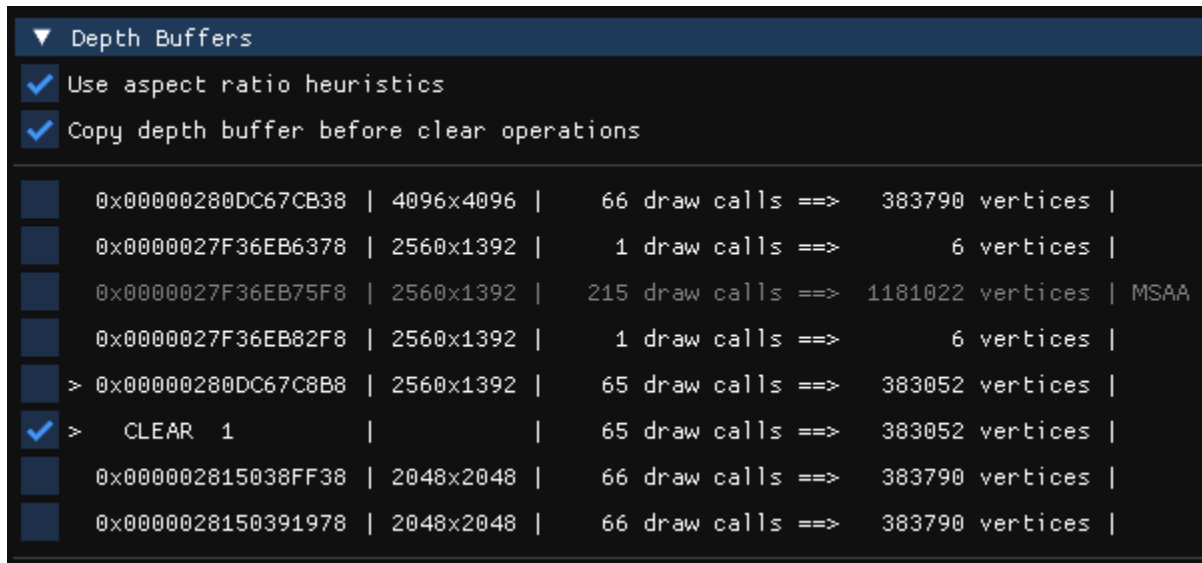
Setting Global Preprocessor Definitions

To start off you will want to set your global definitions all to the value of 1. This button can be found directly between the shaders list and the shader settings on the Home tab. It is the long horizontal bar that the mouse is hovered over. Depending on how Reshade reads the depth buffer you will have to turn these on or off, 1 or 0, to get it set correctly. As you can see below, I had to turn off Logarithmic for mine to work, but the other 2 turned on. Change all yours to 1 for now until we fix things later.



Set your Depth Buffers Part 1

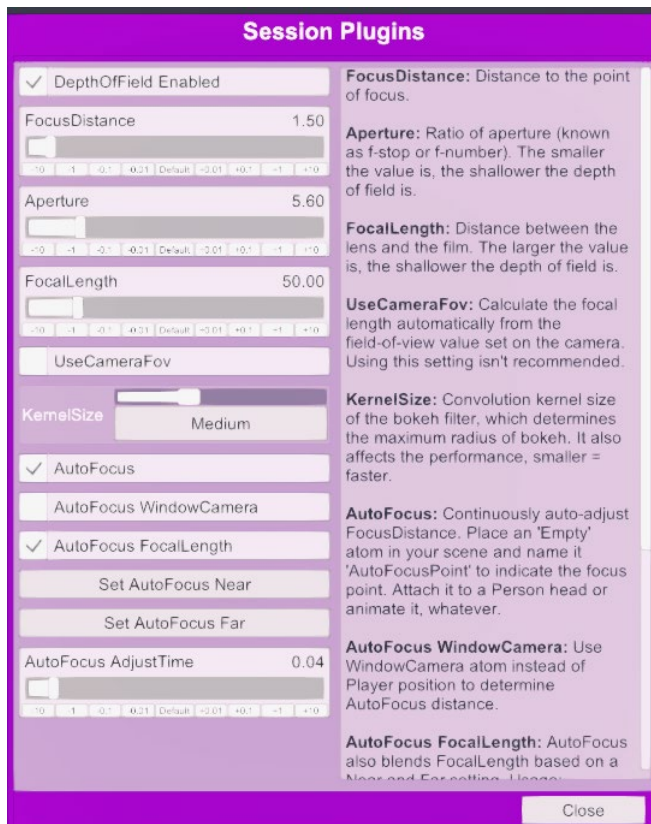
Now you will want to set up Reshades Depth Buffers so it knows what to read. Click on D3D11 tab at the top of Reshade window to get to these settings. Make sure to check the top 2 options. Ignore the bottom boxes below these 2 for now.



