

# NVIDIA RTX Titles Jump to 130 on Widespread Industry Adoption of Ray Tracing, NVIDIA DLSS

## ‘DOOM Eternal’, ‘Rainbow Six Siege’ and ‘Red Dead Redemption 2’ Among Latest RTX Titles; NVIDIA Reflex in 12 of Top 15 Competitive Shooters

NVIDIA today announced that there are now more than 130 games and applications supporting NVIDIA RTX™ acceleration technologies, including RT Core-accelerated ray tracing, [NVIDIA® Deep Learning Super Sampling](#) (DLSS) and Tensor Core-accelerated AI features. [NVIDIA Reflex](#) latency-reducing technology is also now supported in 12 of the top 15 competitive shooter-based games.

Since the launch of [NVIDIA GeForce RTX™ GPUs](#) two years ago, which introduced an array of technologies that have dramatically transformed PC gaming and content creation, NVIDIA has worked closely with game developers, creative application makers and industry standards bodies to leverage these innovations and create the new standard for PC games and content creation apps.

“RTX has set the standard, with ray tracing and NVIDIA DLSS pushing image quality and performance to levels that were previously unimaginable,” said Matt Wuebbeling, vice president of global GeForce marketing at NVIDIA. “Developers looking to deliver the best possible PC gaming experience rely on NVIDIA technologies to achieve that goal.”

The list of game franchises, game engines, game developers, game publishers and hardware/peripheral manufacturers using NVIDIA-pioneered game technologies is extensive. To date, over 60 RTX games support ray tracing or DLSS, while another 20 have adopted NVIDIA Reflex.

NVIDIA DLSS increases performance by up to 2x while maintaining crisp, clear image quality. This has led industry pundits to dub the technology “black magic” for overcoming the trade-off between performance and image quality that GPU makers have traditionally faced.

Adoption of DLSS technology has been swift, with support in Unreal Engine and Unity Engine, numerous private game engines and over 50 game titles. The all-star lineup of gaming franchises that use DLSS to deliver a new level of graphics includes *Battlefield*, *Call of Duty*, *Control*, *Crysis*, *Cyberpunk*, *Death Stranding*, *DOOM*, *Final Fantasy*, *Fortnite*, *Marvel Avengers*, *Metro*, *Minecraft*, *Monster Hunter*, *Outriders*, *Red Dead Redemption*, *Tom Clancy’s Rainbow Six*, *Tomb Raider*, *War Thunder*, *Watch Dogs*, *Wolfenstein* and more.

Watch a compilation of [games running NVIDIA DLSS](#).

As part of the [NVIDIA Studio](#) ecosystem, an additional 70 content creation and design applications support RTX-accelerated ray tracing, DLSS or AI features, such as Super Resolution in Adobe Photoshop, Magic Mask in Blackmagic Design DaVinci Resolve and AI Audio Noise Removal in OBS.

### COMPUTEX 2021 Brings Even More RTX Games

This week’s COMPUTEX trade show brings a flood of new game announcements that add to the RTX title tally.

Games showcased during NVIDIA’s keynote address or at the event that will be adding both ray tracing and DLSS include *The Ascent*, *DOOM Eternal*, *DYING : 1983*, *Icarus*, *LEGO® Builder’s Journey* and *The Persistence*. New games that are accelerating performance using DLSS include *Rainbow Six Siege* and *Red Dead Redemption 2*.

The rapid adoption of RTX technologies presents a watershed moment for the game industry, and represents one of the fastest in the history of PC platform technologies. RTX technologies have quickly become ubiquitous in today’s biggest games, including the most popular game of all time, as well as the No. 1 battle royale and RPG games.

For creators and broadcasters, RTX is accelerating the No. 1 photography application — Adobe Photoshop; the No. 1 video editing application — Adobe Premiere Pro; the No. 1 broadcast application — OBS; and every major 3D renderer.

### NVIDIA Reflex Supported in 12 of the Top 15 Competitive Shooters

NVIDIA Reflex is a suite of technologies that measure and optimize system latency in competitive games and improve PC responsiveness, making it easier for gamers to target opponents and hit their shots. Reflex is coming soon to *CrossFire HD*, *Escape from Tarkov*, *Naraka: Bladepoint* and *War Thunder*.

Only nine months after its launch, 12 out of the top 15 most played competitive shooters now support Reflex, including *Apex Legends*, *Call of Duty: Black Ops Cold War*, *Call of Duty: Warzone*, *Destiny 2*, *Enlisted*, *Fortnite*, *Overwatch*, *Rainbow Six Siege*, *Rust* and *Valorant*.

## Broad Support from Game Developers

“LEGO bricks are something everyone knows and loves. Ray tracing and NVIDIA DLSS powered by GeForce RTX bring the LEGO world to life, with stunning visuals and smooth performance.”

— Mikkel Fredborg, tech lead at Light Brick Studio, creators of *LEGO Builder's Journey*

“We’re creating an immersive investigative and puzzle-solving experience with an SCP-taste for our players, where they’ll never know what’s coming next. Ray tracing helps us provide that immersion with realistic lighting effects. NVIDIA DLSS provides unbeatable performance, so the only thing you need to care about is discovering the truth and escaping from death.”

— XiangYu Luo, CEO at NEKCOM Entertainment, creators of *DYING : 1983*

“This exceptional technology gives players the most immersive experience ever seen in the survival game genre. Ray-traced global illumination brings the hand-crafted worlds of *Icarus* to life with another level of realism. NVIDIA DLSS provides a significant performance boost without any loss in image quality thanks to the Tensor Cores in GeForce RTX GPUs, ensuring our players have the smoothest possible experience.”

— Dean Hall, CEO of RocketWerkz, creators of *Icarus*

“In *Rainbow Six Siege*, split-second reactions can be the difference between winning and losing. NVIDIA DLSS ensures that you’ve got maximum performance and image quality so you’ve always got victory in your sights.”

— Anthony De Rochefort, 3D programmer at Ubisoft, creators of *Rainbow Six Siege*

See how ray tracing, DLSS and Reflex are making games faster, better looking and more responsive than ever by viewing a replay of [NVIDIA's COMPUTEX keynote](#).

Press assets, including game screenshots and additional materials are available on the NVIDIA press site at [www.nvidia-press.com](http://www.nvidia-press.com) in the “Computex 2021” folder.

## About NVIDIA

[NVIDIA](#)'s (NASDAQ: NVDA) invention of the GPU in 1999 sparked the growth of the PC gaming market and has redefined modern computer graphics, high performance computing and artificial intelligence. The company's pioneering work in accelerated computing and AI is reshaping trillion-dollar industries, such as transportation, healthcare and manufacturing, and fueling the growth of many others. More information at <https://nvidianews.nvidia.com/>.

Certain statements in this press release including, but not limited to, statements as to: the performance, benefits, abilities, applications and impact of our products and technology, including NVIDIA RTX acceleration technologies, RT Core-accelerated ray tracing, NVIDIA DLSS, Tensor Core, NVIDIA Reflex and NVIDIA GeForce GPUs; the availability of our products and technology; the widespread industry adoption of ray tracing and NVIDIA DLSS technology; and the games and applications using our products and technology 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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