

The logo features the AMD logo (a stylized 'A' with a square) in white, followed by 'RADEON PRO' in a smaller, spaced-out white font, and 'Software' in a large, white, sans-serif font. The background is a dark blue, abstract, leaf-like pattern.

AMD
RADEON PRO
Software

AMD Radeon ProRender plug-in for Unreal Engine

Installation Guide

This document is a guide on how to install and configure
AMD Radeon™ ProRender plug-in for Unreal Engine®.

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OVERVIEW

This plug-in allows fast GPU or CPU accelerated viewport rendering on all OpenCL™ hardware for the open source USD and Hydra system. This document will guide the user on how to install and configure AMD Radeon™ ProRender plug-in for Universal Scene Description (USD).



Note: The implementation of this solution is not intended to be performed by end users of USD supported applications. In addition, an intermediate level developer knowledge base is expected from the users following this guide. End users should proceed with support from their IT department.

For more details on USD, please visit the web site [here](#).

Supported Platforms

AMD Radeon ProRender for Unreal Engine runs on both GPUs and CPUS. OpenCL™ 1.2 is required for GPUs.

Software

- Unreal Engine® 4.20

Operating System

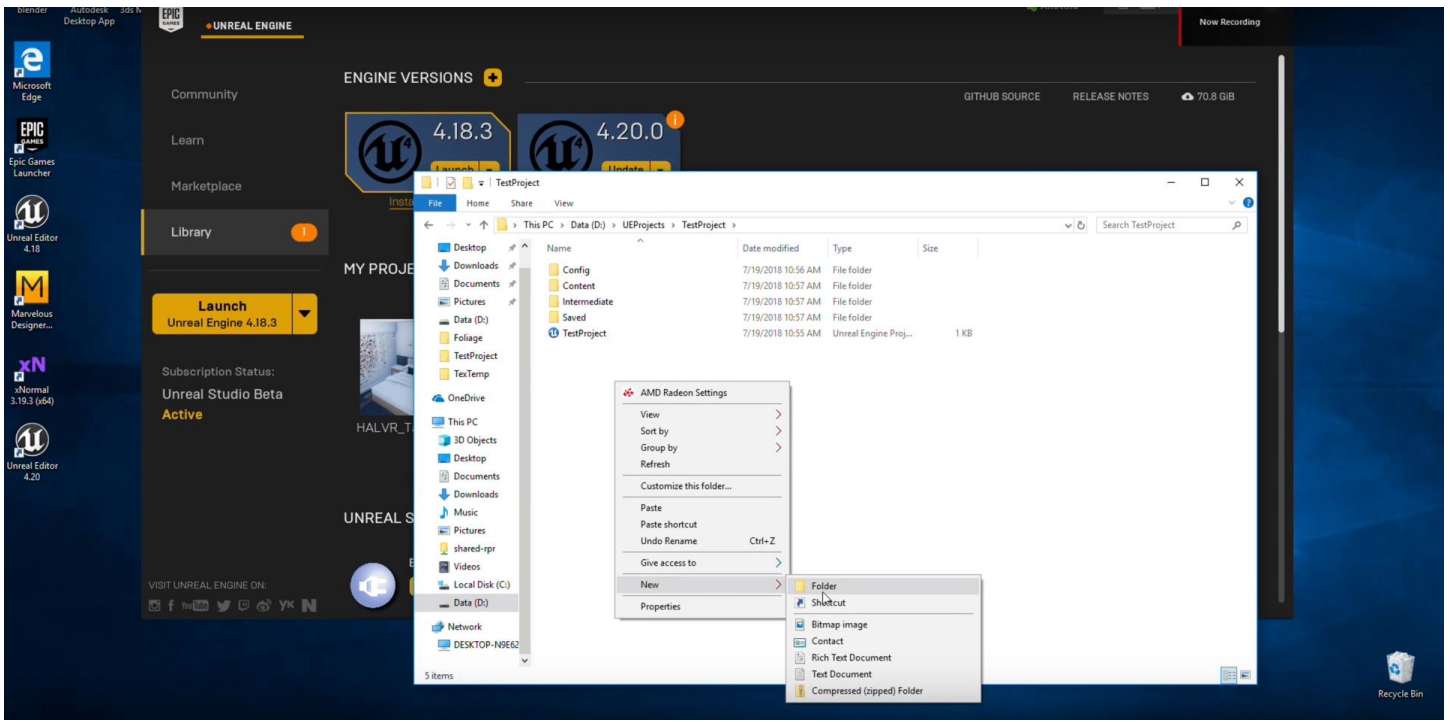
- Microsoft Windows® 10 (64-bit)

