

'Quake II RTX,' NVIDIA's Reimagining of PC Gaming Classic with Ray-Traced Graphics, Available Now

World's First Fully Path-Traced Game Free to Download from Steam and NVIDIA.com

NVIDIA today announced that Quake II RTX, published by the company's LightSpeed Studios, is now available on [Steam](#) and [nvidia.com](#) as a free download.

Quake II RTX is the world's first game that is fully path-traced, a ray-tracing technique that unifies all lighting effects such as shadows, reflections, refractions and more into a single ray-tracing algorithm. The result is a stunning new look for id Software's Quake II, one of the world's most popular games, originally launched in 1997.

Quake II RTX includes the first three single-player levels of the beloved PC gaming classic. Gamers that already own Quake II can experience the whole game in its entirety, including multiplayer deathmatch and cooperative multiplayer modes, all fully path traced.

"We are giving Quake II back to gamers with a bold new look, as Quake II RTX," said Matt Wuebbeling, head of GeForce marketing at NVIDIA. "Ray tracing is the technology that is defining the next generation of PC games, and it's fitting that Quake II is a part of that."

More details, including a [Quake II RTX technology explainer video](#) and the [Quake II RTX trailer](#), are available at [www.nvidia.com](#).

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About NVIDIA

[NVIDIA](#) (NASDAQ: NVDA) is the AI computing company. Its invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined modern computer graphics and revolutionized parallel computing. More recently, GPU deep learning ignited modern AI — the next era of computing — with the GPU acting as the brain of computers, robots and self-driving cars that can perceive and understand the world. More information at <http://nvidianews.nvidia.com/>.

Certain statements in this press release including, but not limited to, statements as to: NVIDIA reimagining *Quake II RTX* with ray-traced graphics; the availability of *Quake II RTX* and it being a free download; *Quake II RTX* being the first game to be fully path traced and its effects; the benefits, impacts and performance of NVIDIA's technologies, including path tracing and ray tracing; the levels and features available in *Quake II RTX*; NVIDIA giving *Quake II* back to gamers with a bold new look; and ray tracing being the technology that is defining the next generation of PC games and *Quake II* fitting into that 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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Copyright © 2019 D Scott Boyce. All Rights Reserved. Subject to Creative Commons license version 1.0, Quake2maX "A Modscape Production". Textures from Quake2maX used in Quake2XP. Roughness and specular maps were adjusted to work with the Quake II RTX engine. @scobotech

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