

Cemu - Bug #585

Bayonetta 2 - Issue with bloom on objects updating only at 30fps

11/11/2021 03:56 AM - fragmentsshader

Status:	New	Start date:	11/11/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	GTX 1660
Cemu Version:	1.25.3c		

Description

This has been an issue for a long time with Cemu and Bayonetta 2, apologies if this is a duplicate issue but I couldn't find it.

Basically the issue is that on certain objects when moving the camera, there will be a consistent judder due to parts of the geometry seemingly updating only at 30fps, leaving a trail behind the parts of the scene updating at 60fps like they should. This largely seems to affect objects with bloom, where you'll see the bloom effect leave a ghosted, stuttery trail on certain geometry.

See video here with the effect highlighted:

<https://youtu.be/qLDPZEssndY>

Files

bayo2 bloom judder.png	2.17 MB	11/11/2021	fragmentsshader
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