Join the Discussion

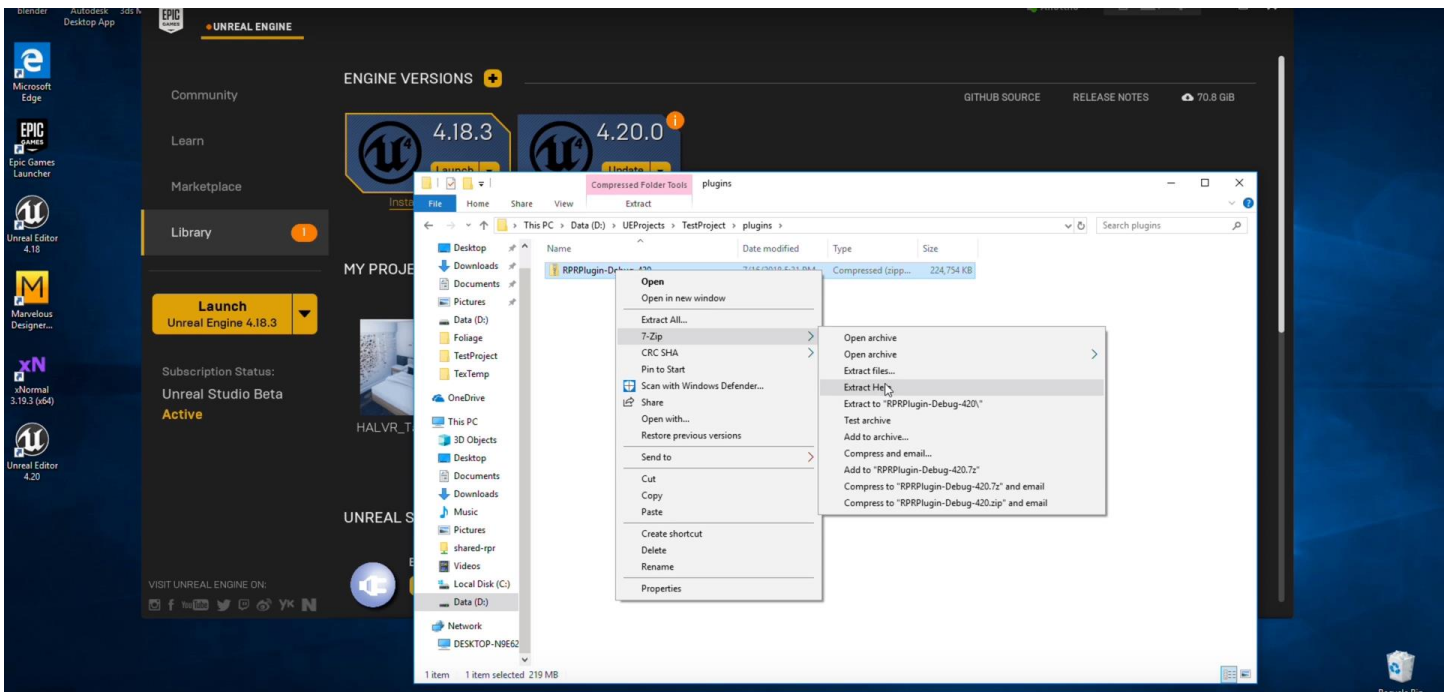
Provide feedback [here](#) for all AMD Radeon ProRender plug-ins.

