



More on: <http://3dsurroundgaming.com/Vk3DVision.html>

Wolfenstein II: The New Colossus Virtual Reality v0.90 Fix

(A Vulkan Driver made by Helifox 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).
Driver Nvidia Graphics Driver 471.11 or newer is required.

Game Setup:

- Copy the fix in any location on your drive (DO NOT COPY IT INSIDE THE GAME FOLDER).
- Start the game in 2D.
- Set the settings as following: (Red is mandatory, Green is optional).

Options

Video

► Brightness

Video Quality Profile

Custom

Monitor

1

Aspect Ratio

16:9

Resolution

~~2560 x 1440 [16:9]~~

Do not change in-game.

Window Mode

Windowed

Vertical Sync

Off

Mandatory

Motion Blur

Off

Anti Aliasing

TSSAA (8TX)

Colorblind Mode

Off

Advanced settings

Apply Changes

Change the brightness

[ESCAPE] BACK [ENTER] SELECT

-Go to "Advanced Settings":

Options

Advanced Video

► Reset to Default

Field of View

Max FPS

Lights

Shadows

Particles

Directional Occlusion

Reflections

Decals

Motion Blur

Image Streaming

Water Quality

Volumetric Quality

120

230

High

High

High

High

High

High

High

High

High

Medium

Do not change in-game

Can be any value

Don't use High as it will affect FPS massively

Reset the global quality preset to the default values for your hardware

[ESCAPE] BACK [ENTER] SELECT

Options

Advanced Video

► Volumetric Quality

Material Aniso Filter

Decal Filtering

Lightmap Aniso Filter

Image Aniso Filter

LOD Switch

Deferred Rendering

GPU Culling

Async Compute

NVIDIA Adaptive Shading

- Motion influence

- Quality

- Color difference sensitivity

Medium

Anisotropic 4x

Anisotropic 4x

Anisotropic 4x

Anisotropic 4x

High

Off

Off

On

Quality

20.0

50.0

60.0

Can be any value

Change the volumetric quality

[ESCAPE] BACK [ENTER] SELECT

Options

Advanced Video

- Motion influence

- Quality

- Color difference sensitivity

- Brightness sensitivity

Chromatic Aberration

Depth of Field

DoF Anti Aliasing

HDR Bloom

Sharpening

Film Grain

Resolution Scale

Manual Scaling

► Show Performance Metrics

20.0

50.0

60.0

60.0

On

On

On

On

4.0

1.0

Off

1.00

Off

Do not use

Can be any value

Display Performance Metrics on screen to profile your PC Hardware. Higher Settings provide more details

- Hit APPLY Changes.
- Quit the game.
- Start "Vk3DVision.exe" and LEAVE IT RUNNING.
- Start the game!

- Use a new game save slot!

Settings are stored in your save-file, so using an older save file might not apply the right VR settings - like field of view, etc.

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Virtual Reality:
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- This is a SEATED Experience!
- The game is played with an XBOX controller OR Motion controllers mapped to an XBOX controller.
- Keyboard & Mouse is disabled.
- 72/90 FPS is recommended.
- It is recommended to AVOID any reprojection usage in this game!
- You aim with your head: Where the crosshair points it's where you shoot.
- The Yaw (X axis) is decoupled from the headset to give a better VR experience and maintain 6DOF as much as possible.
(This means, the character will not follow your view around. Use the controller's Right stick to rotate).

Resolution & Performance:

- The game will use the native SteamVR Resolution (including Super Sampling value).
- Performance of the game is dictated by the power of your GPU. If you are using a very powerful GPU consider increasing the resolution. For a weaker GPU, you might need to drop the resolution lower.
- The fix comes with NIS (FSR can also be used) enabled by default on the Ultra Quality preset.

Changing resolution can be done in 3 ways:

- From SteamVR.
- In "Profiles\VR - Wolfenstein II The New Colossus\Vk3DVision.ini" by changing the value of *OpenVR_ResolutionFactor*.
(Default value is 0.8 or 80% of SteamVR resolution, for weaker GPUs)
- In "Profiles\VR - Wolfenstein II The New Colossus\VR\openvr_mod.cfg" by changing the parameters controlling NIS or FSR.

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Virtual Reality Motion Controls to Xbox Emulation:
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- Install ViGem Bus from "**ViGem_Bus**" folder (found packed with this fix).
- **If you have an XBOX controller plugged in, remove it as the game will try to use that one instead.**
- **SteamVR mappings for Valve Index, Oculus Quest 2, Vive wands controllers are present.**
(For other controllers use SteamVR Input UI to add bindings)

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Key Shortcuts:
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- Shortcuts are visible on the screen at start-up for each VR Controller scheme.