

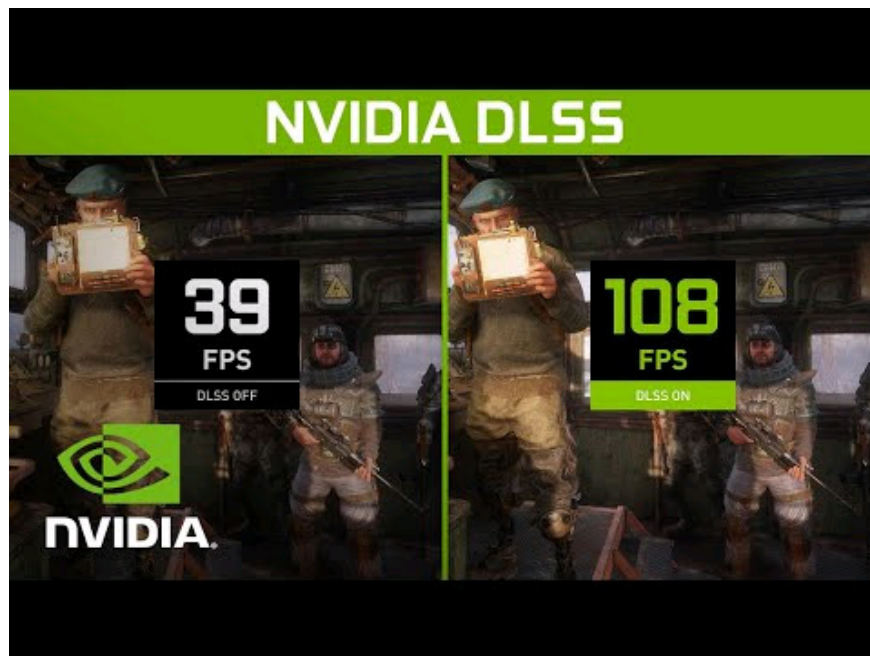
Nvidia shakes hands with Valve to bring the DLSS experience to Linux

Good news for Linux gamers using Valve's Proton compatibility engine to run Windows games: Nvidia just announced that it's stepping up its partnership with Valve to bring FPS boost through technology. DLSS available on RTX GPUs to Linux environments.

This project, if implemented as expected, will greatly enhance the gaming experience on Linux, an aspect that is considered an inherent 'weakness' on this open source platform.

DLSS (Deep Learning Super Sampling) is an AI technology developed by Nvidia that promises to bring great graphics processing power to new generation GPU models, enhancing rendering capabilities. Graphics based on artificial intelligence.

In other words, DLSS allows gamers to get more performance without sacrificing too much image quality. It does this by running the game at a resolution lower than the native resolution (such as rendering the game at 1080p on a 4K monitor), but then upscales the image to its native resolution by uses a combination of several advanced AI algorithms.



At the heart of DLSS is an artificial neural network that uses Nvidia RTX TensorCores to boost frame rates and produce frames that are sharp, asymptotically or even better than the original rendering. head.

Of course, this technology will be very desirable for those who use Linux gaming computers, but it will be equally interesting if Valve creates a handheld gaming device. According to experts, DLSS can significantly improve the graphics performance of the next-generation Switch compared to its competitors, and the same is true for a PC system running Linux.

Although Nvidia has not released a list of Proton games that will be supported by DLSS technology, the actual number is likely to be very large. Nvidia's list of DLSS-supported games through ProtonDB, a website that allows users to report gaming experiences with Proton, shows a significant number of DLSS-compatible games already working on Linux, with numbers maybe up to 30 out of 50 different titles.

Nvidia has not announced the details of the DLSS implementation roadmap on the Proton platform. Still, it's great to see that the gaming experience on Linux will have many major improvements in the near future.

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