

## Cemu - Bug #380

### BOTW lighting/shadows has vertical offset

07/02/2020 02:24 PM - banhmee

<b>Status:</b> New	<b>Start date:</b> 07/02/2020
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Graphic	
<b>API:</b> Vulkan	<b>GPU Vendor/Model:</b> Vega 10
<b>Cemu Version:</b> 1.19.3	

**Description**

Issue only started occurring with 1.19.3 (was fine up until 1.19.2c) and only with BOTW and only with Vulkan.

Shadows:

- seem to be offset lower than they should be (see horse)
- has strange sharp polygonal boundaries
- has very discrete DoF-like effect (vertical banding)
- has weird striping in each band

Lighting:

- from tower glow/sunrise also seems to be higher than what it should be
- occasionally glimmers on/off during daytime

### History

#### #1 - 04/11/2021 09:08 PM - Serfrost

Needs further verification, possibly a Vega issue.

### Files

log.txt	3.61 KB	07/02/2020	banhmee
1.19.3.png	3.61 MB	07/02/2020	banhmee
1.19.3-offsetglimmerlighting.png	1.57 MB	07/02/2020	banhmee
1.19.3-weirdshadows2.png	2.55 MB	07/02/2020	banhmee
1.19.3-weirdshadows.png	2.36 MB	07/02/2020	banhmee