

# The Rendering Features of The Witcher 3: Wild Hunt

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In this presentation we will be concentrating on specific rendering features of The Witcher 3: Wild Hunt. We will discuss each feature from the workflow and render pipeline side as well.

Before diving deeper, we will demonstrate the top level rendering pipeline we used for this game, including the threading considerations we took to avoid driver bottlenecks.

The first group of features we will present are the features directly related to the game mechanics (dismemberment, morphing, etc.). These features were developed very early on and they have been constantly improved through the development process.

With the second group we will move on to the rendering features that are part of visualizing the world (water simulation, distant lights, foliage etc). These features are essential to such an open world game.

The third group of features are the post-processes, we will briefly introduce each, as there is a very rich set of them used in the game.

Lastly we will share some interesting details about the work we had to do to the texture streaming system to allow for an open world RPG.