

Cyberpunk 2077: Optimize Your GeForce RTX Graphics Settings

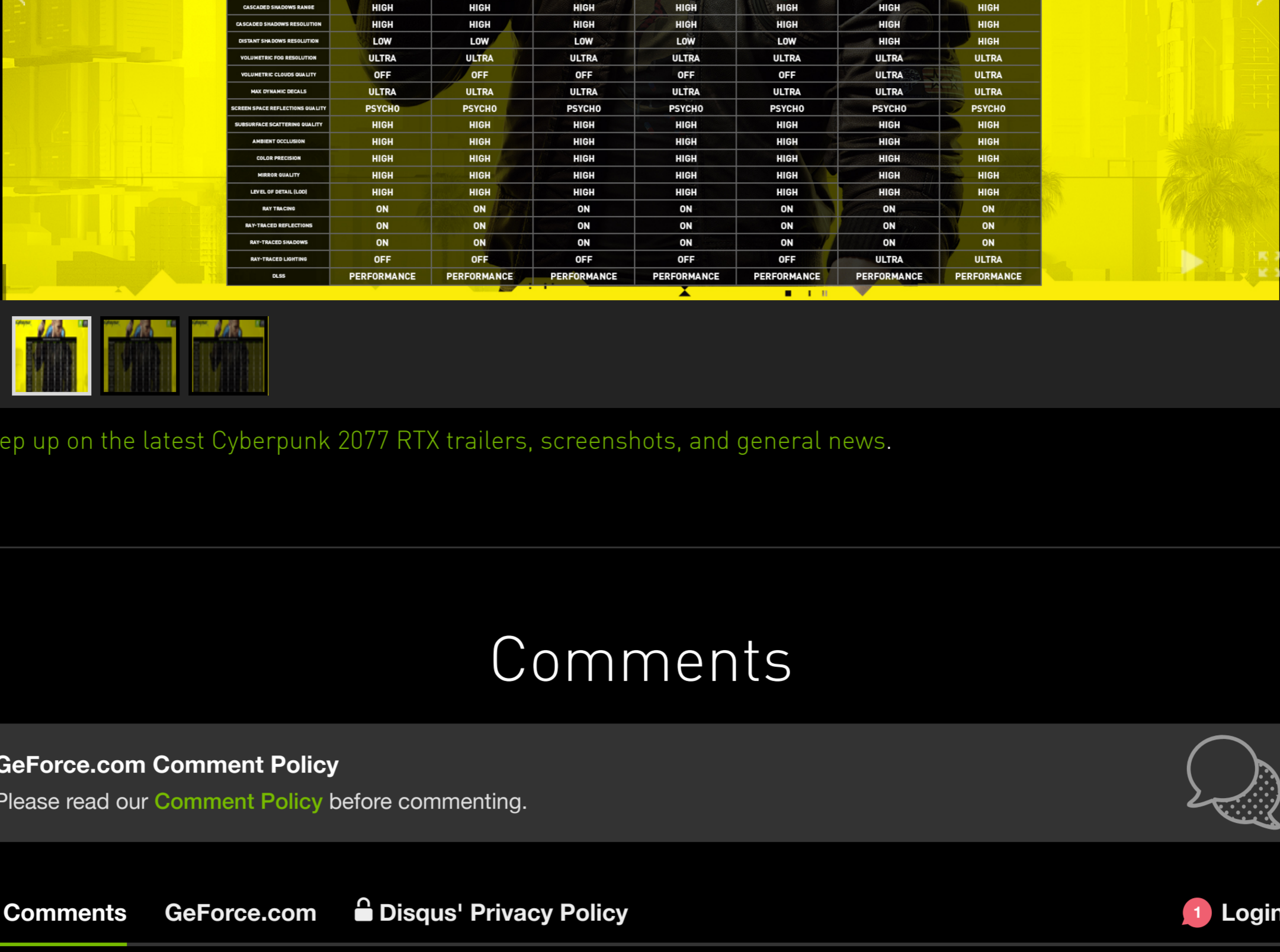
By Ryan Narragon on December 11, 2020 | Featured Stories, Cyberpunk 2077, GeForce RTX GPUs, Hardware, NVIDIA DLSS, Ray Tracing

As millions of PC gamers begin to enjoy Cyberpunk 2077, we have seen early feedback from the community discussing optimal graphics settings.

