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**Nvidia Ray Tracing and DLSS is the future of gaming and here's why**

With the greatness of the GTX 1000 series GPUs, we the pc gaming community were craving for the next successor of this beast and Nvidia delivered. After two years Nvidia divulges its new advanced RTX Graphics Processing Unit the 2000 series. Introducing the RTX 2060, RTX 2070, RTX 2080 and RTX 2080 ti which implements new technologies such as Ray Tracing and DLSS only exclusive to the RTX family.

The RTX graphic cards are powered by the Turning architecture which gives up to a 6x faster performance from the previous predecessor of graphics cards. Some advantages of owning an RTX GPU is the inclusion of RT Cores(Ray Tracing) and Tensor Core which is a power AI (Artificial intelligence).

You'll probably ask yourself what is Ray Tracing? and why it's so essential? Ray Tracing isn't new in fact it's been around for decades however Nvidia Ray Tracing provide a real and immersive approach. According to Nvidia Developer, Ray Tracing is [realistic lighting by simulating the physical behavior of light](https://developer.nvidia.com/rtx) in the simplest form. Before this new technology was introduced the game had artificial shadows being cast from a light source. However with ray tracing it open the field of realistic shadow casting and global illumination but with the cost of performance by enabling this new technology.

But fear not as the counter measurement for this would be DLSS Deep Learning Super Sampling. With the Tensor Cores implementation in RTX cards, it will facilitate the taxing stress in the GPU and provide a smoother gaming experience. Bestow by Digital Trends DLSS [leverages a deep neural network to extract multidimensional features of the rendered scene and intelligently combine details from multiple frames to construct a high-quality final image and rendering content at a lower resolution and making various visual tweaks to make it look like it was rendered at a higher one.](https://www.digitaltrends.com/computing/everything-you-need-to-know-about-nvidias-rtx-dlss-technology/) with these new technologies added into the RTX card, it will make your gaming experiences more realist and immersive. But sometimes the images might look worse.

With DLSS being a new technology I believe down the future the AI would get smarter and better providing a promising better picture with less of a performance loss. For instance, Metro Exodus improves on DLSS making it sharper than its Previous blurriness update.

Furthermore, with many individuals owning an RTX would just ignore or simply disabling Ray Tracing and DLSS I would like you to give it a try. Yes, it's gonna affect your performance in gaming however you have Tensor and RT Core seating not being utilized. It doesn't have to be set to ultra to experience it can be set to low and you will be able to witness the beautiful illumination and perhaps also enabling DLSS to get that extra boost in performance. In addition, you can also enable it in single player games where competitiveness is not required to play but a full solo immersive gameplay and when it comes competitive multiplayer game you can turn it off or set it to low.

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