

## Cemu - Bug #231

### Super Smash Bros.: Image Background is too bright in some scenes

12/20/2019 09:31 PM - Shideravan

<b>Status:</b>	New	<b>Start date:</b>	12/20/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.16.0c		

#### Description

Kongo Jungle and Victory Screens (and maybe others) have a wrong bright value that become the background as a "light in your face" and don't let you visualize the background (see in the image files). Some object (as a Mario Coin in the example image) also are with wrong bright value.

I'm using a NVidia Geforce 1070 graphic card with latest driver.

#### Files

Kongo Jungle 1.png	1.41 MB	12/20/2019	Shideravan
kongo jungle 2.png	1.68 MB	12/20/2019	Shideravan
Marth.jpg	140 KB	12/20/2019	Shideravan
Shulk.jpg	141 KB	12/20/2019	Shideravan
coin.png	3.32 MB	12/20/2019	Shideravan