



More on: <http://3dsurroundgaming.com/Vk3DVision.html>

## Wolfenstein II: The New Colossus Single Frame Stereo 3D Fix

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2022)

Patreon: <https://www.patreon.com/Vk3DVision>

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**Requires a Turing or Ampere Nvidia GPU (GTX 1600, RTX 2000, RTX 3000 series).  
At least driver Nvidia Graphics Driver 471.11 is required.**

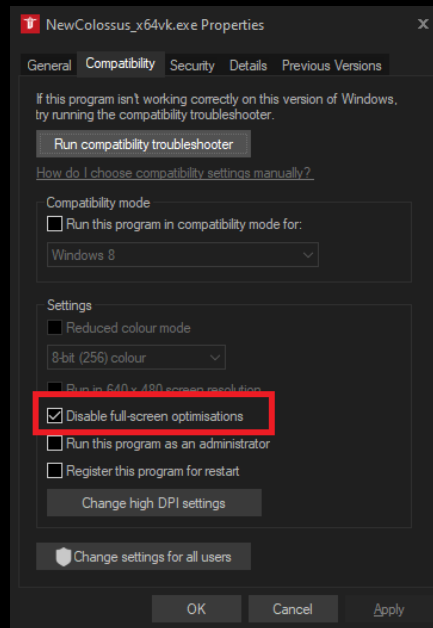
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Stereo3D Fix Setup:  
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1. Start the game.
2. Go to Options -> Video
3. Set Monitor to 1(Default) - Or your 3D Monitor.
4. Set Window Mode to BORDERLESS WINDOW.
5. Set Motion Blur On or Off. (I recommend On)
6. Set Anti-Aliasing to whatever. (All modes are supported including TAA)
7. Go to Advanced Settings:
8. Set **Deferred Rendering to OFF.**
9. Set Async Compute to ON.
10. Nvidia Adaptive Shading can be any value (If you really struggle with performance enable it).
11. Set **Resolution Scale to OFF.**
12. All other options can be set to any value, but I recommend Ultra for the best visual experience.
13. Go back and hit **"Apply Changes"**.
14. Quit the game.
15. Extract and copy the "Profiles" folder next to "Vk3DVision.exe"
16. Open "Vk3DVision.ini" in "Profiles\Wolfenstein II The New Colossus" and change "Stereo3DViewMode" to the mode you want.
17. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
18. Start the game & Enjoy!

**!!! If you are using Nvidia 3DVision read the next section below.**

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Nvidia 3DVision setup:  
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- For "3DVision" Mode, **DISABLE FULLSCREEN OPTIMIZATIONS**, from the EXE Properties Page.



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Fixed:  
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- Single Frame Stereo Rendering (aka Single Stereo Pass) instead of the previous fixes using Sequential Frame Stereo.
- Making the game render in Stereo under Vulkan.
- All Shadows & All Lights.
- Volumetric Light and Effects.
- All texture Clipping for lights and decals.
- Glass Refractions & Reflections.
- Ambient & Dynamic Reflections.
- Screen Space Reflections are fixed to some degree.
- Lens Flares.
- Fixed UI and pushed crosshair to depth.
- Many other smaller things.
- Weapons Custom Depth: This pushes the Weapons at a lower depth than the rest of the world. This helps making the world have more "depth".

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VR Controllers mapping to Xbox Controller:

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To use the VR controllers in OpenVR, you will have to first install ViGem Bus driver (This is one time install).

When you start a game using OpenVR, a virtual XBOX Controller will be plugged-in and mapped to the VR controllers. All Controller schemes can be customized from SteamVR, per game, or to add new controllers.

- Default controller schemes are visible on the screen at start-up.

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Key Shortcuts:

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- Both Keyboard and Xbox Controller shortcuts are supported.
- Shortcuts are visible on the screen at start-up.