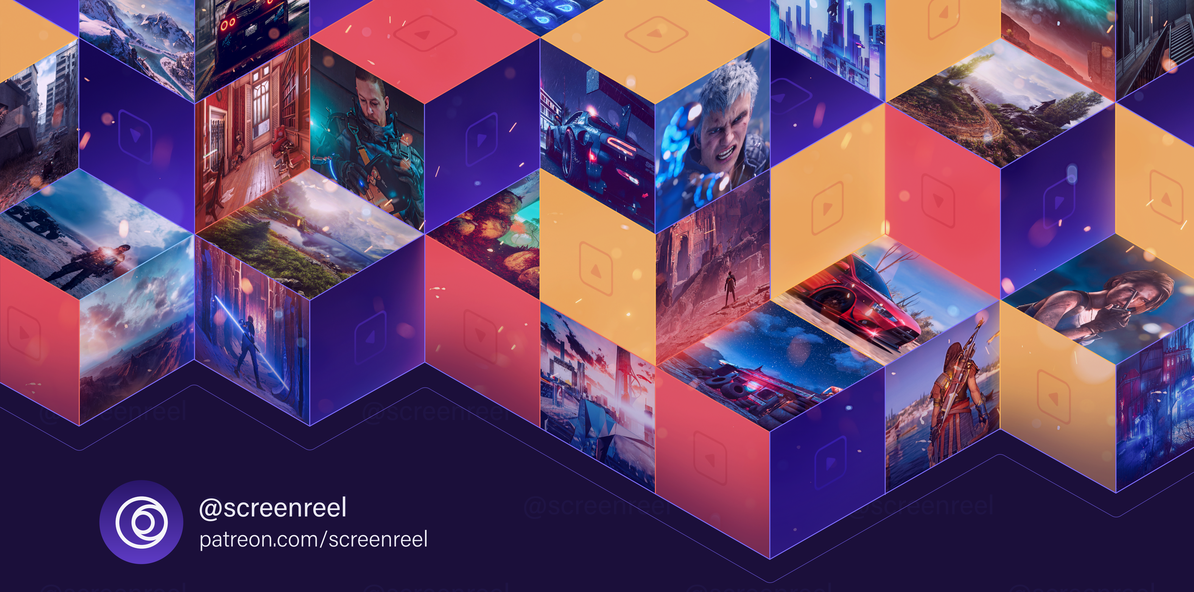

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RESIDENT EVIL 7

RT VISUAL PACK V1.0

Original Petreon post - https://www.patreon.com/Screenreel/posts/resident-evil-7-161415427

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Resident Evil 7 - API, executable, and engine info for the Windows OS

DX12	64-bit	RE Engine
API VERSION	EXECUTABLE	GAME ENGINE

re7.exe file location:

Steam - Steam(Library)\steamapps\common\RESIDENT EVIL 7 biohazard

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 - Essential (Links & instructions included)
- 2. Reshade Version & Install - ReShade 6.7.3
- 3. HUD Toggle - Available (REFramework)
- 4. Reshade Presets - Natural . Filmic . Enhanced . Madhouse . Lucid
- 5. Presets Type - RT Presets - Utilize the SSRTGI shader
- 6. Caution - SSRTGI shaders & the game's HUD
- 7. Extra Shaders - iMMERSE Pro_2509
- 8. Reshade Presets Installation
- 9. How to quickly switch ReShade presets
- 10. Reshade Depth Buffer - Proper config is essential
- 11. Marty's DLSS/FSR/TAAU Compatibility - Essential
- 12. In-game | Custom Video & Graphics Settings - Essential (Brightness bug)
- 13. 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 1 - REFramework

It is a core modding framework for RE Engine games that serves as the foundation for this visual pack. It is strictly required to ensure game stability, featuring ReShade support, vignette removal, a HUD toggle, engine bug fixes, and an in-game configuration menu.

- **Download Latest Version:** https://github.com/praydog/REFramework
- **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, [Resident Evil 7_Non-RT Visual Pack_v1.0] > [Guide screenshots] and check the following images: GitHub - Step 1, GitHub - Step 2, GitHub - Step 3, and GitHub - Step 4.
- **How to Install:** After downloading the archive, extract it anywhere and move only the dinput8.dll file into your main game directory (where the re7.exe file is located).

Launch the game once and wait until the main menu appears to allow REFramework to generate its necessary folders and files. Exit the game.

Mod 2 - RE7 Graphics Enhancement

It unlocks advanced settings for the game. Exposes hidden shadow resolutions, RT options, denoiser controls, and the ability to disable image post-processing, which are all tweakable in real-time directly through the REFramework Script UI.

