

NVIDIA releases Game Ready and Studio drivers for Windows 11

NVIDIA has officially released Game Ready and Studio driver packages specifically for the Windows 11 platform. With these new driver updates, users can enjoy full DirectX support. 12 Ultimate on laptops and GeForce RTX graphics cards.

Here are the outstanding features that will be enabled and supported by these new Windows 11 driver packages:

DirectX 12 Ultimate : DirectX 12 Ultimate will systematize a number of RTX rendering enhancements such as Raytracing, Variable Rate Shading, Sampler Feedback, and Mesh Shader, to help developers create better, larger game spaces with more optimal performance.

Auto HDR : The vast majority of games now run in Standard Dynamic Range (SDR). Auto HDR's job is to thoroughly evaluate the game content and convert it to High Dynamic Range (HDR). This essentially enhances the vibrancy of the image, makes the blacks deeper, the other colors more accurately represented, and especially emphasizes the details of the scene. In addition, if you play a game on a monitor that supports G-SYNC ULTIMATE or G-SYNC HDR, the graphics quality of the game is automatically enhanced in DirectX 11 and DirectX 12 SDR.



DirectStorage : DirectStorage offers a new standardized implementation of next-generation IO technology. Through it, DirectX 12 game developers can use to speed up the loading and rendering of large game spaces, using textures and content streamed from the NVMe SSD.

Improved NVIDIA Broadcast Performance : NVIDIA Broadcast is the industry-leading video and audio enhancement application in today's gaming industry. This engine uses the power of AI and Tensor cores on NVIDIA GPUs to make audio clearer, remove background noise, and improve video quality. In Windows 11, GPU hardware acceleration scheduling has been greatly improved and enabled by default, allowing users to use NVIDIA Broadcast while they stream and run 3D games or applications seamlessly.

Windows Enhance Audio : A new audio management feature that allows Windows 11 users to improve and enhance the quality of the sound coming out of their speakers and headphones, and to enhance the quality of conversations through the microphone.

Integrated Microsoft Teams : Microsoft Teams is now integrated in the Windows taskbar, allowing for more convenient and quick use. With the new NVIDIA driver packages, GPU acceleration is fully supported, and through Teams options, you can route your calls through NVIDIA Broadcast for enhanced voice and video quality.

Users can now download the latest Game Ready and NVIDIA Studio drivers for Windows 11 operating system through GeForce Experience.

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