

NVIDIA and Bethesda Add 'Wolfenstein: Youngblood' to List of Ray-Traced Blockbuster Franchises

Wolfenstein: Youngblood Becomes Latest Game to Adopt Ray Tracing for Incredible Visual Effects; Bundled with NVIDIA GeForce RTX GPUs

Computex -- NVIDIA and Bethesda today announced that Wolfenstein®: Youngblood™, the next installment in the legendary Wolfenstein franchise, will include support for real-time ray-tracing effects, NVIDIA® Adaptive Shading and other advanced gaming technologies that will let gamers experience the rich realism and depth of the game's visuals.

To celebrate the return of the Wolfenstein franchise, NVIDIA kicked off a "[Born to Hunt](#)" bundle for [GeForce RTX™ GPUs](#), starting today. For a limited time, gamers will receive Wolfenstein: Youngblood, which is scheduled to release on July 26, with the purchase of an eligible GeForce RTX 2080 Ti, 2080, 2070 or 2060 GPU-equipped graphics card, desktop PC or laptop.

Ray tracing is the advanced graphics technique used to give movies their ultra-realistic visual effects. NVIDIA GeForce RTX GPUs contain specialized processor cores designed specifically to accelerate ray tracing so the visual effects in games can be rendered in real time.

"Wolfenstein: Youngblood is an innovative take on the original franchise, which has a rich history of using forward-looking technologies to set its games apart," said Matt Wuebbeling, head of GeForce marketing at NVIDIA. "Bethesda's use of ray tracing will dramatically enhance the image quality, while NVIDIA Adaptive Shading will boost performance."

Wolfenstein: Youngblood is set in an alternate history 19 years after the events of Wolfenstein II: The New Colossus. The new first-person shooter is the first modern co-op Wolfenstein adventure. Team up with a friend or play solo as one of BJ Blazkowicz's twin daughters and wield a powerful arsenal of new weapons, gadgets and abilities to liberate Paris.

"With Wolfenstein: Youngblood, a whole new generation of gamers could be getting their first exposure to the Wolfenstein franchise, and we want to make sure it blows them away," Jim Kjellin, chief technology officer at MachineGames, the developer for Wolfenstein: Youngblood. "With NVIDIA's GeForce RTX GPUs, we have access to technologies that deliver spectacular images and still maintain the performance necessary for flawless gameplay."

Ray tracing brings real-time, cinematic-quality rendering to content creators and game developers. Wolfenstein: Youngblood uses [NVIDIA VKRay™](#), an extension that allows any developer using the Vulkan API to add ray-traced effects to their games.

NVIDIA Adaptive Shading is a new, advanced shading technique that enables developers to improve performance and achieve a real-time visual fidelity previously impossible in games. By adjusting the rate at which portions of the screen are shaded, the technology reduces the work the GPU has to do, which boosts performance without denigrating image quality.

More gaming technologies will be announced closer to the launch of the game.

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Bethesda Softworks, part of the ZeniMax Media Inc. family of companies, is a worldwide publisher of interactive entertainment software. Titles featured under the Bethesda label include such blockbuster franchises as *The Elder Scrolls®*, *Fallout®*, *DOOM®*, *QUAKE®*, *Wolfenstein®*, *Dishonored®*, *The Evil Within™*, *Prey®* and *RAGE®*. For more information on Bethesda Softworks' products, visit www.bethsoft.com.

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Certain statements in this press release including, but not limited to, statements as to: *Wolfenstein: Youngblood* using ray tracing, NVIDIA Adaptive Shading, NVIDIA VKRay and other technologies; the availability of the Born to Hunt bundle including NVIDIA GPUs and *Wolfenstein: Youngblood*; the release of *Wolfenstein: Youngblood*; the benefits, impact and performance of NVIDIA's technologies, ray tracing, NVIDIA GeForce RTX GPUs, NVIDIA VKRay and NVIDIA Adaptive Shading; *Wolfenstein: Youngblood* being an innovative take on the franchise and the franchise using forward-looking technologies to set its games apart; Bethesda's use of ray tracing dramatically enhancing the image quality and NVIDIA Adaptive Shading boosting performance in the game; *Wolfenstein: Youngblood* enabling a whole new generation of gamers to get their exposure to the *Wolfenstein* franchise; NVIDIA GeForce RTX GPUs providing technologies that deliver spectacular images and maintain the performance for flawless gameplay; NVIDIA Adaptive Shading enabling developers to improve performance and achieve real-time visual fidelity previously impossible in games; and more gaming technologies to be announced closer to the launch of the game are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners' products; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the most recent reports NVIDIA files with the Securities and Exchange Commission, or SEC, including, but not limited to, its annual report on Form 10-K and quarterly reports on Form 10-Q. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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