- **Download Latest Version:** https://www.nexusmods.com/residentevil7/mods/236
- **How to Download:** Go to the link above. Switch to the FILES tab. Click Manual download under the Main files section. Click Download to get the latest version of the mod.
  Note: If you find these steps complicated, Open my visual pack archive on your PC, navigate to [Resident Evil 7_Non-RT Visual Pack_v1.0] > [Guide screenshots] folders, and check the following images: Nexusmods - Step 1, Nexusmods - Step 2, Nexusmods - Step 3.
- **How to Install:** After downloading the archive, extract it anywhere and move the [reframework] folder into your main game directory (where the re7.exe file is located).

REFramework Config & Mod Settings

Launch the game and load any save. On your first launch, the REFramework GUI (Menu) will open automatically. You can resize and reposition it to your liking, or increase the font size under the Configuration tab. If the menu is hidden or you need to toggle it manually later, the default hotkey is the *Insert* key on your keyboard.

- **Disable Vignette:** It is essential to disable the game's excessive vignette effect. Open my visual pack archive on your PC, navigate to [Resident Evil 7_Non-RT Visual Pack_v1.0] > [Guide screenshots] folders, and check the following images: REFramework - No Vignette 1, and REFramework - No Vignette 2.
- **RE7 Graphics Enhancement Mod:** Open my visual pack archive on your PC, navigate to [Resident Evil 7_Non-RT Visual Pack_v1.0] > [Guide screenshots] folders, and check the following images: REFramework - GE 1, REFramework - GE 2, and REFramework - GE 3.

2. Reshade Version and Installation

IDENTICAL

You will need Reshade 6.7.3 (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 Resident Evil 7

01. Download the Reshade 6.7.3 (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 - re7.exe, or click Browse, manually locate and select your re7.exe file. Press **Next**.

03. Choose a proper rendering API. For the Resident Evil 7, 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 Use

IDENTICAL

HUD Toggle allows you to instantly show or hide the game's Heads-Up Display using a hotkey.

To get the HUD Toggle for Resident evil 7 you don't need to install any extra mods or shaders, because **REFramework** already includes a HUD Toggle option.

How to Enable HUD Toggle with REFramework: Open my visual pack archive on your PC, navigate to [Resident Evil 7_Non-RT Visual Pack_v1.0] > [Guide screenshots] folders, and check the following images: REFramework - HUD Toggle 1, and REFramework - HUD Toggle 2.

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

4. About Reshade Presets

Natural - Improved, natural look and color balance, with better detail, lighting, and contrast.
Filmic - Unique color grading and lighting. Boosted contrast, details, and post-processing.
Enhanced - Richer color density and contrast. Enhanced lighting and improved detail.
Madhouse - More dramatic horror visuals with custom color grading and enhanced detail.
Lucid - Clear and crisp visuals. Refined details, lighting, and custom color grading.

5. Presets Type

RT Presets utilize SSRTGI (Screen-Space Ray-Traced Global Illumination) shaders and are more performance-demanding.

6. Caution ⚠

In certain scenarios and environments, RT presets may be significantly affected by the game's HUD due to SSRTGI shaders, which approximate indirect lighting by tracing rays within the visible camera space. In simple terms, you may experience unwanted light bounces originating from game's on-screen HUD elements.

An ideal solution would be to isolate the HUD and render the SSRTGI effect behind it using REST (ReShade Effect Shader Toggler). However, REST is particularly unstable in many games that use DX11/12 or the Vulkan API, making it nearly impossible to work with at the moment.

At the moment, the most practical workaround is to hide the game's HUD using the HUD Toggle to prevent unwanted light bounces.

7. Required Extra Shaders

The Pack contains RT Presets that utilize the additional iMMERSE Pro_2509 shaders.

For the **Resident Evill 7_RT (iMMERSE Pro_2509)_Presets v1.0** to work correctly - You need the iMMERSE Pro_2509 extra shaders.

If you need guidance on how to get and install iMMERSE Pro_2509 shaders, here is the step-by-step video tutorial - https://youtu.be/DZXx6eLqNrk

8. Reshade Presets Installation

Open the [Resident Evil 7_RT (iMMERSE Pro_2509)_Presets v1.0] folder in my visual pack archive. Move all the files into your game directory, where the re7.exe file is located. Accept if it asks to overwrite or replace any files.

9. 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

10. Reshade Depth Buffer Configuration

For the **Resident Evil 7_RT Presets** to work correctly, you need a properly configured Reshade Depth Buffer. If you're experienced, you can configure the depth buffer yourself.

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 FXAA + TAA anti-aliasing in Resident Evil 7)

You can also check how the Depth Buffer configuration looks for my Resident Evil 7 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.

11. Marty's DLSS/FSR/TAAU Compatibility

This method applies specifically to Resident Evil 7_RT (iMMERSE Pro_2509)_Presets v1.0

When using TAA anti-aliasing or DLSS/FSR upscaling in your game, it's recommended to enable Marty's DLSS/FSR/TAAU Compatibility to reduce jittering (flickering) at the edges of objects and procedural elements such as grass, fences, and hair.