Radeon ProRender for Unreal Engine Setup

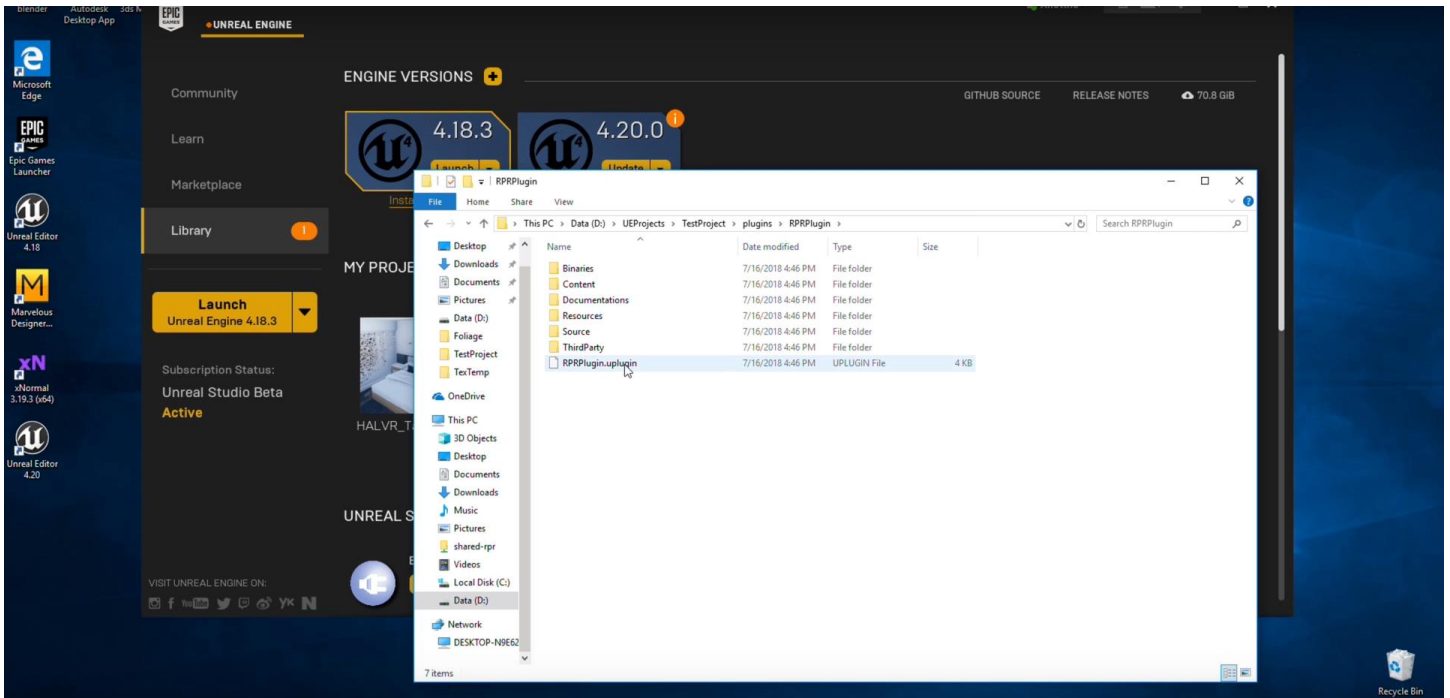
Go to the folder of the Project you are working on. Create a new folder. This will be your plug-ins directory.



