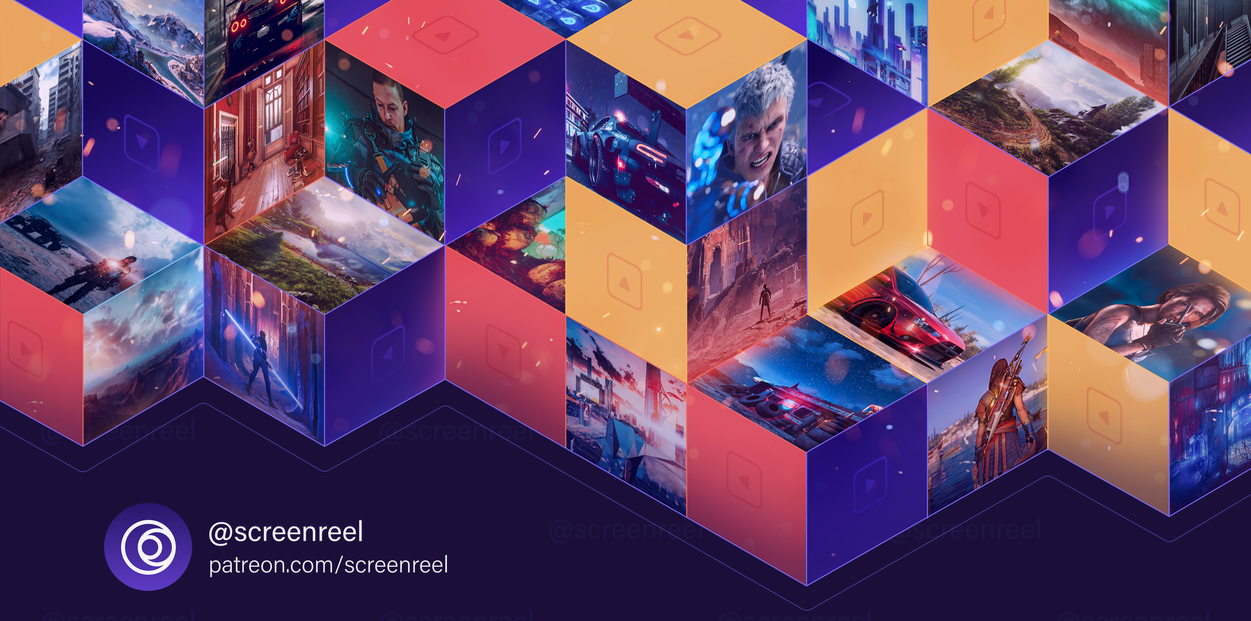

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GOD OF WAR

NON-RT VISUAL PACK V1.0

Original Petreon post - https://www.patreon.com/Screenreel/posts/god-of-war-non-0-162822797

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God of War - API, executable, and engine info for the Windows OS

DX11	64-bit	N/A
API VERSION	EXECUTABLE	GAME ENGINE

GoW.exe file location:

Steam - Steam(Library)\steamapps\common\GodOfWar

Other launchers - Please check PCGamingWiki or just Google it for a specific launcher

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Please follow the guide in the given order to get everything work

If you have experience with ReShade, its add-ons, depth buffer, modding, and related areas, you can quickly review the Table of Contents below for the required ReShade version, extra shaders, configs, HUD Toggle availability, and preset types included.
It is also essential to follow the 1. Graphics Mods section in the Detailed Guide to set up the required graphics mods and configurations. Otherwise, the final image will look incorrect.

If you are unsure or prefer step-by-step guidance, please continue to the Detailed Guide.

Table of Contents

1. Graphics Mods - Recommended (Links & instructions included)
2. Reshade Version & Install - ReShade 6.7.3 with full add-on support
3. HUD Toggle - Available
4. Reshade Presets - Remaster . Cinematic . Enhanced
5. Presets Type - Non-RT Presets
6. Extra Shaders - Not required
7. Reshade Presets Installation
8. How to quickly switch ReShade presets
9. Reshade Depth Buffer - Proper config is preferable
10. In-game | Custom Video & Graphics Settings - Essential
11. Display and Game Color Mode - SDR mode (Non-HDR)

Continue to the Detailed Guide

Sections with the mark IDENTICAL

If a section has this mark, it means the content is the same for both Non-RT and RT Visual Packs, so you don't need to go through it twice for the same game.
For example, you downloaded the Non-RT Visual Pack and walked through the guide. After that, if you download the RT visual Pack, you can skip its guide sections with that mark.

1. Graphics Mods

IDENTICAL

Mod - No DOF

God of War's default depth of field (DoF) effect is quite strong and can be unstable, often causing flickering on distant objects. I highly recommend using a DoF Removal mod to achieve a cleaner and more stable image.

