Quote Sheet for NVIDIA Deep Learning Super Sampling

“With DLSS, frame rates are greatly improved and the flickering issue in TAA is completely resolved. DLSS allows us to entrust the efficiency optimizations to the AI algorithm, so we can focus more on the artistic quality and create higher quality projects in a shorter period of time.”
— *Edward Wu, dean of research institute, 51 World*

“DLSS technology is undoubtedly a revolutionary technological breakthrough in GPU real-time rendering, and it plays a key role in enabling the smooth display of high-definition and lifelike Byker virtual simulation products.”
— *Yuxin Li, founder, Byker Biotech*

“We've used DLSS for our latest interactive project, where ray-traced global illumination (RTGI) is an essential part of the product. The performance impact we suffered from the use of RTGI pretty much got cancelled out by the use of DLSS and we could hit our target frame rate without additional optimization.”
— *Anton Palmqvist, real-time supervisor, Goodbye Kansas Studios*

“We integrated DLSS into Huya vTuber to deliver vivid and smooth virtual broadcast streams. It significantly improves performance and brings more fun and realism to our broadcast viewers.”
— *Jianqiang Liu, technical general manager, Huya*

“NVIDIA DLSS helps supercharge ILM StageCraft 2.0's Helios renderer, allowing us to drive higher-fidelity datasets at greater resolutions and framerates within our real-time LED shooting environments.”
—*Stephen Hill, principal rendering engineer, Lucasfilm*

“DLSS gave us a performance increase of more than 100 percent, allowing us to reach 90 frames per second, something that was previously impossible. The addition of ray tracing makes design reviews in the architecture industry more realistic and accurate.”
— *Yi Ting Zhu, chief technology officer, SheenCity*

“DLSS gives a great boost in performance. It's like a free hardware upgrade. With DLSS, we can use high fidelity film assets with little to no optimization in a real-time

game engine, enable real-time ray tracing features, or render ultra high definition images on gigantic LED screens with only a couple render servers."
— *Zhengzhi Cao, technical director, Surreal Film Productions*

"The integration of DLSS allowed us to improve work efficiency and productivity, doubling our CG rendering speeds. DLSS sets a precedent for a new production process, which will be used in the production of 'A Record of a Mortal's Journey to Immortality'. "
— *Will Wu, technology director from CG division, Original Force Ltd.*

"NVIDIA DLSS technology is an incredible deep learning method which boosts frame rates and generates beautiful, sharp images, allowing us to maximize ray tracing and shadows in real-time renders, and double our frames per second for a dramatically improved interactive experience."
— *Jia Ming Chen, chief executive officer, Tinttex Design*

"DLSS technology helped us reach higher visual precision and efficiency in our interior design workflow, greatly reducing the time required to render high-quality video images. DLSS also drives our on-premise interactive displays, allowing customers to replace any model they wish on the fly, while demonstrating amazing real-time light and shadow effects. In addition, DLSS allowed us to upgrade our resolutions from 2K to 4K, elevating our visual quality."
— *Diego Xue, chief executive officer, Horizon Technologies*