## AMDA R A D E O N P R O 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®.



#### DISCLAIMER

The information contained herein is for informational purposes only and is subject to change without notice. While every precaution has been taken in the preparation of this document, it may contain technical inaccuracies, omissions, and typographical errors, and AMD is under no obligation to update or otherwise correct this information. Advanced Micro Devices, Inc. makes no representations or warranties with respect to the accuracy or completeness of the contents of this document, and assumes no liability of any kind, including the implied warranties of non- infringement, merchantability or fitness for particular purposes, with respect to the operation or use of AMD hardware, software or other products described herein. No license, including implied or arising by estoppel, to any intellectual property rights is granted by this document. Terms and limitations applicable to the purchase or use of AMD's products are as set forth in a signed agreement between the parties or in AMD's Standard Terms and Conditions of Sale.

©2018 Advanced Micro Devices, Inc. All rights reserved. AMD, the AMD arrow, AMD FirePro, AMD Radeon Pro, AMD Radeon ProRender and combinations thereof are trademarks of Advanced Micro Devices, Inc. in the United States and/or other jurisdictions. Windows is a registered trademark of Microsoft Corporation in the United States and/or other jurisdictions. Other names are for informational purposes only and may be trademarks of their respective owners.

© 2004-2018, Epic Games, Inc. All rights reserved. Unreal and its logo are Epic's trademarks or registered trademarks in the US and elsewhere.

# **Table of Contents**

Supported Platforms	2
Software	2
Operating System	2
Join the Discussion	2
Radeon ProRender for Unreal Engine Setup	3

## **OVERVIEW**

This plug-in allows fast GPU or CPU accelerated viewport rendering on all OpenCL<sup>™</sup> hardware for the open source USD and Hydra system. This document will guide the user on how to install and configure AMD Radeon<sup>™</sup> 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 <u>here</u>.

## **Supported Platforms**

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

#### Software

• Unreal Engine® 4.20

### **Operating System**

• Microsoft Windows<sup>®</sup> 10 (64-bit)

### Join the Discussion

Provide feedback <u>here</u> 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.

blender	Autodesk 3ds N Desktop App	UNREAL ENGINE		
Microsoft Edge		Community		GITHUB SOURCE RELEASE NOTES 🗠 70.8 GIB
Epic Games Launcher			4.18.3 (A) 4.20.0 (B)	
I		Marketplace	Initia     ri     Compressed Folder Tools     Plugins       Initia     Home     Share     View     Extract       V     N     This (P < That (P > 1))     IPProject > TenProject > numbers	
Unreal Editor 4.18		Library	Petitop * Name      Date modified Type Siz     Project      Downloads      Poppingin-prime and     Type Siz     Type Siz     Type Siz     Type Siz	e CATSK KB
Marvelous Designer		Launch Unreal Engine 4.18.3	Documents #     Open     Open in new window     Data (0:)     Estima     Estima     Folione     T-Zin     Omen archive	
xNormal 3.19.3 (x64)		Subscription Status: Unreal Studio Beta	CRC SHA Opportunities TestProject CRC SHA Opportunities TesTemp Finto Start Estract files Component of the Carter of the C	> Debug-420,*
Unreal Editor 4.20		ACTIVE	HALVR_T ■ This PC Open with Test archive ⇒ 30 Objects ■ Restore previous versions Add to archive Desktop Sent to Add to "RPRPF TeRPINgin De Desktop Compress and email Desktop Compress and email	bug-420.7z* jn-Debug-420.7z* and email
			↓ Downloads         C Opy         Compress to "RPRPlug           ↓ Music         Paste         Conspress to "RPRPlug           ▶ Pictures         Create shortcut         Image: Create shortcut           ↓ shared-rpr         Delete         Center	in-Debug-420.zip* and email
			Control Contro Control Control Control Control Control Control Control Control Co	
			Metwork     DESKTOP-NB662     V     I item selected 219 MB	E Rouis Bin



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.**

71		y 💓		Save Current Source Control Conter	Marketplace	Settings Bluepr	Press Esc to exit full so ints Cinematics Build Play	Launch		Searc	h	<b>۹</b>
Search Classes Recently Placed			ρ	Perspective Lit Show				<mark>: • • •</mark> •	2 II 10 🛆 10° 🖍 0.25 🛥 4		bel — — — — — — — — — — — — — — — — — — —	Type 🚽 World AtmosphericFog
Basic	Em Em	pty Actor	0	11 🖉 Plugins					l	×	Light Source	DirectionalLight PlayerStart
Cinematic	1 Cm	pty Pawn	0	✓ ☺ Installed Rendering	(1) (1)	nstalled	RPRPlugin NEW!	Search	A BET	D A Version 0.1	Sky Sphere SkyLight SphereReflectionCapture	SkyLight SphereReflectionC
Geometry	Poi	nt Light	0	▲ 🕑 Built-In 🐨 2D	(174) (1)		Hadeon Pro Kenderer plugin for Unreal Engine 4				\$	⊙ View Options <del>-</del>
All Classes	Play	yer Start	0	대표 Advertising 대표 Al	(1) (2)		🖌 Enabled	Edit Package	Support	MD Inc.	ails Select an object to view detai	is.
	Cut		0	📅 Analytics	(6) (1)							
	spr Cyl	inder	0	The Animation	(3) (8)							
	Cor		0	Augmented Reality								
	🔶 Pla	ne	0	Compositing								
	Box	( Trigger	0	📅 Editor 📅 Examples								
Content Brows	er 200	Dutput Log		ta Experimental Ta File Formats								
E Search Folders				₩ FX								
				:= importers						New Plugin		

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**

Written by: Annie Yu

#### 08/13/2018

©2018 Advanced Micro Devices, Inc.

All rights reserved.