- **Download Latest Version:** https://github.com/illusionyy/Windows-Game-Patches
- **How to Download:**
  GitHub's interface can be tricky to navigate. First, open the download link above. Next, open my visual pack archive on your PC and navigate through the folders, [God of War_Non-RT Visual Pack_v1.0] > [Guide screenshots] and check the following images: GitHub - Step 1, and GitHub - Step 2.
- **How to Install:**
  After downloading the archive from the GitHub page, extract it anywhere. You'll see multiple folders. Open the [!ASI_Loader_x64] folder. Rename the dinput8.dll file to winmm.dll, then move it to your God of War game directory (where GoW.exe is located).

  Go back to the extracted archive. Open the [GoW.NoTAA] folder and move GoW.NoTAA.asi to your God of War game directory (where GoW.exe is located).

Mod Configuraion (disable only depth of field)

By default, the mod disables multiple effects. To avoid image inconsistencies, configure it to disable only Depth of Field (DoF) while keeping the other effects enabled.

Step 1 - Launch God of War and wait until you reach the main menu. This will automatically generate GoW.NoTAA.ini file in your game directory.

Step 2 - Close the game.

Step 3 - Open newly created GoW.NoTAA.ini file in your game directory with Notepad or any text editor and apply the following settings:

[Settings]
bDisableTAA = false
bDisableDoF = true
bDisableVignette = false
bDisableSharpness = false

Step 4 - Save the file.

Vignette Note: If you disable Vignette (bDisableVignette = true) while using DLSS or FSR, you may experience visual glitches, particularly during camera or mouse movement. To avoid these issues, leave this option set to false.

2. Reshade Version and Installation

IDENTICAL

You will need Reshade 6.7.3 with full add-on support (or a later version).

Note: if you already have an earlier Reshade version installed for this game, first uninstall it and manually delete the remaining Reshade files if necessary.

If you need guidance on Reshade uninstallation, installation, and loading presets, watch the step-by-step video tutorials:

How to install, set up Reshade, and load presets - https://youtu.be/CIFMKxFR-nU
How to properly uninstall ReShade - https://youtu.be/FJ0UAtV_1xg

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Quick Guide - How to install Reshade for God of War

01. Download the Reshade 6.7.3 with full add-on support (or a later version)

Latest Reshade version download (official) - https://reshade.me

Any Reshade version download (official) - https://www.mediafire.com/folder/8ar1jhh1809cl/ReShade_Repository

02. Run the downloaded Reshade file and select the correct .exe file in the list - GoW.exe, or click Browse, manually locate and select your GoW.exe file. Press Next.

03. Choose a proper rendering API. For the God of War, select DirectX 10/11/12. Press Next.

04. Click Uncheck all, and then Check all to select all effects (shaders). Wait until Reshade downloads all the shaders.

05. If you are installing Reshade with full add-on support, you will get the "Select add-ons to install" window. You don't need to mark any of these add-ons here. Press Next & Finish.

3. HUD Toggle - How to Install and Use

IDENTICAL

HUD Toggle allows you to instantly show or hide the game's Heads-Up Display using a keyboard key. After installing the correct ReShade version, install the HUD Toggle.

To install HUD Toggle, open the [God of War_HUD Toggle] folder in my visual pack archive, move all the files into your game directory, where the GoW.exe file is located. Accept if it asks to overwrite or replace any files.

The HUD toggle ON/OFF keyboard shortcut key is *Caps Lock*

How to change HUD toggle keyboard shortcut key - https://youtu.be/EPH6lh_pz9A

Caution: Ensure you disable HUD Toggle when opening the game menu, map, inventory, or during cutscenes, as these may be affected.

Credits: ShaderToggler add-on by Frans Bouma (Otis_Inf) - https://github.com/FransBouma

4. About Reshade Presets

Remaster - Improved original look and color balance. Better detail, lighting, and color density.
Cinematic - Unique color grading and lighting. Boosted contrast, details, and post-processing.
Enhanced - Richer color density, contrast, lighting. Simulated GI-like effect via wide bloom.

5. Presets Type

Non-RT Presets do not use any SSRTGI (Screen-Space Ray-Traced Global Illumination) shaders and are more performance-friendly.

6. Required Extra Shaders

God of War_Non-RT_Presets v1.0 do not require any extra Reshade shaders.

7. Reshade Presets Installation

After you have the proper ReShade version (6.7.3 with full add-on support or later) installed, add my preset files to the game directory.

To do that, open the [God of War_Non-RT_Presets v1.0] folder in my visual pack archive. Move all the files into your game directory, where the GoW.exe file is located. Accept if it asks to overwrite or replace any files.

8. How to quickly switch ReShade presets

IDENTICAL

When you have multiple Reshade presets for the same game, it's handy to be able to switch between these presets with hotkeys without opening the Reshade interface.

How to quick-switch Reshade presets - https://youtu.be/Oe8bpJ3J6F4

9. In-game | Reshade Depth Buffer Configuration

The Cinematic preset utilizes an optional depth-dependent depth of field shader - ADOF, and may not function correctly unless the Reshade Depth Buffer is properly configured.

