Tellusim Upscaler Demos

Powered by Tellusim Engine https://tellusim.com/
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Star Wars scene represents a tricky case for the upscaling with a lot of noise and dynamic colors. The number of polygons is moderate and does not exceed 10M per frame.

The Halloween scene is a dynamic scene with vibrant colors and a low amount of noise. The number of polygons in the shadow map is more than 30M if all lights are visible.

The Checkerboard scene is a Moire effect stability test. Use the numeric keys to select the upscale ratio. **Q**, **W**, **E** keys switch the default camera position. **D** is a default upscaler toggle.

The camera and test settings can be saved between sessions if the *<config_readonly>* parameter is set to 0 in the config file. The number of ambient occlusion rays is 2pp. The number of reflection rays is 1pp. These settings can also be changed.

https://tellusim.com/upscale/
https://tellusim.com/upscaler/
https://tellusim.com/dlss3/

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Hot keys

Space	–	Pause animation
W, A, S, D, Q, E	–	Camera position
C	–	Switch camera
1	–	First camera
...		
9	–	Ninth camera
F	–	Show fps
I	–	Show info
T	–	Show textures
M	–	Show magnifier
U	–	Use default upscaler
[	–	Decrease upscale ratio
]	–	Increase upscale ratio
F12	–	Take a screenshot

Alt+Enter – Fullscreen mode

Command line arguments

-upscaler <name>– Select upscaler (dlss, fsr2, xess)
-upscale <100-400> – Upscale ratio

-d3d12 – Use Direct3D12 render
-d3d11 – Use Direct3D11 render
-vk – Use Vulkan render
-gl – Use OpenGL render
-device <index> – Device index
-screen <index> – Screen index

-width <value> – Window width in pixels
-height <value> – Window height in pixels
-position_x <value> – Window x position in pixels
-position_y <value> – Window y position in pixels
-mode <name> – Window mode (8k, 5k, 4k, w2k, 2k, wfhd, fhd, hd+, hd)

-stereo <0/1> – Anaglyph stereo mode
-panorama <0/1> – 360 panorama mode

-vsync <0/1> – Vertical synchronization
-fullscreen <0/1> – Fullscreen mode (single monitor)
-multiview <0/1> – Multiview mode (multiple monitors)

-camera <index> – Select camera by index
-frames <value> – Render a specified number of frames with fixed FPS and exit
-image <name> – Save an image to the file on exit

Star Wars Scene assets

https://sketchfab.com/3d-models/star-wars-the-clone-wars-venator-prefab-8a1e1760391c4ac6a50373c2bf5efa2e
https://sketchfab.com/3d-models/r2-d2-low-poly-a5b37a5bcd314c5a82dd037555419c4c
https://sketchfab.com/3d-models/star-wars-c3po-6bb0be59be404ab0b880a46783f69ade
https://sketchfab.com/3d-models/clone-trooper-phase-i-8f40fd5418e741858a7ded9cc26e6d39
https://sketchfab.com/3d-models/darth-vader-1784449656114e55b596fc3e902f083d
https://sketchfab.com/3d-models/gnk-droid-99e5fe9631d74b0aaa3ff0b8223c72d3
https://sketchfab.com/3d-models/star-wars-imperial-crate-c148bb00b7ba4c838fb2697aae9c009f
https://sketchfab.com/3d-models/clone-wars-props-crates-fec96feee1f0475f959b5b456b9ad50e
https://sketchfab.com/3d-models/c34d6dd797134a228863ac4eea7925f8
https://sketchfab.com/3d-models/5e098a79422b476388f59b189c5bbd4e

Halloween Scene assets

https://sketchfab.com/3d-models/halloween-cemetery-4846faa38818451897b767b74998fb17
https://sketchfab.com/3d-models/halloween-pumpkin-lantern-knight-13b06d0843d94b179c1d9dc2c67e5ed4

https://sketchfab.com/3d-models/the-travelers-broomstick-995c407724b14bfdb8f4025f4a27a41b

Checkerboard assets

Papermill Ruins: http://www.hdrlabs.com/sibl/archive/