If you need guidance on how to use DLSS/FSR/TAAU Compatibility, here is the video guide - https://youtu.be/KnKH9a3oxPA

12. In-game | Custom Video and Graphics Settings

Essential - Display Mode
Go to in-game Options > Graphics and set Display Mode to Full Screen.
To avoid inconsistencies when using REFramework, ReShade, and other mods, you must run Resident Evil 7 in Full Screen mode. After switching to Full Screen, please restart the game and wait until both REFramework and ReShade fully load before playing.

Essential - Disable Chromatic Aberration
Go to in-game Options > Graphics and set Chromatic Aberration to off.

Essential - Enable Ray Tracing
Go to in-game Options > Graphics and set Ray Tracing to on.

Preferable - Disable Motion Blur
Depending on the game and its motion blur technique, the effect may negatively affect Reshade RTGI shaders, leading to visual artifacts or increased ghosting when using upscaling methods.
Go to in-game Options > Graphics and set Motion Blur to off.

Preferable - Disable Depth of Field
Depending on the game and how it uses depth of field (cutscenes, weapons, or scene objects), graphical artifacts may occur when used along with Reshade RTGI shaders. To avoid these minor visual issues, simply disable Depth of Field.
Go to in-game Options > Graphics and set Depth of Field to off.

Preferable - Brightness/Contrast/Gamma Settings
Go to in-game Options > Display > Brightness and set brightness to the default value of 5, or adjust it between 4 and 6 depending on your monitor and what looks best to your eye when using these presets.

⚠ Critical Brightness Bug Warning:

Modern Resident Evil games have a known bug that permanently corrupts game brightness (making it too dark or washed out). This may be triggered by Alt-Tabbing, minimizing the game, or if the game window automatically minimizes/maximizes itself during launch. If this happens, your brightness may break, requiring a game restart to fix it.

Tips to Avoid the Brightness Bug: If your game window keeps flickering or minimizing on boot, these steps will help lower the chances of triggering the bug:

- **Hands-Off Booting:** Do not click your mouse, or press keys until the game fully loads.
- **Disable Overlays:** Turn off Discord, GeForce Experience, AMD Software, and Xbox Game Bar overlays.
- **Compatibility Tweak:** Right-click re7.exe > Properties > Compatibility > check Disable fullscreen optimizations.
- **Quick In-Game Fix:** If the bug hits mid-game, toggling your resolution back and forth should force the brightness to reset without a full restart.

13. 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 **Resident Evil 7_RT (iMMERSE Pro_2509)_v1.0** preset, the enabled shaders and their order should match exactly:

1. Resident Evil 7_RT (iMMERSE Pro_2509)_Natural_v1.0

Deband,
iMMERSE: Launchpad,
AdaptiveTonemapper,
Clarity2,
prod80_02_Bloom,
iMMERSE Pro: RTGI (Diffuse),
prod80_04_ColorBalance,
LevelsPlus,
prod80_04_SelectiveColor_v2,
Lightroom,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

2. Resident Evil 7_RT (iMMERSE Pro_2509)_Filmic_v1.0

Clarity2,
Deband,
iMMERSE: Launchpad,
FILMDECK,
iMMERSE Pro: RTGI (Diffuse),
Technicolor2,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AmbientLight,
RingDOF, - (Optional effect) - Auto focus depth of field (distant objects only)
Camera [pCamera],
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS,
Border - (Optional effect) - Black bars

3. Resident Evil 7_RT (iMMERSE Pro_2509)_Enhanced_v1.0

Deband,
iMMERSE: Launchpad,
AdaptiveTonemapper,
Clarity2,
prod80_02_Bloom,
iMMERSE Pro: RTGI (Diffuse),
Technicolor2,
prod80_04_ColorBalance,
prod80_04_SelectiveColor_v2,
Lightroom,
prod80_01B_RT_Correct_Color,
FlexibleCA, - (Optional effect) - Screen edge chromatic aberration
AMD FidelityFX CAS

4. Resident Evil 7_RT (iMMERSE Pro_2509)_Madhouse_v1.0

Clarity2,
iMMERSE: Launchpad,
iMMERSE Pro: RTGI (Diffuse),
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
Lightroom,
prod80_01B_RT_Correct_Color,
AdaptiveTonemapper,
Hyperblur,
Camera [pCamera],
LensDistort, - (Optional effect) - Screen-edge lens distortion effect
AMD FidelityFX CAS

5. Resident Evil 7_RT (iMMERSE Pro_2509)_Lucid_v1.0

Deband,
iMMERSE: Launchpad,
AdaptiveTonemapper,
Clarity2,
iMMERSE Pro: RTGI (Diffuse),
Bloom [qUINT_bloom],
LevelsPlus,
prod80_04_SelectiveColor_v2,
prod80_02_Cinetools_LUT,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

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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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