However, if you don't want the depth of field shader effect and intend to turn it off, then there's no need to configure the Reshade Depth Buffer for the God of War_Non-RT_Presets v1.0, and you can skip this part of the guide.

If you need guidance on configuring the ReShade Depth Buffer for any game, here is a detailed video guide - https://youtu.be/XiTsILudy_Q

(I'm using in-game DLSS upscaling in God of War)

You can also check how the Depth Buffer configuration looks for my God of War game. For that, open the [Guide screenshots] folder in my visual pack archive and check the following images: 1. Edit global preprocessor definitions and 2. Add-ons tab.

Keep in mind that your configuration may differ from mine. It's always best to know how to configure the Reshade Depth Buffer for your game, so please check the video guide.

10. In-game | Custom Video and Graphics Settings

Essential - Disable Film Grain

God of War's film grain can cause heavy, unstable noise and patchy visual artifacts, especially when using upscaling methods. To avoid these issues, it is recommended to reduce or disable it completely.
Go to in-game Settings > Display and set Film Grain to 0.

Recommended - Disable Motion Blur

God of War's motion blur can cause ghosting-like effects in certain scenarios. To avoid these issues, it is recommended to reduce or disable it completely.
Go to in-game Settings > Display and set Motion Blur to 0.

Recommended - Disable Ambient Camera Sway

The default camera sway setting may be too strong for most players, even when the character is stationary. To avoid excessive screen movement and improve visual stability, it is recommended to reduce or disable it completely.
Go to in-game Settings > Camera and set Ambient Camera Sway to 4, or lower

Recommended - Brightness/Contrast/Gamma Settings

Go to in-game Settings > Display > Screen Calibration and set brightness to the default value of 50, or adjust it between 40 and 60 depending on your monitor and what looks best to your eye when using these presets.

11. Display and Game Color Mode

IDENTICAL

Presets were tweaked and tested in SDR mode. It will not look decent in HDR mode.

Make sure you are using the SDR (Non-HDR) mode for your game, monitor, or TV.

Make sure HDR is set to OFF for your Windows OS as well. You can check it under the Settings > System > Display.

The same image can look different on different displays. If the ReShade presets don't match the showcase, adjust your monitor or TV settings such as brightness, contrast, gamma, color temperature, and saturation.

Reshade preset shaders check (Optional)

Caution! Some ReShade shaders/effects may produce only a very subtle effect in certain areas. However, they have a significant impact on other environments. Therefore, I strongly recommend that you don't disable any shaders if you want the preset to work as intended. When my presets include optional shaders, I'll let you know.

You can skip the next section if you have the correct ReShade version with all shaders.

After launching the game and loading the presets, verify that all required shaders are enabled and in the correct order. You can compare your in-game ReShade overlay with the lists below. For each **God of War_Non-RT_v1.0** preset, the enabled shaders and their order should match exactly:

1. God of War_Non-RT_Remaster_v1.0

Clarity2,
Technicolor2,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
Lightroom,
prod80_04_SelectiveColor_v2,
FGFX LSPOIrr [FGFXLargeScalePerceptualObscuranceIrradiance],
prod80_03_FilmicTonemap,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

2. God of War_Non-RT_Cinematic_v1.0

Clarity2,
Technicolor2,
prod80_02_Cinetools_LUT,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
prod80_04_ColorBalance,
AmbientLight,
prod80_03_FilmicTonemap,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS,
ChromaticAberration [Prism], - - - - - - - (Optional effect) - Screen-edge chromatic aberration
ADOF, - (Optional effect) - Fixed focus depth of field (distant objects only)
SmartNoise@SmartNoise.fx - - - - - - - - - (Optional effect) - Subtle, refined dynamic film grain
Border - (Optional effect) - Black bars

3. God of War_Non-RT_Enhanced_v1.0

Clarity2,
Technicolor2,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
Lightroom,
Bloom [qUINT_bloom],
HDR [FakeHDR],
prod80_01B_RT_Correct_Color,
LocalContrastCS

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CREDITS

ReShade - Crosire
ShaderToggler - Frans Bouma (aka Otis_Inf)
ReshadeEffectShaderToggler - 4lex4nder
Mod Installers/Managers and Mods - The original developers and creators
ReShade shaders - Marty McFly • Otis_Inf • prod80 • CeeJay.dk • AlucardDH • luluco250 • BlueSkyDefender • Daodan • brussell • Fubaxiusz • Radegast • originalnicord • Lord of Lunacy • SirCobra • akgunter • Matsilagi • retroluxfilm • Zenteon • AlexTuduran • papadanku • Lilium • vortigern11 • BarricadeMKXX • TreyM • Anastasia Brouwsma • Pumbo • PotatoFury • Marot • PthoEastCoast • nullfractal • MaxG3D • Barbatos • smolbbsoop • yaboi BFB • cybereality • P0NYSLAYSTATION • kaido • rj200

My respect and gratitude to all these creative people who provide us with such powerful and handy tools, as well as game mods, making it possible to enhance the visuals of our beloved video games.

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