

GUIDE - PTGI "Rendering" Series

This guide shows you what you need to recreate the videos for the PTGI "Rendering" Series on YouTube (2018 - 2020).

You need to have the SEUS PTGI E11 shader which is currently only accessible through Sonic Ether's Patreon page. (see below)

Important:

This is mostly "legacy-content" and only works properly on 1.14.4! Especially if you want to replicate the videos. Also it is not supposed to be used for normal "survival-gameplay". The textures were created for the Youtube videos and screenshots to showcase/promote the PTGI shader. Not using the exact same versions and settings mentioned in this Guide can make the game look extremely ugly/buggy!

WHAT YOU NEED:

- **A good Computer** (at least an RTX 2060 or equally powerful GPU)
- **MINECRAFT** Java Edition Version 1.14.4
- **OPTIFINE** 1.14.4 HD U F5: Download it from the official site: optifine.net
- **SEUS PTGI E11 Shader** (not E12) Download it from Sonic Ether's Patreon page: (at the bottom of the post)
- **TEXTURES:** R1-14, R15-16 or R17
- **MAPS:** (optional but with it you can replicate the scenes from the videos)

Install Optifine:

First start normal 1.14.4 Minecraft once, then close it again. Download Optifine (for 1.14.4) and open the downloaded .jar file with Java (required) and click "install". If you now start the Minecraft Launcher again. Optifine has created a new profile automatically. Start Minecraft with this profile.

Install Shaders:

If you have successfully started Minecraft with Optifine, go to: Options > VideoSettings > Shaders > "Shaders Folder". A folder should open. Now copy the downloaded "SEUS PTGI E11.zip" file into this folder. Go back to Minecraft and Select this Shader in the list.

Install Textures:

In Minecraft go to: Options > Resource Packs > "Open Resource Pack Folder". A folder should open. Place the downloaded Resource-Pack files into this folder. (R1-14 or R15-16 or R17)
Go back to Minecraft, close and reopen the Resource-Pack menu to see the new Packs.
From there you can select them and activate them by moving them to the right side.
You can load multiple packs at once but this might cause issues. (Especially with R17)

SETTINGS (required!):

Go to: Options > Video Settings, Set **Graphics** to **Fancy**

Go to: Video Settings > Details, Set **Trees** to **Fancy**

Go to: Video Settings > Quality, Set **Connected Textures** to **Fancy**

Go to: Video Settings > Shaders, Set:

- Normal Map: **ON**
- Specular Map: **ON**
- Shadow Quality: **1x**

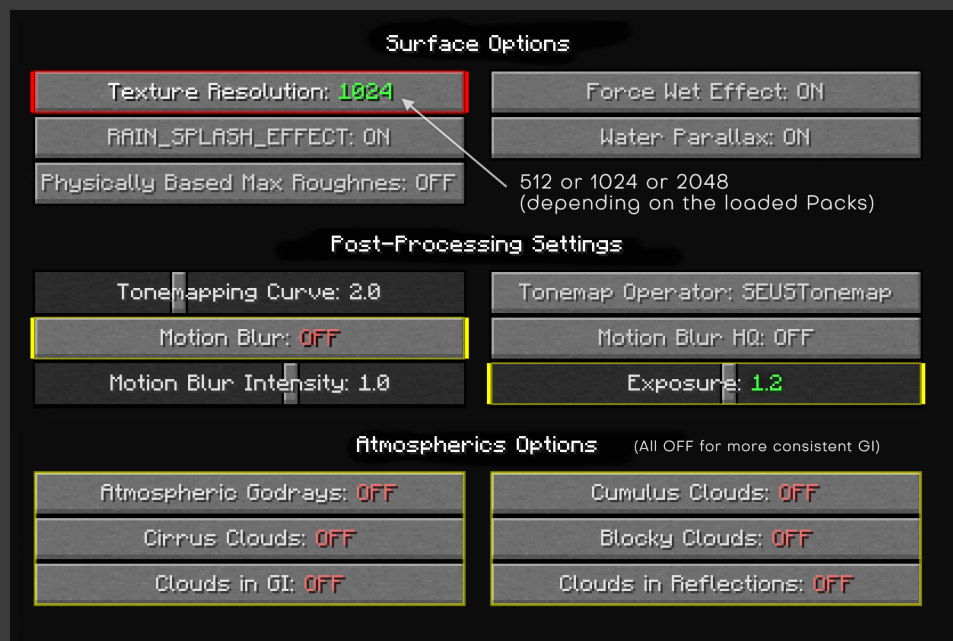
Go to: Video Settings > Quality, Set:

- Mipmap Levels: **0** or **OFF**
- Mipmap Type: **Nearest**

SHADER SETTINGS:

Go to: Options > Video Settings > Shaders > Shader Options (SEUS PTGI must be selected!)

Shader SETTINGS used in the Videos:



TO GET MORE FPS:

- only load the packs you currently need, less textures loaded = more FPS. (That's also a reason why it's split it into multiple packs)
- build on an empty sky-map, less blocks = more fps
- keep the builds small, clean and simple
- play in Window-Mode and scale down the window
- decrease Render Resolution (Shader Selection Menu)
- decrease View/Render Distance
- Avoid using R17 if not needed because it reduces FPS even if you don't use any of the R17 blocks!