PostMagic DoF

Now to get Reshade to start reading things, we need to turn off and on PostMagic's Depth of Field setting. This plugin should be in your session plugins tab if you have been following the guide.

Make sure it is enabled inside of the Depth of Field setting

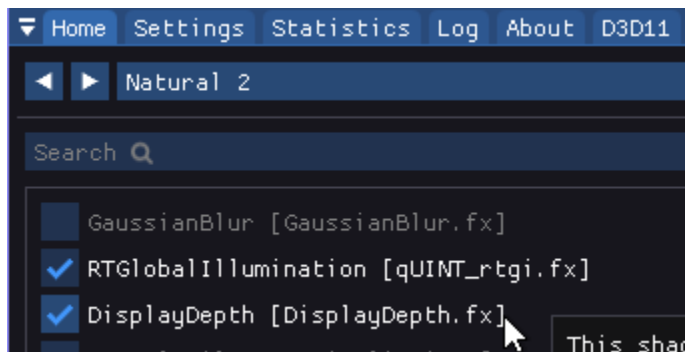


Now toggle it on then off in the main Session Plugins screen.



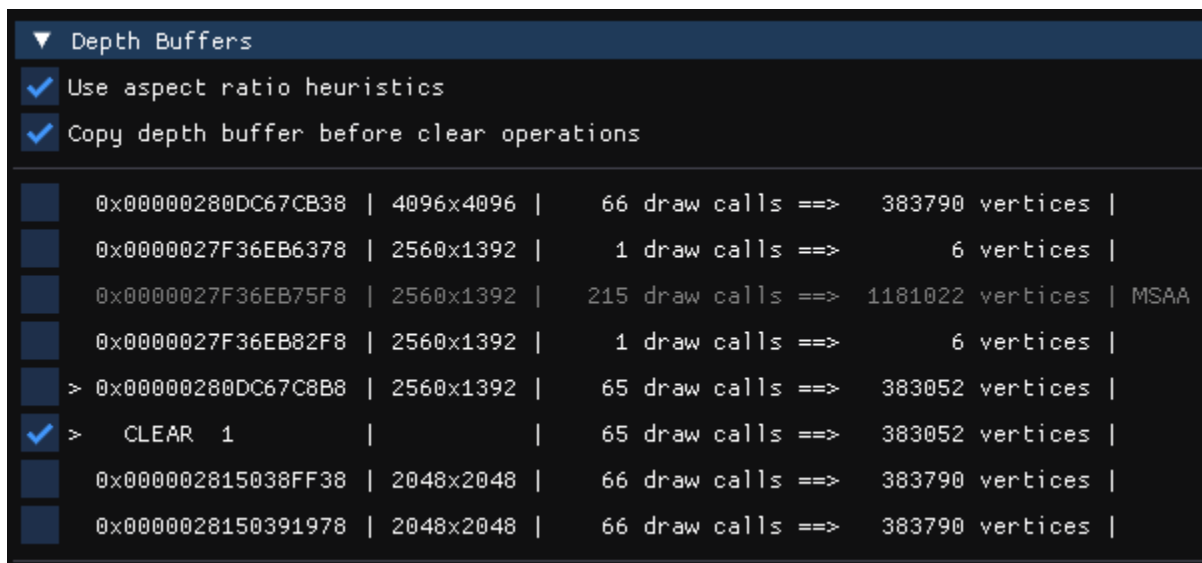
Turn on DisplayDepth

Now you will want to turn on DisplayDepth in the shaders list. This will give you a visualization of what Reshade sees in terms of in game '3D'. Once on, your screen will turn half blue and half white.