The easiest path to great performance is to use **GeForce Experience**. Simply download the latest game ready driver (460.79), find Cyberpunk 2077, and click **Optimize** to automatically configure the best combination of image quality and performance settings.

1. Click on the **Home** tab in GeForce Experience (it defaults to home page already)
2. Find Cyberpunk 2077, hover over the game tile, and click **Details**
3. Click **Optimize**
4. If you want to customize what the game is optimized for, click the wrench next to the optimize button and use the slider to set to your preferred optimization settings.

Alternatively, we have prepared three fairly massive charts that will show you the optimal graphics settings based on your RTX GPU and resolution. You may download them below.



Keep up on the latest Cyberpunk 2077 RTX trailers, screenshots, and general news.

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RoyalPredator • 4 months ago
To be honest, these GeForce Experience optimizations aren't optimal at all... Seriously, no one checking them after all these years?
^ | v • Reply • Share

Michael Giggs • 10 months ago
I just turn everything on with my rtx 2080. Then change DLSS based on my current resolution. Quality for 1080p
^ | v • Reply • Share

This comment was deleted.

Alnot → Guest • 10 months ago
use the same but put raytracing 'on'
^ | v • Reply • Share

TyleK245 • 10 months ago • edited
If these are same settings GeForce Experience uses that your best to completely ignore them. I had my 2070 set higher on some of those settings and though I would try these to see if I got some fps gains. But it ended up with the opposite effect. Do your own tweaking.

I was able to get ultra / high settings for 1440p with a 2070 and ryzen 5 2600. RT on with lighting off. DLSS set to quality. And running between 40-60 fps
^ | v • Reply • Share

Turilo • 10 months ago
My settings for the RTX2080 (the first modal, early adopter) and a i7 8600k at 1080p are pretty close to those as they are the default in the game. My framerate is an average of 62 but with deeps into the 50s and with my g-sync monitor is mostly playable. I have 3 issues tho:

- The FPS that I'd like is higher (over 75 average during combat)
- Oh boy my PC fans are working hard I can barely hear the game's sounds.
- I don't like DLSS at all but if I turn it off it has a severe performance hit.

^ | v • Reply • Share

gimpharmd • 10 months ago
I need a refresher on these RTX specs from Hardware Unboxed...brb
^ | v • Reply • Share

Salacnar • 10 months ago
Why no settings for GTX 10 Series cards?
1 ^ | v • Reply • Share

Ondrej Baláz • 10 months ago
Why is GeForce Experience detecty my Gygabyte Aorus 27 as 3840x2160, while my native is 2560x1440?
^ | v • Reply • Share

Ryan → Ondrej Baláz • 10 months ago
Check your DSR - Factors in your Nvidia control panel. If it's 2.0 that's why.
^ | v • Reply • Share

My Name Jeff • 10 months ago
Lol y'all are dumb go through every settings and see what works I have a 2060 6gb with medium high settings DSL balanced or performance works great!
4 ^ | v • Reply • Share

Lima39 → My Name Jeff • 10 months ago
What's your cpu?
^ | v • Reply • Share

BR-1 → My Name Jeff • 10 months ago
Same specs and situation, it works fantastically!
1 ^ | v • Reply • Share

Mike Douglas • 10 months ago
Nah I have a 3080 and the game looks more consistent and feels much better with RT and DLSS off.
^ | v • Reply • Share

Thomson Ballo-allo → Mike Douglas • 10 months ago
Rt understandable but dlss just nets u more performance for similar/better visual fidelity
^ | v • Reply • Share

Brandon Prentice • 10 months ago
I have a 2080 super and I cant get much above 30fps with these settings recommended. There is no difference between the 2080 + settings and yet a 2080 is definitely not the same as a 3080.
^ | v • Reply • Share

Brian Heuser • 10 months ago
Aka wait to be able to buy a card at msrp from the 3000 series. So maybe a year or two from now.
^ | v • Reply • Share

Metragoon • 10 months ago
I'm gonna give these 2080 4K settings a shot, but without RT on my 2060 Super. I currently average 55fps with some dips into the low 40s using DLSS Ultra Performance at 4K Ultra preset. Curious if turning off some of what they suggest will net enough headroom for 4K60 until I can get an Ampere GPU.
^ | v • Reply • Share

