

DIABLO

NVIDIA RTX REVIEWER'S BRIEF

Diablo® IV Multiplies Performance with DLSS 3

Blizzard Entertainment's *Diablo*® IV is one of the most well known PC games, with its dark setting and fast paced action RPG gameplay. *Diablo IV* and NVIDIA are teaming up to deliver **NVIDIA DLSS 3** in order to enhance performance, giving gamers the smoothest PC experience possible when slaying monsters and gathering loot. NVIDIA DLSS 3 multiplies frame rates on GeForce RTX 40 Series graphics cards, giving gamers the performance to render *Diablo IV* at the highest detail levels and resolutions.



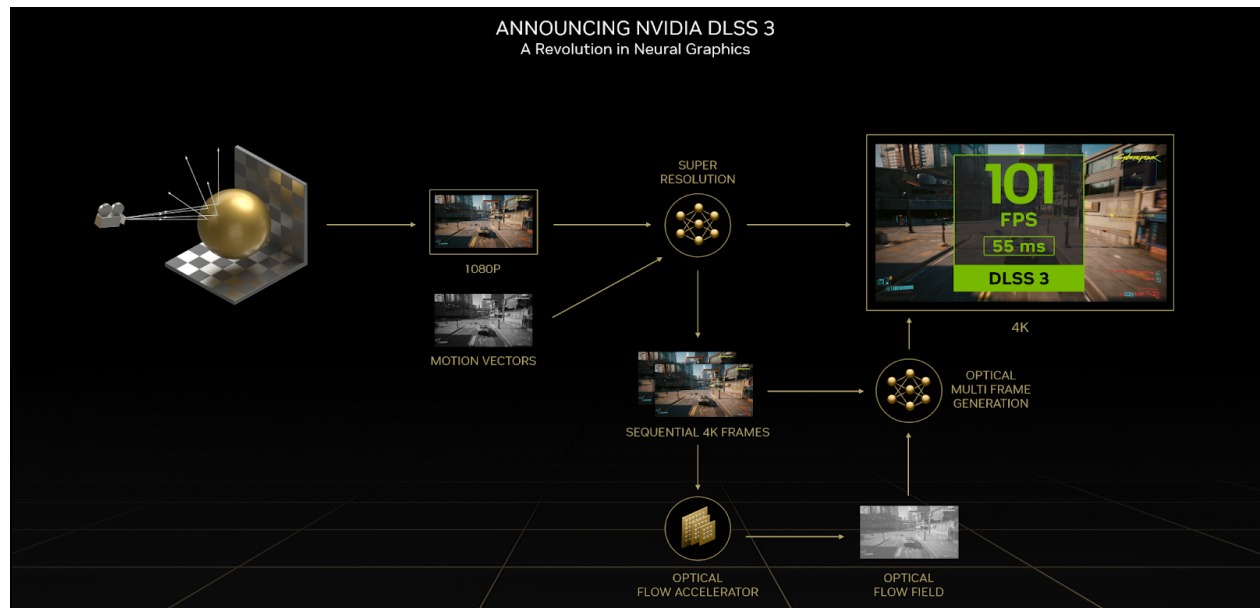
Get the ultimate performance boost in *Diablo IV* by enabling the entire suite of DLSS 3 technologies. DLSS 3 also incorporates NVIDIA Reflex, which synchronizes the GPU and the CPU, ensuring optimum responsiveness and low system latency. When you play with other GeForce RTX GPUs, you can activate DLSS Super Resolution to accelerate your frame rates to enhance your *Diablo IV* experience.



NVIDIA DLSS Frame Generation

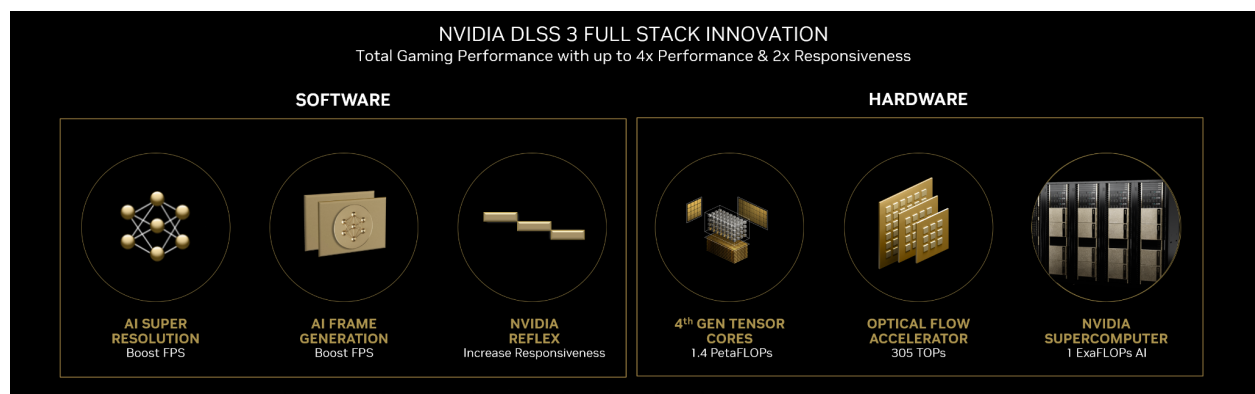
DLSS 3 is a breakthrough in AI-powered graphics that boosts performance, while maintaining great image quality and responsiveness. Building upon DLSS Super Resolution, DLSS 3 adds Optical Multi Frame Generation to generate entirely new frames, and integrates [NVIDIA Reflex low latency technology](#) for optimal responsiveness. DLSS 3 is powered by the new fourth-generation Tensor Cores and Optical Flow Accelerator of the [NVIDIA Ada Lovelace architecture](#), which powers [GeForce RTX 40 Series graphics cards](#).

