NVIDIA Unreal Engine RTXGI Plugin

Plugin Download and Install
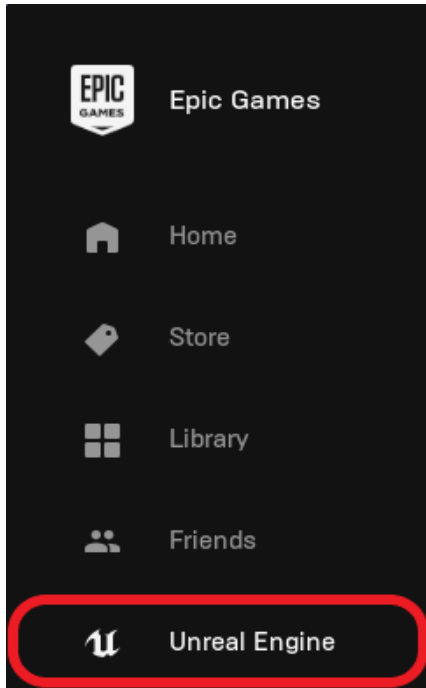
This guide is to help you navigate through the installation process of the NVIDIA RTX Global Illumination Plugin in *Unreal Engine* 5.0 from the Epic Games Launcher.
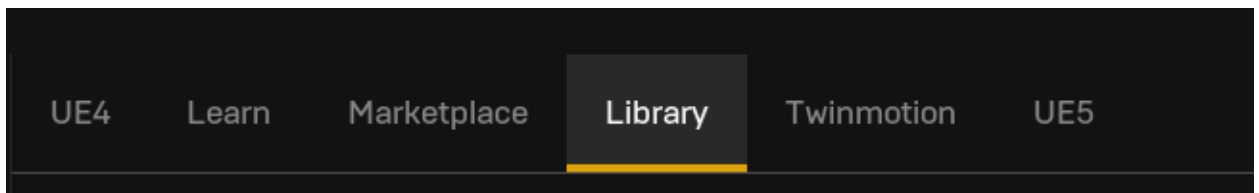
Prerequisites

- *Unreal Engine* 5.0
- Windows 10, 64 bit
- GPU: Any DXR enabled GPU.
- Driver: The latest drivers for any DXR Capable GPU. NVIDIA drivers are available here.
- UE5 project using either
    - Vulkan
    - DX11
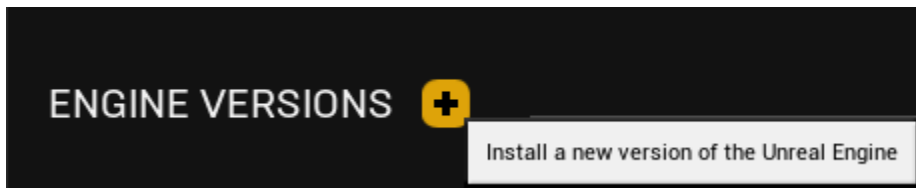   - DX12

Step-by-Step Installation Instructions

1. Install the Epic Games Launcher from Epic's website:
   https://www.epicgames.com/store/en-US/download
2. Log into your Epic Games account and navigate to the *Unreal Engine* tab to the left of the launcher.

3. At the top window toolbar, click `Library`

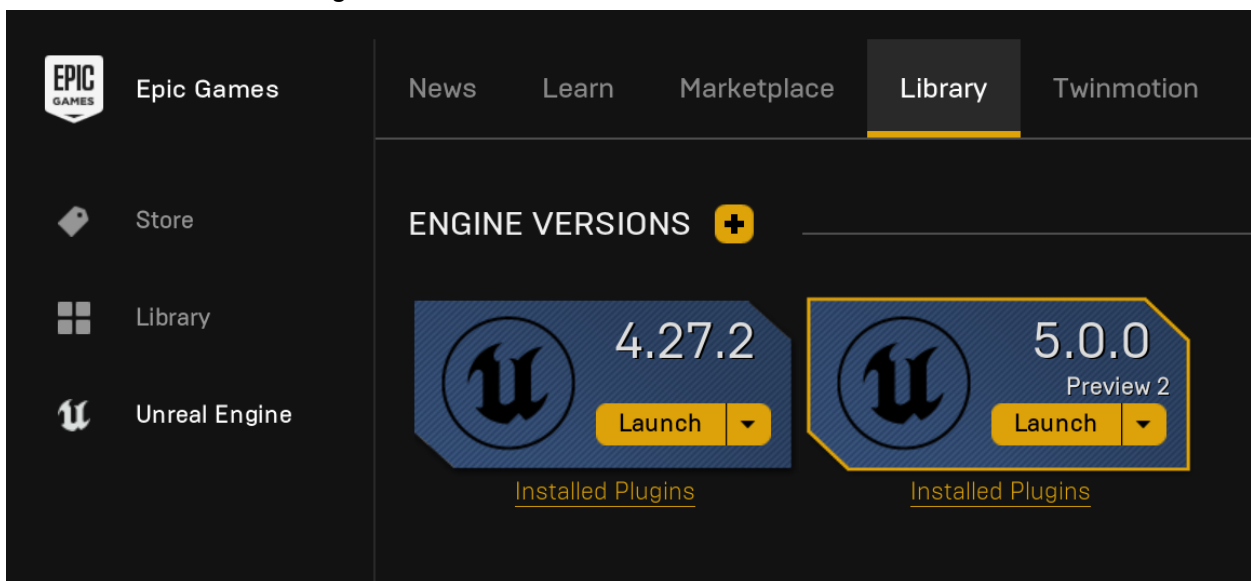4. Install *Unreal Engine* 5.0 by pressing the `+` button to the right of 'ENGINE VERSIONS`

