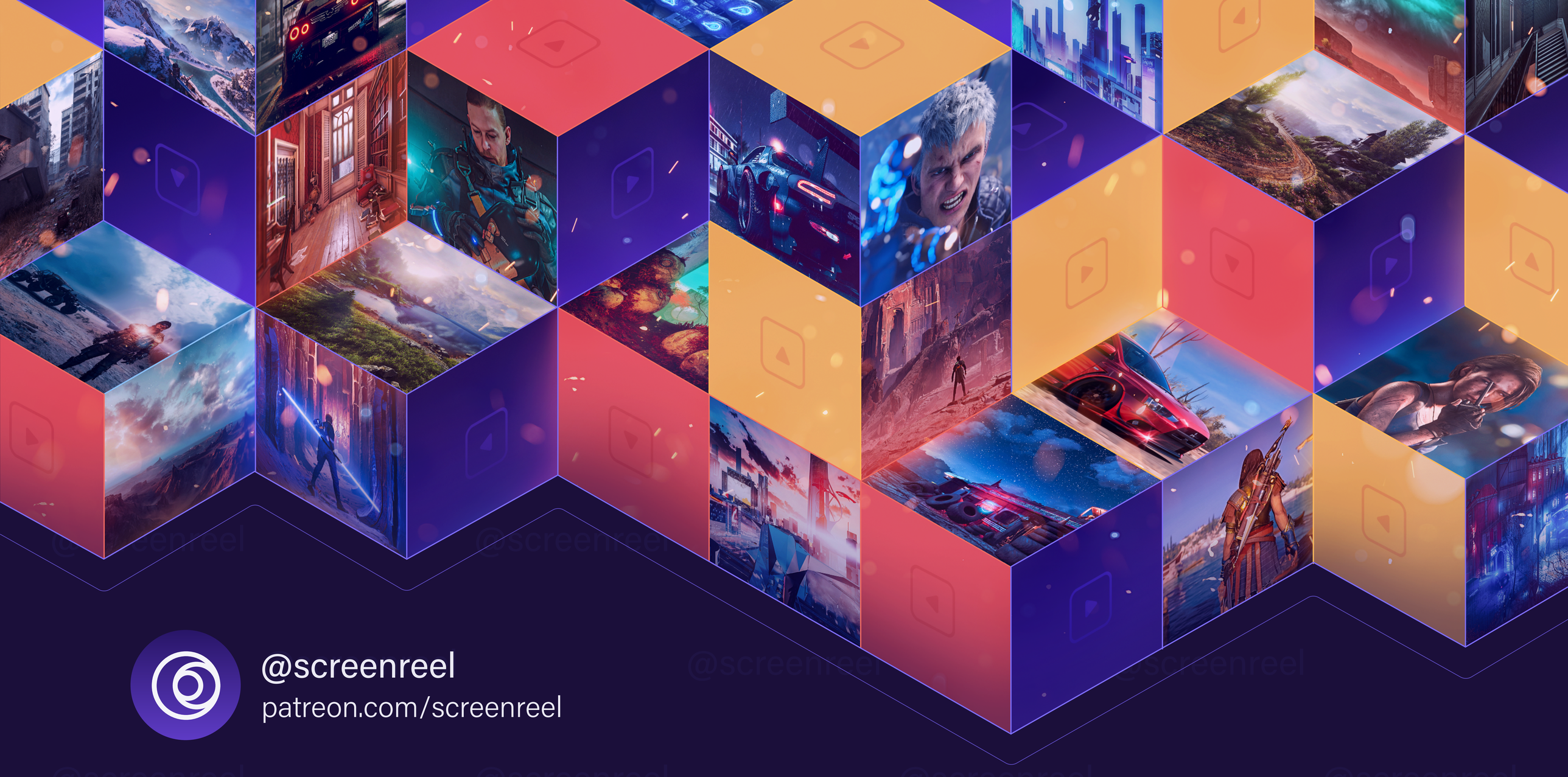

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FARCRY 6

NON-RT GRAPHICS PACK V1.0

Original Petreon post - https://www.patreon.com/posts/farcry-6-non-rt-149231700

FarCry 6 - API, executable, and engine info for the Windows OS

DX 12	64-bit	Dunia 2
API VERSION	EXECUTABLE	GAME ENGINE

FarCry6.exe file location
- Steam - Steam\steamapps\common\Far Cry 6\bin
- Ubisoft - Ubisoft\Ubisoft Game Launcher\games\Far Cry 6\bin

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

If you have experience in Reshade and its add-ons, depth buffer, modding, and other related areas, you can quickly review the Table of Contents below and the 1. Graphics Mods section under the Detailed Guide to get the required graphics mods, Reshade version, extra shaders, configs, add HUD Toggle, and Reshade preset files to the game directory as well.