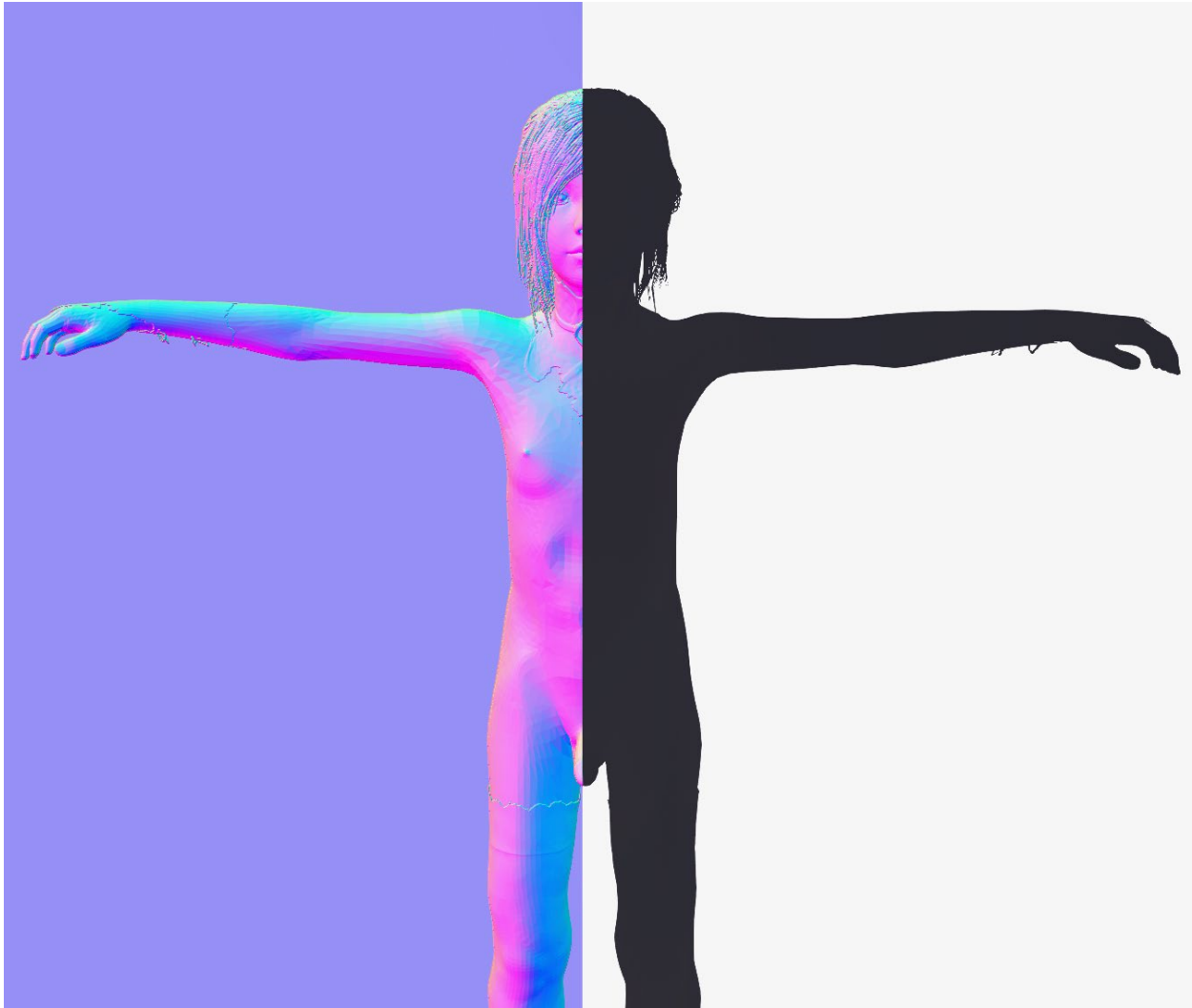


Set your Depth Buffers Part 2

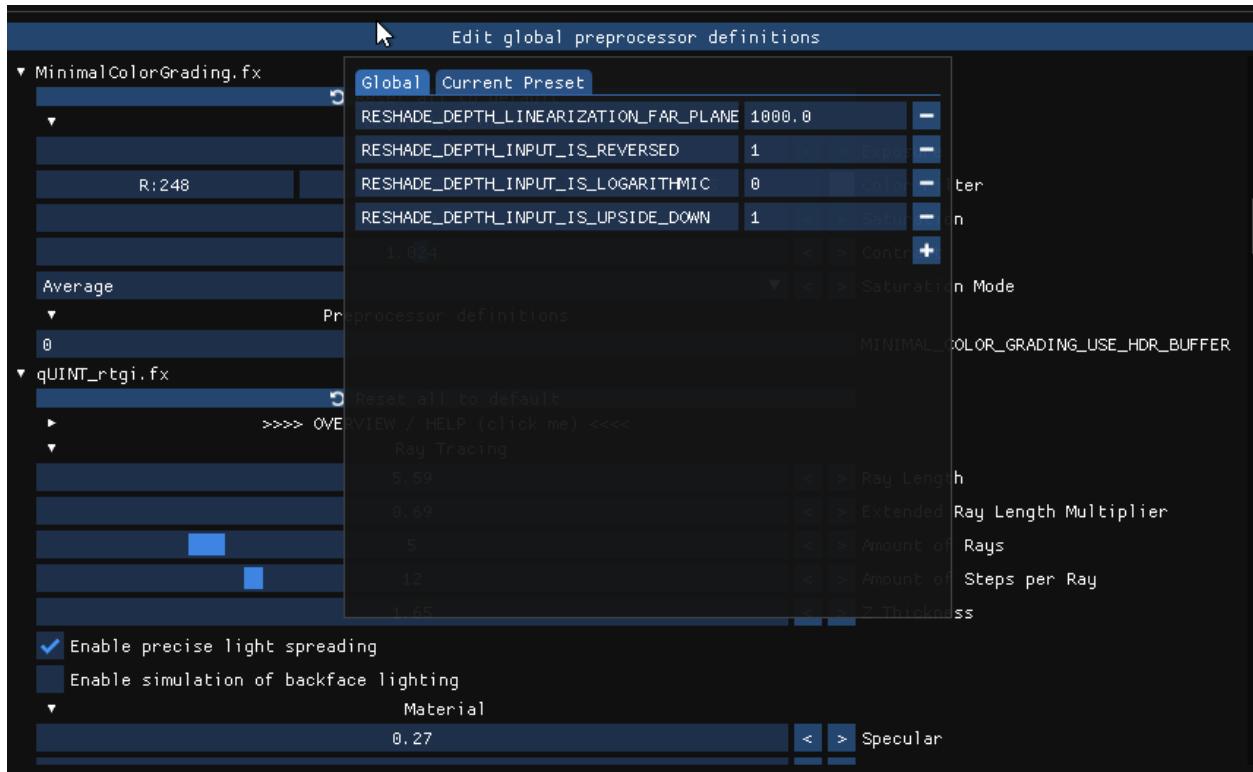
If all is going well, the game should now be able to read things properly and you can now start selecting the bottom boxes in your DepthBuffers tab. Click on D3D11 tab at the top of Reshade window to get to these settings.



You ultimately want your screen to look like this.



Click through the different buffers until you get a head on view of your character. If they are upside down, jagged, or reversed, that is ok. Leave the box checked for the one with the most vertices and closest to the picture above. If you are already good to go, great, you can turn off the DepthBuffer shader and you are done. If your depth needs to be adjusted, go back to the Global Processors on the Home tab where we set the 1's and 0's and turn them on and off until the image corrects itself to above. Below is what I ended up needing to set it to. Once fixed, turn off the DisplayDepth Shader.



Now that all that's out of the way, you should be set for the rest of your session in VaM. The Depth Buffer will sometimes need to be reset, usually when closing and reopening VaM, but you don't have to go through the whole long process. Just go into PostMagic and turn on then off the Depth of Field and Reshade's Depth Buffer will set itself on its own from now on.

Scene Lighting

This is generally what I use for scene lighting in almost all my scenes, and even sometimes other peoples scenes. Its generally the best settings all around and changing camera exposure between 0.40 - 0.80 will help with lighting depending on the darkness or brightness of the scene.