Cosminho • 10 months ago
I have a 2080 Super running at 1440p and with those settings there will be big performance dips, especially inside highly illuminated interiors and near highly detailed characters. I prefer to turn off ray-traced reflections and shadows and set DLSS to quality. Also reduce both cascaded shadows settings and crowd intensity in gameplay settings. I run it at 60-70fps with occasional dips to 45-50.
2 ^ | v • Reply • Share

Winnk • 10 months ago
What would I need to run it at 75fps with ultra/psycho setting? 3090 sli with i9? No, thanks...
1 ^ | v • Reply • Share

leebkona • 10 months ago
Pro tip: don't use NVIDIA's automatic optimizations in any game, ever. Disable that cap. Uninstall geforce experience entirely. Another pro tip - cyberpunk is a flop. Don't get it. If you already did, demand a refund.
3 ^ | v • 24 • Reply • Share

blah97 → leebkona • 10 months ago
Bethesda fanboy?
^ | v • Reply • Share

alireza rezaeli → leebkona • 10 months ago
Meanwhile I'm here enjoying one of the best games of the generation AND using geforce experience in almost every game for ansel and filters. Go back to your CoD kid and keep your "noob tip" to yourself.
9 ^ | v • Reply • Share

Stan Veljiev → leebkona • 10 months ago
Pro tip: don't listen to idiots in then comments sections.
3 ^ | v • Reply • Share

Skylancer727 → leebkona • 10 months ago
Agreed. GeForce Experience is just another program taking up ram slowing down your system. Uninstall it and just tune games to your likings. I've never liked GeForce Experience's default options as there were even games I could max out my frame rate with max settings and GeForce Experience only set to a mix of medium and high.
2 ^ | v • 2 • Reply • Share

Atriox → Skylancer727 • 10 months ago
GeForce Experience is just another program taking up ram slowing down your system

GFE uses around 200MB when first opened and goes down from there and uses ZERO RAM when you close the window.

OMG so much RAM usage!

Stop being so dramatic.

^ | v • Reply • Share

evolucion8 → Atriox • 9 months ago
Says the one constantly bashing AMD with the AMD is not so shiny content, cry baby ROFL
^ | v • Reply • Share

Dan Loha • 10 months ago • edited
So only Starting from 3080 counts as having a real rtx card in order to play this Game as it meant to be played. The rest of the bunch is just to be..

I'll wait for this card to be available and after that I will buy the Game. Here, in România, we have rx3000 only in pictures. No shop has them on stock now in december. Even listed at almost 1600 EUR is still out of stock.

Why not to wait for the real experience and get only a limited gameplay? Well, I think somewhere in the summer will have them available to buy locally. Until then I watch the pictures. No idea Why this generation of cards is So hard to find. I have two computers: an i7-6700k with an 1080ti and an dual xeon E5-2667v2 with an 2080super but no one seems to qualify for a decent gameplay on my 4K dell 43inch with all settings meant to provide the real experience.
1 ^ | v • Reply • Share

Turilo → Dan Loha • 10 months ago
To be honest with all the settings to the max the game does not look that great to delay it, definitely is not worth buying a new card for it. I would wait regardless because it does have some bugs that are not gamebreaking but pretty noticeable (ie: don't shot people in cars unless you want a good laugh)

So far the best looking game with RTX has been Control which has full real reflections and plays at full FPS but the comparison is not fair because that game is not open world.
^ | v • Reply • Share

blah97 → Dan Loha • 10 months ago
Production and supply chains are probably affected by covid. Its the same situation in my country T.T
^ | v • Reply • Share

Fedy2 • 10 months ago • edited
Thanks, but you forgot about 10xx series.
1 ^ | v • Reply • Share

EXPERIMENTONGOD • 10 months ago • edited
Those recommended settings for a 2080 are terrible. DLSS balanced looks incredibly blurry and you will rarely get those fps into the 60s.

Change DLSS to quality and disable RTX, or at the very least lower RT to ONLY reflections enabled and the experience will be miles better.

