Doom Eternal (all Expansions included)
Single Frame Stereo 3D Fix

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2022)
Patreon: https://www.patreon.com/Vk3DVision
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Requires a Turing or Ampere Nvidia GPU (GTX 1600, RTX 2000, RTX 3000 series).
At least driver Nvidia Graphics Driver 471.11 is required.

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Stereo3D Fix Setup:
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1. Start the game.
2. Go to Settings -> Video
3. Set Window Mode to BORDERLESS WINDOW.
4. Set Monitor to 1(Default) - Or your 3D Monitor.
5. DON'T ENABLE HDR - as this doesn't work. (3D Vision and VR doesn't support it anyway)
6. Enable "Present from Compute".
7. Set whatever quality settings you want. (Go Ultra Nightmare if your rig can handle it 😊)
8. RTX is currently not fixed, so leave it OFF.
9. DLSS is not currently supported, so leave it OFF. (It uses the proprietary Nvidia NGX library and for which currently there is no duplication happening).
10. Quit the game.
11. DON'T disable the INTRO videos or you will get a BLACK right view! (Unknown what the reason is).
12. Extract and copy the "Profiles" folder next to "Vk3DVision.exe"
13. Open "Vk3DVision.ini" in "Profiles\Doom Eternal" and change "Stereo3DViewMode" to the mode you want.
14. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
15. Star the game & Enjoy!

Personal Recommendation: Motion Blur and Depth of field are fully working and I recommend using them for the cinematic feel.

!!! If you are using Nvidia 3DVision read the next section below.

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Nvidia 3DVision setup:
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- For "3DVision" Mode, *DISABLE FULLSCREEN OPTIMIZATIONS,* from the EXE Properties Page.
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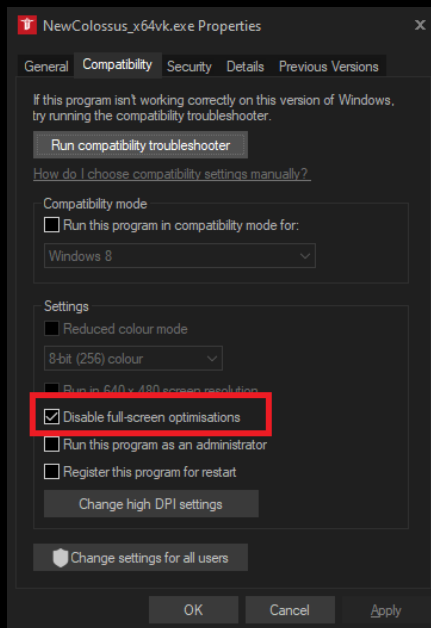


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Fixed:
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- Single Frame Stereo Rendering (aka Single Stereo Pass) instead of the previous fixes using
Sequential Frame Stereo.
- Stereo3D in Vulkan Injection
- All Shadows & All Lights.
- Volumetric Light Effects.
- All texture Clipping for lights and decals.
- Tile system for Lighting and Decals and other computes.
- Glass Refractions.
- Reflections, Except Screen Space reflections which I didn't even look at.
- Lens Flares.
- Fixed UI and pushed crosshair to depth.




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Known issue:
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None.
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VR Controllers mapping to Xbox Controller:
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To use the VR controllers in OpenVR, you will have to first install ViGem Bus driver (This is
one time install).
When you start a game using OpenVR, a virtual XBOX Controller will be plugged-in and mapped to
the VR controllers. All Controller schemes can be customized from SteamVR, per game, or to add
new controllers.




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Key Shortcuts:
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- Both Keyboard and Xbox Controller shortcuts are supported.
- See "Vk3DVision.ini's [Key]" sections for the list of shortcuts for separation & convergence.
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