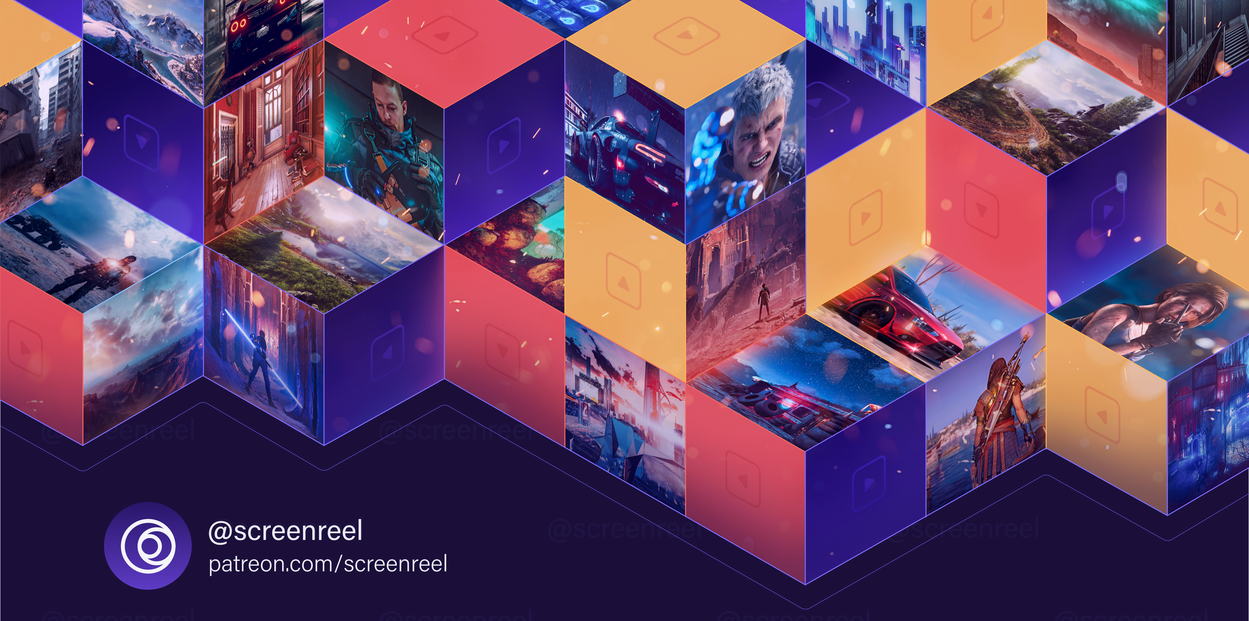

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FARCRY 6

RT GRAPHICS PACK V1.0

Original Petreon post - https://www.patreon.com/posts/farcry-6-rt-pack-150223817

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.

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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 Graphics Packs, so you don't need to go through it twice for the same game.
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

The Pack contains two different types of RT presets. Presets with GI_Beta_0.36.1 and Presets with iMMERSE Pro_2509, each with two variations:

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.

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 DX12 or the Vulkan API, making it nearly impossible to work with at the moment.

A 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 two different types of RT presets:
RT Presets with GI_Beta_0.36.1 and RT Presets with iMMERSE Pro_2509.

For the **FarCry 6_RT (GI_Beta_0.36.1)_Presets v1.0** to work correctly -
You need the Reshade_GI_Beta_0.36.1 and Optical_Flow_0.1 extra shaders.

If you need guidance on how to get and install Reshade_GI_Beta_0.36.1 and Optical_Flow_0.1 shaders, here is the step-by-step video tutorial - https://youtu.be/J3GdNi0jl4o

For the **FarCry 6_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 [FarCry 6_RT (GI_Beta_0.36.1)_Presets v1.0] 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.

Open the [FarCry 6_RT (iMMERSE Pro_2509)_Presets v1.0] 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.

9. In-game | How to quickly switch ReShade presets

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. In-game | Reshade Depth Buffer Configuration

For the **FarCry 6_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

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.

11. In-game | DLSS/FSR/TAAU Compatibility

This method applies specifically to FarCry 6_RT (iMMERSE Pro_2509)_Presets v1.0

If you are using TAA Anti-Aliasing for your game, or DLSS/FSR upscaling, it is preferable to activate Marty's DLSS/FSR/TAAU Compatibility to reduce jittering (flickering) at the edges of the objects and procedural objects, like grass, fences, hair, etc.

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

12. 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.

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 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.

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_RT (GI_Beta_0.36.1)_Remaster_v1.0

Clarity2,
prod80_02_Bloom,
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
qUINT_opticalflow,
RTGlobalIllumination [qUINT_rtgi],
AMD FidelityFX CAS

FarCry 6_RT (iMMERSE Pro_2509)_Remaster_v1.0

Clarity2,
iMMERSE: Launchpad,
iMMERSE Pro: Exposure Fusion,
iMMERSE Pro: RTGI (Diffuse),
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

FarCry 6_RT (GI_Beta_0.36.1)_Legacy_v1.0

Clarity2,
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
Technicolor2,
prod80_04_SelectiveColor_v2,
AmbientLight,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
qUINT_opticalflow,
RTGlobalIllumination [qUINT_rtgi],
AMD FidelityFX CAS

FarCry 6_RT (iMMERSE Pro_2509)_Legacy_v1.0

Clarity2,
iMMERSE: Launchpad,
iMMERSE Pro: Exposure Fusion,
iMMERSE Pro: RTGI (Diffuse),
Lightroom,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
Technicolor2,
prod80_04_SelectiveColor_v2,
AmbientLight,
AdaptiveTonemapper,
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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