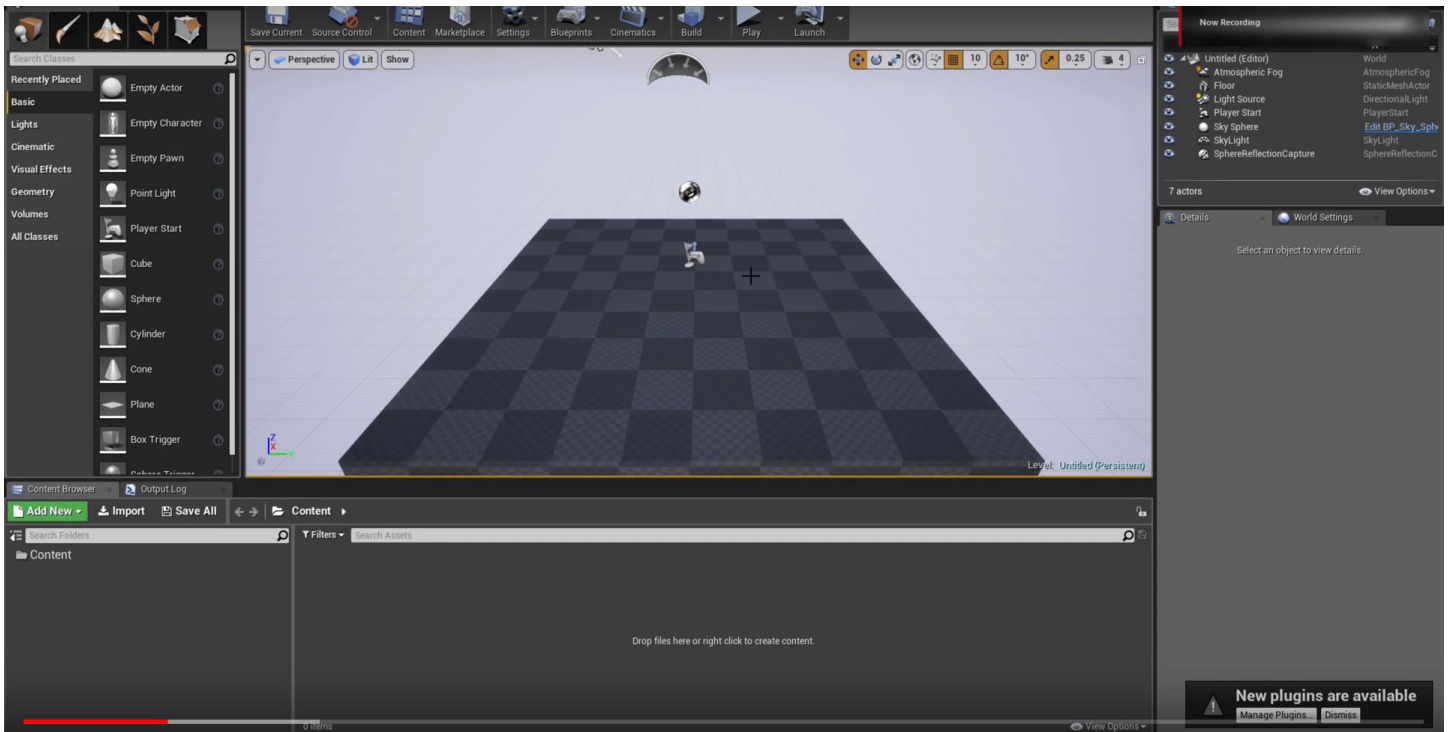
Place the file in the folder. Then, extract the AMD Radeon ProRender for Unreal plug-in.



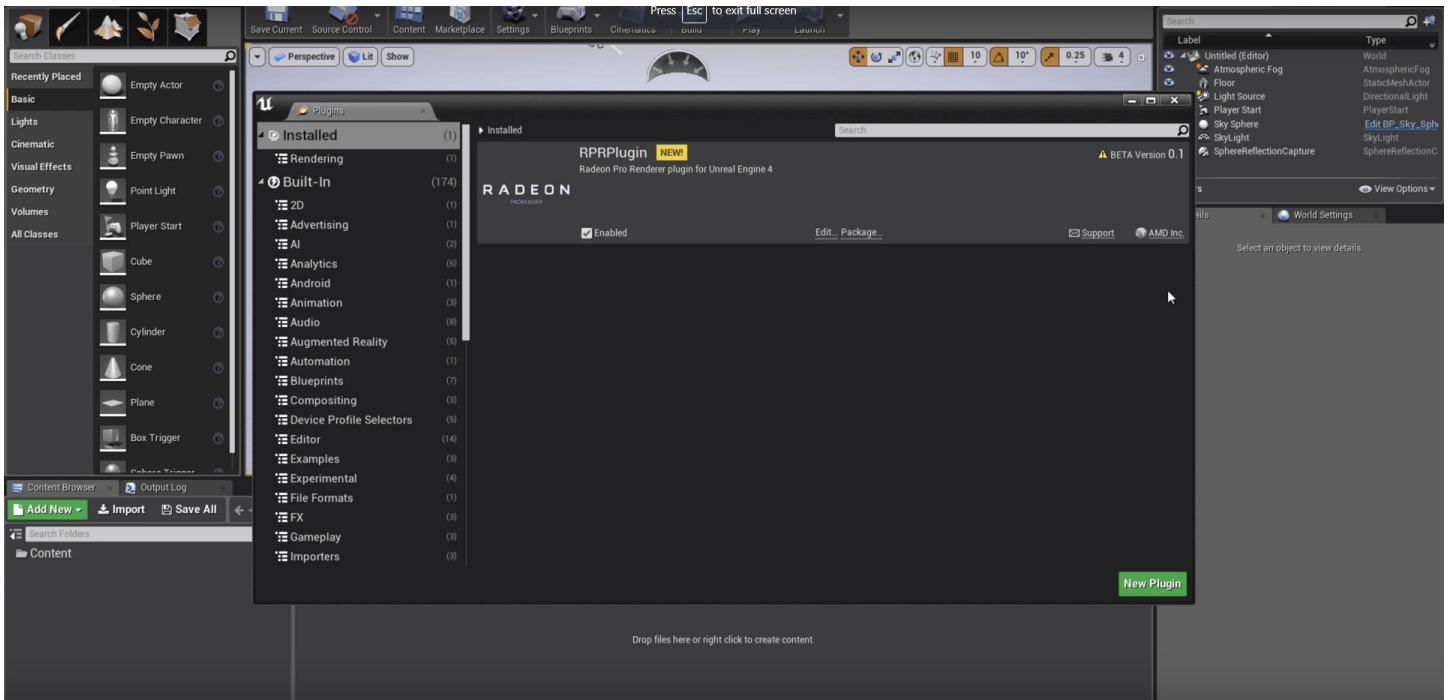
Open the folder. Verify that the **RPRPlug-in.uplugin** is there.



