Cemu - Bug #351

Project Zero: Maiden of Black Water - Lighting, flash light beam, mirror rendering, etc.

05/26/2020 09:06 PM - chriztr

Status:	New		Start date:	05/26/2020
Priority:	Normal			
Assignee:				
Category:	Graphic			
API:	OpenGL, Vulkan		GPU Vendor/Model:	AMD RX580 / GTX 1060
Cemu Version:	1.22.10b			

Description

The game is missing important environment lighting, light beam from flash light (you play with a flash light over 90% of the game), reflections / shadows from light source, which is causing the game to look way darker. - Missing facial lighting (aka black face, there's no light source to brighten the characters)

- Flash light beam not throwing light at walls, plants, things in the environment
- Missing shadows due to missing light beam from flash light
- Roms, buildings, outdoor areas appear darker.
- Mirrors don't render the mirror effect
- Moving the brightness slider in-game doesn't affect brightness at all.
- Black/White moments when you take pictures of people appearing as ghost lacks brightness, rendering them darker.

This pretty much is an issue throughout the entire game.
I made a side-by-side comparison video, picking out some areas in the game where this is very noticeable and should be easy to work with.
The Wii U capture is raw input from the console captured through a capture card (Elgato HD60 Pro)
The Cemu capture is OBS, both recorded at 1080p, yet no scaling, color correction or such added.
No graphic packs where used to enhance the cemu capture.

I also made a set of saves leaving you at the spot shown in the video or close by, only leaving you to walk up to it.
The saves are from the european disc version. This game has some regional difference, afaik you can't use these on the japanese release and I'm unsure if they'll load with the eShop release of the game.

Link to video comparing the two (11mins, covers the basics and should give you an idea of what's going on):
https://mega.nz/file/UMkQCQyZ#u8Dc9Hl___sTJXXq1rdUp4Rpair1gN31UqMeFmMhPDo

Provided some screenshots from the video for a quick view.

If anything, contact me at discord:
chrissie#2000

History

#1 - 06/30/2020 02:56 PM - yfextn

Hope to resolve soon

#2 - 06/30/2020 02:57 PM - yfextn

cemu1-19-3.jpg
cemu
wiiu.jpg
wiiu

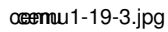**#3 - 06/30/2020 03:00 PM - yfextn**
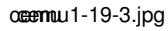
yfextn wrote:

cemu1-19-3.jpg

> cemu

wiiu.jpg

> wiiu
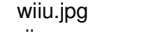
#4 - 06/30/2020 03:00 PM - yfextn

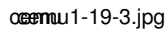yfextn wrote:

> œœmu1-19-3.jpg
> wiiu.jpg
> wiiu

#5 - 06/30/2020 03:02 PM - yfextn

yfextn wrote:

> œœmu1-19-3.jpg
> wiiu.jpg
> wiiu

#6 - 06/30/2020 03:03 PM - yfextn

yfextn wrote:

> œœmu1-19-3.jpg
> wiiu.jpg
> wiiu

#7 - 07/17/2020 02:04 AM - yfextn

1.20.0 It seems to be no change compared to the previous version

#8 - 07/18/2020 05:43 PM - chriztr

- File project_zero_cemu_1220_init_showing_mirror.png added

I did post this in #patreon but I'll post it here as well.
First version of 1.20.0 does show the mirror being rendered in this game compared against how it shows it in 1.19.x and 1.20.0b and c

#9 - 07/27/2020 03:58 PM - yfextn

1.20.1 no changes

#10 - 08/05/2020 08:20 AM - yfextn

1.20.1c no changes

#11 - 08/16/2020 04:29 AM - yfextn

1.20.2b no changes

#12 - 09/23/2020 04:31 AM - yfextn

1.21.1b no changes

#13 - 04/13/2021 04:23 PM - Serfrost

- Cemu Version changed from 1.19.1 to 1.22.10b

Files

Project Zero saves.7z	3.2 KB	05/26/2020	chriztr
1st_drop_blackface.png	2.56 MB	05/26/2020	chriztr
1st_drop_camera_light_beam_door.png	2.33 MB	05/26/2020	chriztr
1st_drop_outdoors.png	3.95 MB	05/26/2020	chriztr
2nd_drop_mirror_not_rendering.png	4.28 MB	05/26/2020	chriztr
4th_drop_black_face.png	2.7 MB	05/26/2020	chriztr
4th_drop_envr_light_missing.png	4.06 MB	05/26/2020	chriztr

4th_drop_light_beam_and_shadow_missing.png	2.56 MB	05/26/2020	chriztr
6th_drop_fog_envr_lighting.png	3.56 MB	05/26/2020	chriztr
project_zero_cemu_1220_init_showing_mirror.png	1.54 MB	07/18/2020	chriztr