Looks like Nvidia is grossly "overselling" the power of their GPUs for no reason.
3 ^ | v • Reply • Share

VictorioT → EXPERIMENTONGOD • 10 months ago
Turn off RTX off entirely and DLSS too, enjoy a good looking game with almost all settings at ultra/high; without RTX the game is a lot more stable and you'll find less bugs too
^ | v • Reply • Share

Jorge Emilio GG → VictorioT • 10 months ago
DLSS is good though (in majority of cases)
^ | v • Reply • Share

VictorioT → Jorge Emilio GG • 10 months ago
I'm not gonna deny that, but I just don't like how games look with DLSS. I prefer native resolutions: if you want to use RTX you are forced to use DLSS to achieve decent performance, to me this only shows how premature the implementation of RTX is
^ | v • Reply • Share

Ben T • 10 months ago
These settings are great if you want 30 fps. I have a 3070 and on the MEDIUM preset with ray tracing affects on and ray traced lighting set to medium I am getting around 55-60 fps on average and that number dips into the 40s in highly populated areas/dark areas that are well lit at night. DLSS on the quality setting (balanced does not make much of a difference in terms of frames but quality looks better so go for quality). The game still looks FANTASTIC on medium but don't kid yourself with these "recommended" settings if you want higher frames.
1 ^ | v • Reply • Share

Jesse Jtt • 10 months ago
I'll stream my performance settings later if anybody wants to see. I'm not a heavy streamer on Twitch but I can get on if anyone needs help. fuyrnine1014 on twitch, in a few hours follow me and you'll know when I come online stream. Again I'm not a big streamer if I can help somebody on settings...
^ | v • 1 • Reply • Share

Ethan McCloud • 10 months ago
i9-9900K 16GB ram RTX 3090 playing on 3440x1440. Stable 70-90 frames with everything on high to ultra but some interiors drop fps to low 50s.
1 ^ | v • 2 • Reply • Share

Jesse Jtt • 10 months ago
2070 RTX gaming laptop I'm getting 60 frames per second solid 1080p with my settings tweaked with Ray tracing on Ultra. 70 - 85 frames per second without Ray tracing.
1 ^ | v • Reply • Share

Chase → Jesse Jtt • 10 months ago
Yeah, I have a 2060 RTX but I turn off Ray tracing and yet I get like 30 frames, what are your settings at???
^ | v • Reply • Share

Mibo → Jesse Jtt • 10 months ago • edited
Nice! I wish I could that with my ultrawide at 1440p. They've made it next to impossible with this game. 🙄
^ | v • Reply • Share

Tyson Merlen → Mibo • 10 months ago
No they haven't. You're just poor.
Get a 3080 or a 3090. Simple.
^ | v • 4 • Reply • Share

Jesse Jtt • 10 months ago
Dlss does nothing for performance with Ray tracing turned off it actually slows down the frame rates for some reason.
^ | v • Reply • Share

Trevor Cobb → Jesse Jtt • 10 months ago
Dlss isn't for 1080p it's for 1440p and 2160p. It's actually a performance hit at 1080p.
2 ^ | v • 1 • Reply • Share

Skylancer727 → Trevor Cobb • 10 months ago
But unless you are using a 2060 having an RTX card is kinda wasted for 1080p gaming. It allows ray tracing sure but how many of us use it. I have a 3090 and I still turn it off.
^ | v • Reply • Share

Stan Veljiev → Skylancer727 • 10 months ago
You're missing a lot if you have a 3090 and don't use ray tracing in cyberpunk.
1 ^ | v • Reply • Share

james incredibleplayer • 10 months ago • edited
Anyone with RTX 2070 here's some settings that you can try. Disclaimer though, my GPU is overclocked along with my CPU and RAM and my monitor's resolution is 1080p. So mileage may vary. Set your player POV to 70. Change cascaded Shadow resolutions too low. Change volume metric fog resolution too low. Change volume occlusion filter quality to medium or low. Change screen Space Reflections quality too low. And turn off ambient occlusion if you were using Ray tracing. Then if you need to still put Ray Trace Lighting on medium settings. And then put DLSS on balanced. Then go to gameplay setting and look for crowded density and set it to medium. Edit: forgot to mention that my average FPS is about 60. Though it will sometimes drop down to 45 worst case scenario
^ | v • Reply • Share

Tyson Merlen → james incredibleplayer • 10 months ago
FOV at 70? Lol. No. Just no.
^ | v • Reply • Share

james incredibleplayer → Tyson Merlen • 10 months ago
I never said you had to follow those options. That's just my personal guide on getting more consistent frame rate. Feel free to use or not use whatever options you wish.
^ | v • Reply • Share

Jerry Mancini → james incredibleplayer • 10 months ago
Yeah that does not make sense. I have a 2070 Super and i can just go to med ray tracing @ 1440 ultra wide and get the same 45 to 60fps results you do on 1080 with turned down settings
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