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

Table of Contents

- ✓ 1. Graphics Mods - A few graphics mods
- ✓ 2. Reshade Version & Install - ReShade 6.7.0 with full add-on support
- ✓ 3. HUD Toggle - Available
- ✓ 4. Reshade Presets - Remaster . Legacy . Filmic . Realism . Fancyara
- ⓘ 5. Presets Type - Non-RT Presets
- ⓘ 6. Extra Shaders - Not required
- ⓘ 7. Reshade Presets Installation
- ⓘ 8. In-game | Reshade Depth Buffer - Proper config is preferable
- ⓘ 9. In-game | Video and Graphics Settings - Recommendations
- ⓘ 10. Display and Game Color Mode - SDR mode (Non-HDR)

Continue to the Detailed Guide

Sections with the mark IDENTICAL

If a section has that mark, it means that section is the same for Non-RT and RT Graphics Packs, and there is no need to walk through it twice.
For example, you downloaded the Non-RT Graphics Pack and walked through the guide. After that, if you download the RT Graphics Pack, you can skip its guide sections with that mark.

1. Graphics Mods IDENTICAL

Far Cry Mod Installer
To be able to install mods for FarCry 6, you will need the Far Cry Mod Installer -
https://downloads.fcmodding.com/all/mod-installer/

Mod 1 - Clean View
Removes screen dirt, film grain, vignette, chromatic aberration and Depth of field effects -
https://www.nexusmods.com/farcry6/mods/2?tab=files

Mod 2 - Libertad
You can make days longer and nights shorter, change weapons skins, and much more -
https://downloads.fcmodding.com/fc6/libertad-mod/

Video guide on how to get, install, set up, and activate mods with Far Cry Mod Installer -
https://youtu.be/8Um-7vRhQSI

2. Reshade Version and Installation IDENTICAL

You will need Reshade 6.7.0 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

Quick Guide - How to install Reshade for FarCry 6

01. Download the Reshade 6.7.0 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 game in the list (FarCry6.exe) or click Browse and manually locate your FarCry6.exe file. Press **Next**.

03. Choose a proper rendering API. For the FarCry 6, 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 Heads-Up Display using a keyboard key. After you have installed the proper Reshade version, you can add the HUD Toggle.

To install HUD Toggle, open the [FarCry 6_HUD Toggle] folder in the downloaded archive and move all the files into your game directory, where the FarCry6.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

Note: Ensure that you disable HUD Toggle when opening the game menu, map, or inventory, as these can also 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 details and color density.
Legacy - FarCry 3-like color grading and post-processing. Enhanced lighting and details.
Filmic - Unique color grading and lighting. Boosted contrast, details, and post-processing.
Realism - Realistic color grading and overall look. Improved details.
Fancyara - Stronger color density. Rich bloom effect. Bright nights and enhanced lighting.

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

FarCry 6_Non-RT_Presets v1.0 do not require any extra Reshade shaders.

7. Reshade Presets Installation

After you have the proper Reshade version (6.7.0 with full add-on support or later) installed, add my preset files to the game directory.

To do that, open the [FarCry 6_Non-RT_Presets v1.0] folder in the downloaded archive. Move all the files into your game directory, where the FarCry6.exe file is located. Accept if it asks to overwrite or replace any files.

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

8. In-game | Depth Buffer Configuration

The "Filmic" preset utilizes the optional Depth of Field effect - "ADOF@qUINT", and it won't work correctly unless the Reshade Depth Buffer is configured, however if you don't like the Depth of Field effect and intend to turn it off, then no need to configure the Depth Buffer for the FarCry 6_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

You can also check how the Depth Buffer configuration looks for my FarCry 6 game. For that, open the [Guide screenshots] folder in the downloaded archive and review the screenshots: "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.

9. In-game | Video and Graphics Settings

IDENTICAL

01. Go to in-game Options > Video > Color and set Brightness, contrast and gamma to their default settings - 50.

02. Go to in-game Options > Video > Quality and set "FidelityFX CAS" to OFF.

10. 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 looks different on different displays. You may need to adjust your monitor's/TV's brightness, contrast, gamma, and saturation if the Reshade presets look different from the showcase.

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Reshade preset shaders check (Optional)

Note: Some Reshade shaders may give a very subtle effect in some areas. However, they have a significant impact on other environments. Therefore, I recommend that you don't turn off 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 this section if you have the proper ReShade version installed with all shaders.

After launching the game and loading my presets, ensure that all required shaders are functioning and in the correct order. To do that, minimize your game and check here. For each FarCry6 RT preset, the shader list and order should match those of the in-game Reshade overlay:

FarCry 6_Non-RT_Remaster_v1.0

Clarity2,
prod80_02_Bloom,
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

FarCry 6_Non-RT_Filmic_v1.0

GaussianBlurCS,
Deband,
AdaptiveTonemapper,
Lightroom,
prod80_04_SelectiveColor_v2,
FILMDECK,
LevelsPlus,
AmbientLight,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS,
FlexibleCA, - - - - - - - - - - - - - - (Optional effect) - Chromatic aberration
ADOF - - - - - - - - - - - - - - - - - - (Optional effect) - Auto focus depth of field (far objects only)

FarCry 6_Non-RT_Legacy_v1.0

Clarity2,
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
Technicolor2,
prod80_04_SelectiveColor_v2,
AmbientLight,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

FarCry 6_Non-RT_Realism_v1.0

GaussianBlurCS,
Technicolor2,
AmbientLight,
LiftGammaGain,
Lightroom,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
FlexibleCA,
FilmicSharpen

FarCry 6_Non-RT_Fancyara_v1.0

Clarity2,
Deband,
prod80_02_Bloom,
Blooming_HDR,
Technicolor2,
prod80_04_ColorBalance,
LiftGammaGain,
Lightroom,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

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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