

# This Week, Minecraft's Ray-tracing Beta Alpha Is Now Available On PC

Minecraft has been a hugely popular game for ten years. In the present, ray tracing has given it a fresh appearance. This is the most advanced form of gaming graphics. It emulates the physical behavior of light and the environment to give games high-quality cinematic rendering.

NVIDIA announced that it was developing realistic visuals for Minecraft in the past year. They will be accessible to Windows users from April 16th. The beta version is currently in development. release will offer the same Minecraft single-player experience, but with ray-traced reflections, shadows, lighting and customized, realistic materials. Plus, you'll get to explore six new RTX worlds developed by community creators. The worlds include Aquatic Adventure and Imagination Island, as well as Neon District. They are free for Minecraft Windows 10 gamers who use the Minecraft Marketplace.

Elsewhere, the visually-focused release brings physically-based rendering (PBR) which means surfaces are set to look a lot more realistic, whether they're rough matte stone or glossy smooth ice, and to aid in the work required to run all this in the background, there's NVIDIA's DLSS 2.0. This new version of NVIDIA's AI upscaler uses RTX Tensor cores to process an image with a lower resolution and then upscale it to the desired resolution, supposedly doing a much better job than the first version that launched alongside NVIDIA's RTX cards.

It's still in beta and you can expect some issues. Korobi aren't available in the beta, for example multiplayer realms, third-party servers or cross-play. There are still design issues and dimensions that can't be optimized for ray-tracing. Banners are black, and slime mobs do not have a face. These are things that will be fixed when they are. The exact date for release has yet to be confirmed for official release - developers are hoping to collect feedback from the community regarding the beta version first.