

Cemu - Bug #293

"Adventure Time: Finn And Jake Investigations" doesn't render graphics correctly (lights, shadows etc)

03/22/2020 11:12 AM - Cemmer76

Status:	New	Start date:	03/22/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	AMD RX 570
Cemu Version:	1.17.4		
Description <p>The game "Adventure Time: Finn And Jake Investigations" (BFNPVZ) is perfectly playable, but the graphic output is too dark and is also missing all the lights/shadows effects (bump mapping?) that you can see when you play the game on the Wii-U.</p> <p>To understand what I mean, just compare the video of the Cemu version with the Wii-U version:</p> <p>http://wiki.cemu.info/wiki/Adventure_Time:_Finn_And_Jake_Investigations</p> <p>as you can see for example at the very beginning of Adventure Time: Finn And Jake Investigations CEMU 1.16.0d Test video (not the static image, you must start the video), in the "tree menu screen", using Cemu the colors are very dark and the green of tree is absolutely "flat" (there's no light effect on it);</p> <p>https://www.youtube.com/watch?v=NJwdVMJwADw</p> <p>instead on the Wii-U in the "tree menu screen" lights and shadows are displayed correctly (and as well in the rest part of the game);</p> <p>Comparing other parts of the game-videos you can see that the problem is everywhere and I think that bump mapping effect is missing as well (or is this fact that causes the missing light effects?)</p> <p>This is not a recent problem or a regression, it has always been there in Cemu since first releases.</p>			

History

#1 - 04/10/2021 05:46 PM - Serfrost

Possibly resolved with 1.21.4, needs verification.