

## Cemu - Bug #441

### Ambient Occlusion missing on LoZ Wind Waker HD

11/28/2020 06:14 PM - ivanosky

<b>Status:</b> Closed	<b>Start date:</b> 11/28/2020
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Graphic	
<b>API:</b>	<b>GPU Vendor/Model:</b> Nvidia/GTX 960M
<b>Cemu Version:</b> 1.22.0k	
<b>Description</b> The Ambient Occlusion effect is missing or rendered incorrectly on LoZ Wind Waker HD. Happens in both OpenGL and Vulkan without any graphic packs enabled.	

#### History

##### #1 - 11/28/2020 06:15 PM - ivanosky

- File CEMU Screenshot 2020.11.28 - 15.09.06.35.png added

##### #2 - 07/15/2021 12:46 AM - Exzap

- Status changed from New to Closed

This is a bug caused by the resolution graphic pack and it only affects some resolutions. The gfx pack developers are aware but you can still report it here:

[https://github.com/ActualMandM/cemu\\_graphic\\_packs/issues](https://github.com/ActualMandM/cemu_graphic_packs/issues)

##### #3 - 09/02/2021 05:57 PM - ivanosky

- File log.txt added

Sorry for the delay in answering. Like I mentioned in the original report, it happens without graphics packs enabled, so the resolution graphics pack is disabled. Here's the log

#### Files

Screenshot 2020-11-28 150708.png	1.04 MB	11/28/2020	ivanosky
CEMU Screenshot 2020.11.28 - 15.09.06.35.png	618 KB	11/28/2020	ivanosky
log.txt	3.61 KB	09/02/2021	ivanosky