

Kerbal Space Program - Bug #27462

Shadow cascades not rendering correctly on the ground - clipped cascades

03/29/2021 01:10 PM - Althar93

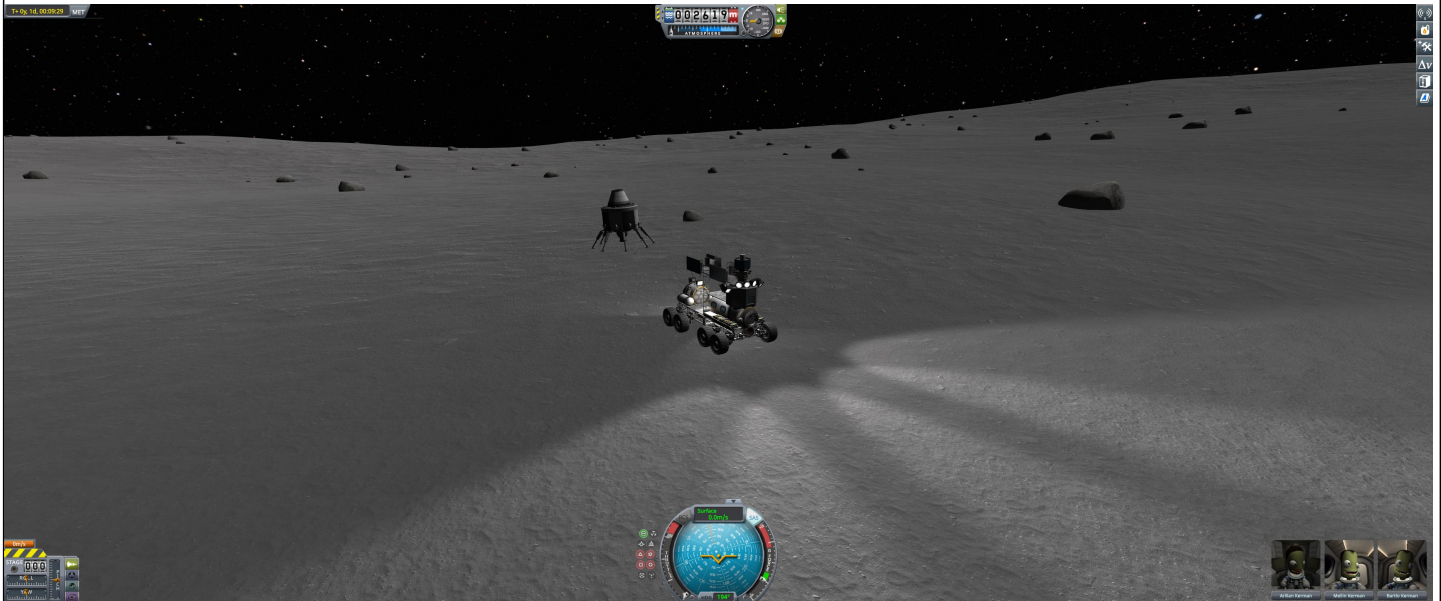
Status:	New	Start date:	03/29/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Ever since 1.11 the shadow cascades have not been rendering correctly for me. It appears that the shadow cascades are being clipped at the wrong distance and/or not displaying at all; this makes landing almost impossible as there is no way to gauge altitude/height visually without reading the instruments.

I have an RTX2060 & typically play the game in 3440x1440 but I have also tried 1920x1080 and the issue is still present. My shadow settings are set to full ('4'). My drivers are up-to-date but as written above, this has been happening for a few weeks/months now including with the previous drivers.

Please find attached 5







screenshots showing the cascade being clipped at close range as well as shadows completely missing at medium range.

History

#1 - 03/29/2021 01:11 PM - Althar93

I know of at least another user on Steam who has this same issue so I know this isn't completely isolated to me. I should emphasize that this is running a clean / stock install of 1.11.x.

#2 - 04/02/2021 01:18 AM - Althar93

Turns out the issue was down to me having the '-force-d3d12' launch options set from a while ago. Worth noting the issue with shadows is not present in versions leading up to 1.9.1 (tried switching versions using Steam's BETAS until I could find the one that broke); From 1.10.1 onwards and the shadows are broken when the d3d12 flag is specified.

Files

20210329140001_1.jpg	881 KB	03/29/2021	Althar93
20210329140034_1.jpg	901 KB	03/29/2021	Althar93
20210329140008_1.jpg	812 KB	03/29/2021	Althar93
20210329140019_1.jpg	760 KB	03/29/2021	Althar93
20210329140032_1.jpg	1.04 MB	03/29/2021	Althar93