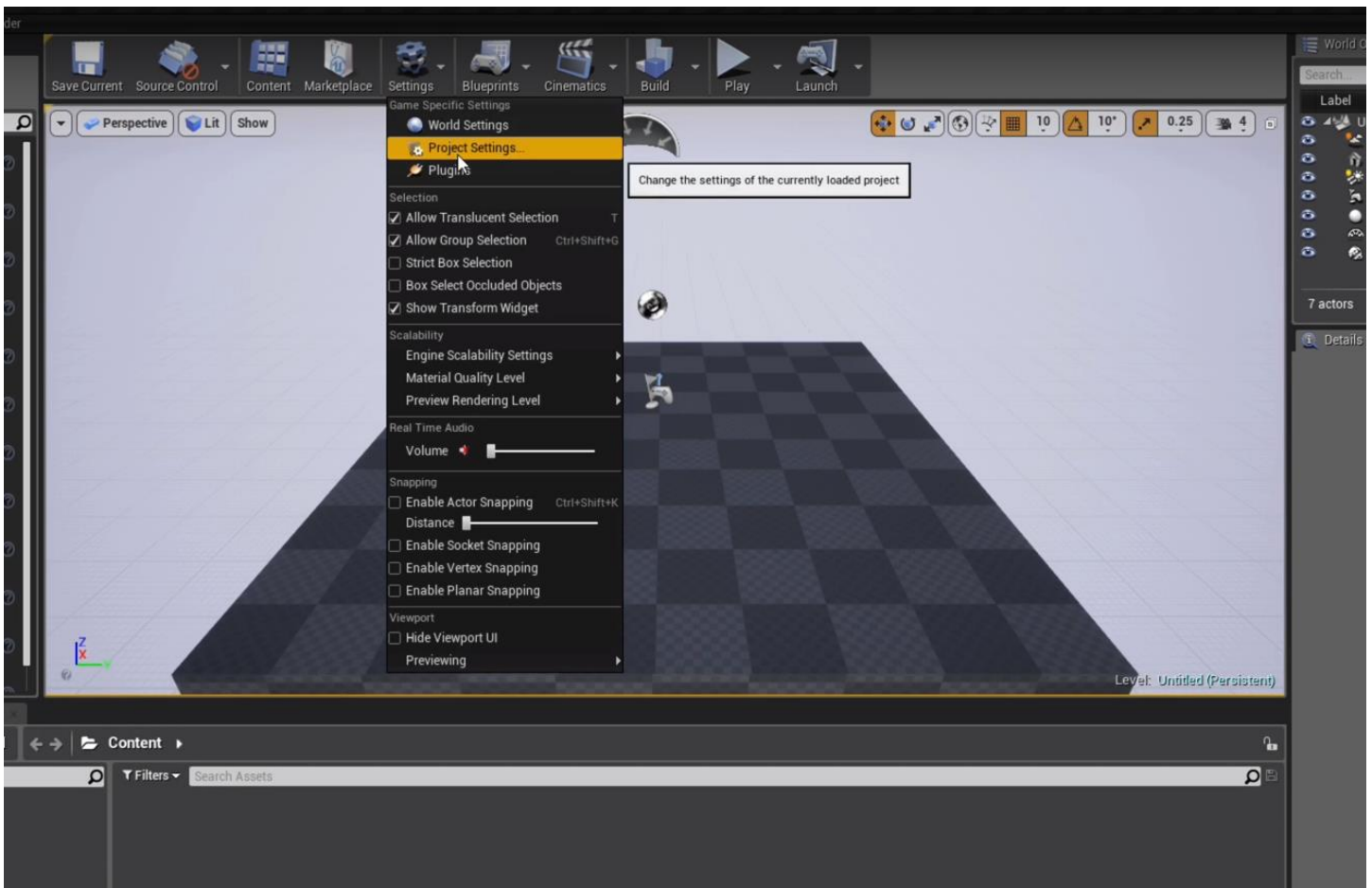
Close the folder and open your project. On the bottom right hand corner, click **Manage Plugins...**



