

S.T.A.L.K.E.R. Shadow of Chernobyl mod | Released May 10, 2014

summary | news | reviews | features | tutorials | **downloads** | videos | images

ENB mod for Lost Alpha combined with sweetFX. Adds SSAO/SSIL, bloom, colorcorrections, SMAA and sharpening effects. Original DLL authors - BorisV and CeeJay.DK.

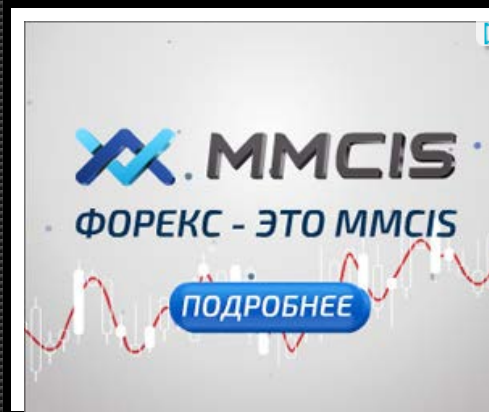
version from 12.05.14

Filename	LA-ENB_120514.zip
Type	Demo
Uploader	AgainstAllAuthority
Date	May 12th, 2014
Size	0.44mb (458,667 bytes)
Downloads	201 (1 today)
Embed Button	
Mirrors	 DOWNLOAD


Description

Now uses in-game tonemapping (check readme for values im using) and some minor tweaking to prevent overbloom (however some concrete walls will still get bright when u look out of shadows to them)

Preview Image



Profile

Icon	
Platform	Windows
Game	S.T.A.L.K.E.R. Shadow of Chernobyl
Developed By	AgainstAllAuthority
Contact	Send Message
Release Date	Released May 10, 2014
Mod Watch	Track this mod

Download

Browse	Downloads
Add Download	Members only
Report Abuse	Report download
MD5 Hash	ea2cfb41f95d3c4942f407b87199aaa9

Related Mods



Comments



Truchmann May 16 2014, 4:22pm says:
could you kindly tell me if it is possible in Lost Alpha to change all colour gama and colour gamut and tone to that of Clear Sky whose colour and hues of all STALKERS I admire most. I would greatly appreciate your advice!
Thank you beforehand

reply to comment +1 vote



AgainstAllAuthority May 16 2014, 11:50pm replied:
hi there!
well, its possible, with sweetFX shaders - there're 2 ways:
easy, but quite dull - use TECHNICOLOR, sepia, DPX filters.
complex, but with awesome result - add a cryengine colorgrade shader or HSV color space tweaking to sweet - it could do miracles to output image.

reply to comment +1 vote



Truchmann May 17 2014, 4:09am replied:
Terribly thankful to you! And could you expand on how Lost Alpha might be made look like Clear Sky? I am just a newbie. I prefer directX 10.
Impatiently yours

reply to comment +1 vote



AgainstAllAuthority May 17 2014, 3:00pm replied:
em.. I dont remember how Clear Sky look like.. but LA uses modified render from Call Of Pripjat - which is a modified version of Clear Sky. I assume default LA looks like CK, or even better.
P.S in order to use ENB Sweet MOD - u need to launch game in DX9. Also DX9 got WAY better performance (at least for my radeon)

reply to comment +1 vote



Truchmann May 17 2014, 11:40pm replied:
thank you again. Clear Sky and Call of Pripjat look mostly the same. What I was then impressed by was the fact that the overall graphical picture perceived from Clear Sky was well in a way a part what should have been real from everyday life experience at least with us who live here in Ukraine, though Crysis 1 boasted of better specifications for its engine. On the contrary Crytec tried hard with its formal technicality to present a picture of graphical paradise but its beauty tasted of clumsy artificiality distinctly stinking of low-grade plastic toys. That's why the beauty of Clear Sky has



Lost Alpha ENB + SweetFX mod
S.T.A.L.K.E.R. Shadow of Chernobyl
- Single Player First Person Shooter

Related Games



S.T.A.L.K.E.R. Shadow of Chernobyl
Single & Multiplayer First Person Shooter

OCTA CORE PHONES

- High performance
- Low power consumption
- CPU 70% better Snapdragon 800

From \$149.99

AliExpress

Shop Now



Desura



Вам это понравилось. 18 249

been still appealing and better than that of Crysis 1.
Pity that the STALKER development team with the official release of Shadows of Chernobyl should have chosen the simliest way to stress the atmosphere of total depression, hoplessness and disaster by depriving it of the natural colour richnes of that area. With the release of Clear Sky and then Call of Pripjat (ther latter though with somewhat degraded graphics not to exact the hardware) the team rectified the evel.
Shadows of Chernobyl used directX 9, Clear Sky 10 and Call of Pripjat 11 (with no real difference to 10) Subjectively in STALKERs I find the picture much better in directX 10 than in 9 with max settings.
Tell me if after making changes in the game folder as per your instructions I decide to resume playing on directX 10, will all pass smoothly? Or the changes must be reverted, and how?
Cheers

 reply to comment   +1 vote



AgainstAllAuthority May 19 2014, 2:04am replied:
Plz read the read me file, mate) mod is executed via external dll with its own bunch of files. It auto-runs with dx9 version, and if u decide to turn dx10 back - u dont need to modify your game files - mod simply WONT LAUNCH with dx10 version. It works with dx9 ONLY.
However all the changes that u make via in-game console are stored in user.Itx file - i would recomend to make a backup for it, or u can simply delete it, once u've finished with dx9 (all in-game setts will be restored to their defaults)

 reply to comment   +1 vote



Truchmann 20hours 9mins ago replied:
Could you make a wheather changer\trainer like that built-in in the Call of Pripjat mod 'Complete' Moddb.com

 reply to comment   +1 vote



AgainstAllAuthority 18hours 21mins ago replied:
i've seen a weather trainer for LA somewhere already.

 reply to comment   +1 vote



Truchmann May 17 2014, 11:39pm says:
Error

 reply to comment   +1 vote



chypres89 May 19 2014, 1:19am replied:
read the instructions.

 reply to comment   +1 vote



Truchmann 11hours 14mins ago replied:
Is it possible to adapt it to Lost Alpha?

 reply to comment   +1 vote



AgainstAllAuthority 8hours 40mins ago replied:
this version is actually a build for Lost Alpha)) plz read anything, on you screen, budd! that will make your life WAY easier! hope that u'll have fun with my pack :)

 reply to comment   +1 vote

Post a Comment

You are not logged in, your comment will be anonymous unless you [join the community](#) today (totally free - or sign in with your social account on the right) which we encourage all contributors to do.

[click to sign in](#)



2000 characters limit; HTML formatting and smileys are not supported - text only



Create a facebook profile
Sign up for free and connect to the world.



Sign Up



[Blog](#) | [About](#) | [Contact](#) | [Submit Mod](#) | [Join Mod DB](#) | [Site Map](#) | [Media Kit](#) | [Desura](#) | [RSS](#)

© 2002 - 2014 DBolical Pty Ltd. All Rights Reserved. 3084 modders.

[Terms of Use](#) | [Privacy Policy](#)
GAME REVOLUTION CraveOnline