The DLSS Frame Generation convolutional autoencoder takes four inputs – current and prior game frames, an optical flow field generated by Ada's Optical Flow Accelerator, and game engine data such as motion vectors and depth.



Ada's Optical Flow Accelerator analyzes two sequential in-game frames and calculates an optical flow field. The optical flow field captures the direction and speed at which pixels are moving from frame 1 to frame 2. The Optical Flow Accelerator is able to capture pixel-level information such as particles, reflections, shadows, and lighting, which are not included in game engine motion vector calculations. When used together with DLSS Super Resolution and NVIDIA Reflex, all RTX technologies combine to offer incredible performance boosts whether native performance is CPU or GPU limited with outstanding image quality!

DLSS 3 delivers total gaming performance, advanced AI networks and Reflex software algorithms, dedicated Tensor Core and Optical Flow hardware, and an NVIDIA Supercomputer that continuously trains and improves AI networks. GeForce RTX 40 Series users get faster frame rates, quick responsiveness, and great image quality, which is only possible through full stack innovation. Read more in depth about DLSS 3 [here](#) or watch [here](#).



Better Responsiveness with NVIDIA Reflex

As NVIDIA DLSS revolutionized scaling and performance, NVIDIA Reflex has revolutionized low latency gaming, giving multiplayer gamers a competitive advantage, and making single-player games incredibly responsive. Pinpoint accuracy and timing are key to overcoming *Diablo IV*'s most difficult challenges; NVIDIA Reflex reduces system latency, making gameplay smooth and more responsive, delivering the reaction time needed in critical moments.



Enabling DLSS 3

The following section contains the steps that should be taken to enable DLSS 3:

- Open the **OPTIONS** menu from the main menu or by pressing Escape during your play session to open the pause menu.



- Navigate to the **GRAPHICS** tab.



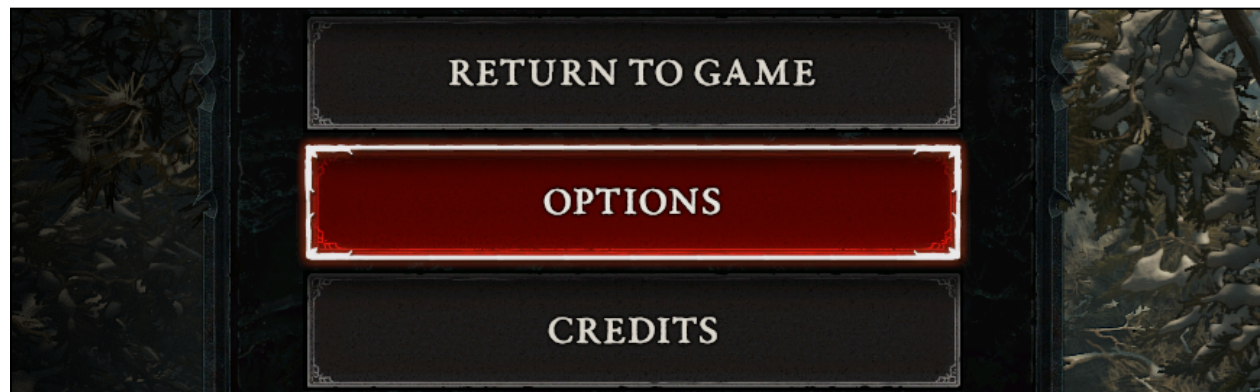
- On the **GRAPHICS** tab, scroll down to the **PERFORMANCE** section to toggle **DLSS Frame Generation** and desired **DLSS Super Resolution** quality settings.



Enabling Reflex

Note: NVIDIA Reflex will be automatically turned on when DLSS Frame Generation is enabled.

- Open the **OPTIONS** menu from the main menu or by pressing Escape during your play session to open the pause menu.



- Navigate to the **GRAPHICS** tab.



- On the **DISPLAY** tab, scroll down to the **PERFORMANCE** section and toggle **NVIDIA Reflex Low Latency**.