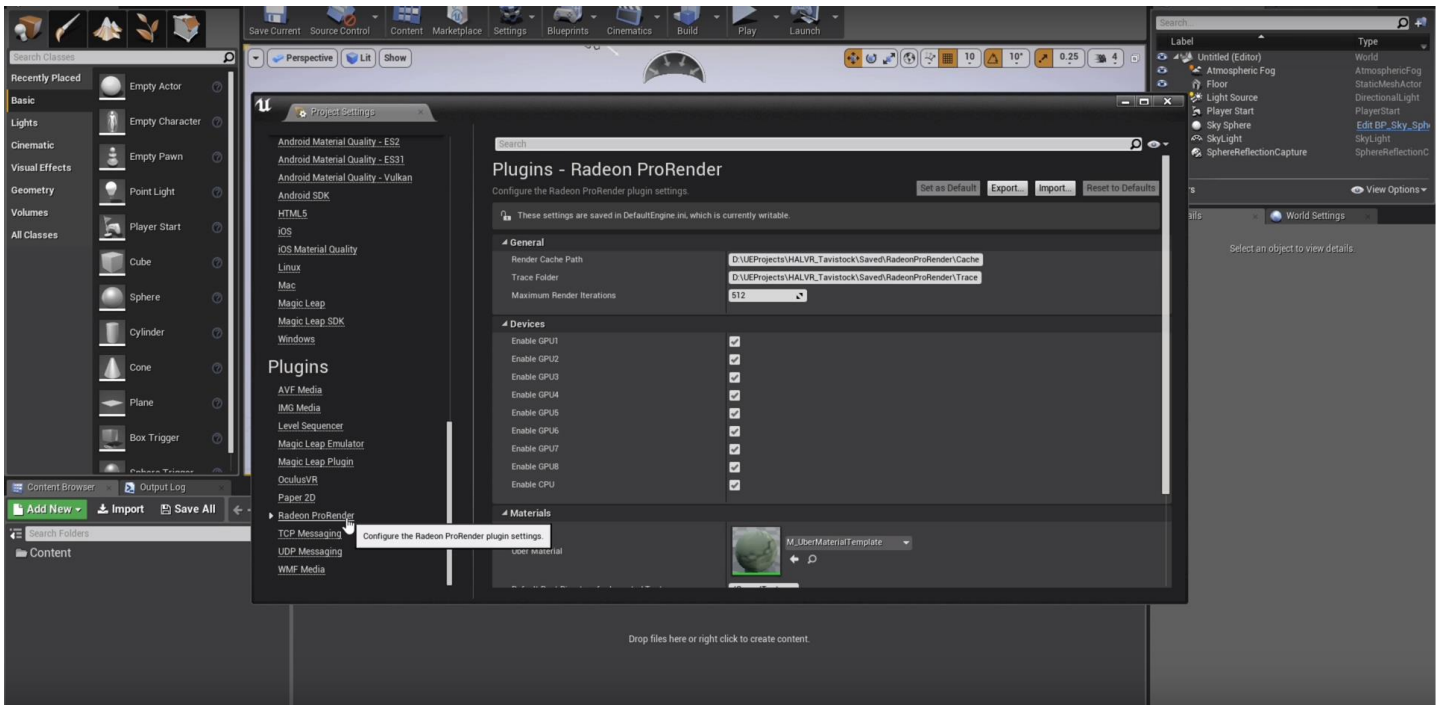
Enable the RPRPlugin.



Go to Settings > Project Settings...



Scroll down on the left hand side and **Radeon ProRender** should be one of the plugins.



You can then adjust the appropriate items .



AMD Radeon ProRender plug-in for Unreal Engine

Installation Guide

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