5. Unzip the RTXGIPlugin.zip file downloaded from the NVIDIA RTX Global Illumination Plugin download page.
   a. Within this folder, you should see a separate `RTXGI` folder. The contents of the `RTXGI` folder should look like this:

Name	Date modified	Type	Size
Binaries	3/17/2022 10:29 AM	File folder	
Intermediate	3/17/2022 10:29 AM	File folder	
Resources	3/17/2022 10:29 AM	File folder	
Shaders	3/17/2022 10:29 AM	File folder	
Source	3/17/2022 10:29 AM	File folder	
NVIDIA RTX SDK EULA.pdf	4/12/2021 4:21 PM	Adobe Acrobat Do...	177 KB
RTXGI.uplugin	3/11/2022 10:14 AM	UPLUGIN File	1 KB

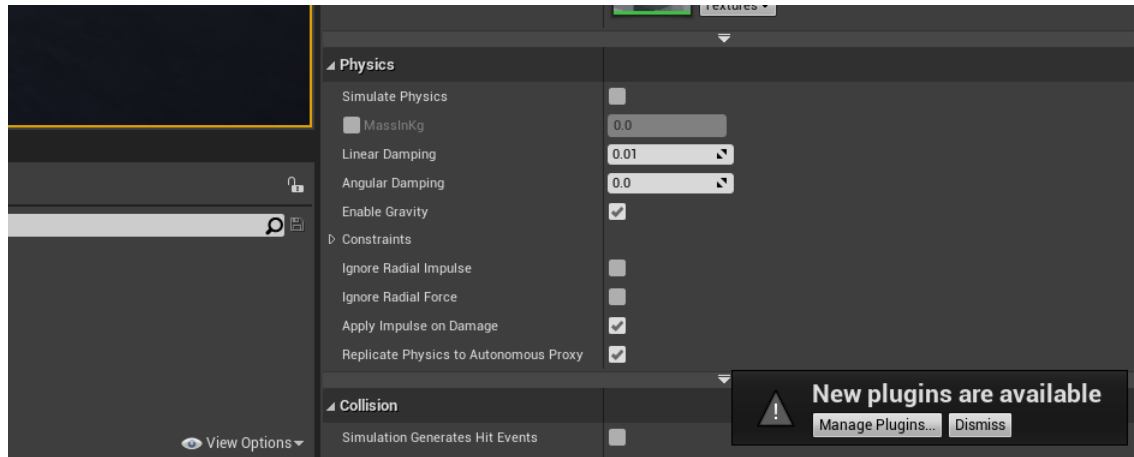6. Place the unzipped RTXGI folder in Epic Games\UE_5.0\Engine\Plugins\Marketplace

« ue › UE_5.0 › Engine › Plugins › Marketplace

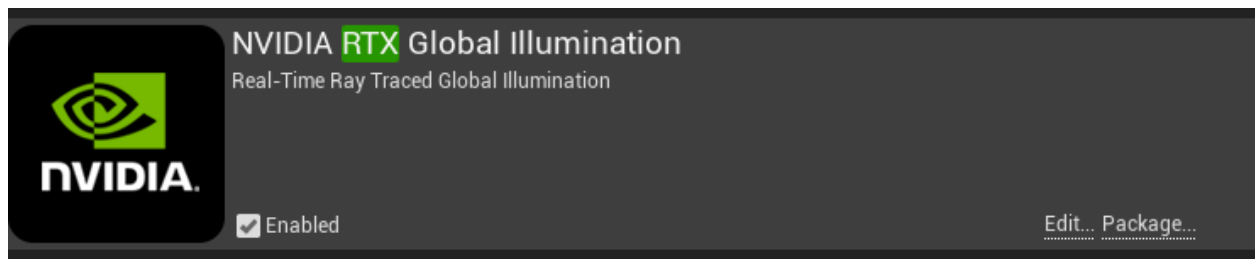| Name	Date modified	Type
RTXGI	2022-03-16 16:36	File folder

7. Launch *Unreal Engine* 5.0.

Note: If this is your first time running the editor, it will require you to install the prerequisites. It may also take longer to load up than usual.

8. Once you've either created a new project, or opened a pre-existing project, you will see a pop-up prompt indicating a new plugin is available at the bottom right of the editor.
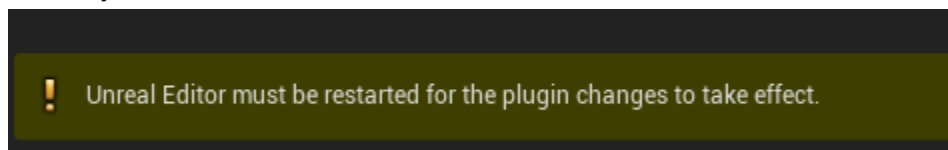

9. Click the `Manage Plugins…` button in the above pop-up window. A new window will open with all available plugins.

10. Search for "RTX Global Illumination" in the plugins search bar.

11. Check the `Enabled` box to the right of the NVIDIA icon.
12. A new prompt will appear at the bottom of the plugins window indicating you must restart your editor.

13. Restart the editor and follow the remaining steps outlined in the RTXGI_Quick_Start_Guide.pdf