



CD PROJEKT RED and Epic Games have been joined by a strategic technology partnership since 2022, with both teams working closely to make the open world of *The Witcher 4* richer in detail, more immersive, and more responsive to player actions. As part of this collaboration, we're presenting **The Witcher 4 Unreal Engine 5 Tech Demo** — a glimpse at some of the innovative features and technology that will power the game.

Our teams are working together to bring more life, depth, and reactivity to the world — making it the most immersive *Witcher* game to date. Whether it's how crowds behave, how characters interact with the environment, or how seamlessly the world flows around the player, every part of this tech demo is about pushing boundaries and laying the foundation for the new *Witcher* saga.

At CD PROJEKT, we're working with Epic to redefine open worlds using Unreal Engine 5 — aiming to deliver breathtaking detail on a scale players have never experienced before.

ALL YOU NEED TO KNOW

THIS IS NOT A GAMEPLAY SHOWCASE

First and foremost — what we presented at the State of Unreal 2025 is **not** gameplay footage from *The Witcher 4*. It's a standalone tech demo, built to showcase the Unreal Engine 5 features and tools we're using to develop the game's open world.

The visuals reflect the direction we're taking with *The Witcher 4* — but **it doesn't fully represent the final game**. Production is still underway, and we have a great deal of work ahead. That said, our goal is ambitious: to create one of the most visually advanced role-playing games to date.

60 FPS ON PLAYSTATION 5

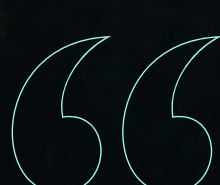
The demo was captured on a **PlayStation 5**, running at **60 frames per second**. Why console over a high-end PC? Because optimizing for consoles early helps us **future-proof performance across all platforms**. Consoles come with tighter constraints, and meeting them pushes us to make smarter, more efficient tech choices — the kind that benefit every version of the game.

FIRST LOOK AT KOVIR

The sequence followed Ciri undertaking a **witcher contract in Kovir** — a region players will visit in *The Witcher 4*. Never before featured in any of the *Witcher* games, this land is known for its breathtaking landscapes, majestic wilderness, and natural riches that have made it a **true powerhouse among the Northern Realms**.

UNREAL ENGINE 5 TECH SHOWCASE

We're creating the **most advanced and immersive open world ever featured in a *Witcher* game**, and the demo showcased several key tools that are helping us achieve that. **Nanite Foliage** lets us recreate the natural landscapes of Kovir in stunning detail without compromising performance. Meanwhile, features like ML Deformer, MASS, and UAF enable complex character animations that make Ciri — and everyone around her — feel more lifelike than ever.



We started our strategic partnership with Epic Games to push open-world game technology forward. To show this early look at the work we've been doing using **Unreal Engine running at 60 FPS on PlayStation 5**, is a significant milestone — and a testament of the great cooperation between our teams. But we're far from finished. I look forward to seeing more advancements and inspiring technology from this partnership as development of *The Witcher 4* on Unreal Engine 5 continues.

MICHAŁ NOWAKOWSKI | JOINT CEO, CD PROJEKT

UNREAL ENGINE 5 TECH RUNDOWN

UNREAL ANIMATION FRAMEWORK (UAF)

powers advanced blending, state machines, and procedural animation workflows, ideal for scenes with many complex characters in motion, like Valdrest Market. The result? Smoother coordination, smarter runtime efficiency, and scalable performance.

FASTGEO STREAMING

is a streaming system developed by CD PROJEKT RED and Epic used throughout the demo. It's optimized for quickly loading static geometry so it doesn't affect gameplay, using a lightweight method to register and unregister assets in graphics and physics scenes. You can see it best when we catch up to Ciri through the sweeping forest. There's no object pop-in or visual hiccups, just smooth, seamless world loading without compromising World Partition features like Runtime Data Layers or HLODs (The Hierarchical Level of Detail).

NANITE FOLIAGE

uses Nanite's virtualized geometry system to render dense, detailed environments, like the forests around Valdrest, without compromising performance. It dynamically renders only the visible details at runtime, making it possible to populate vast landscapes with complex assets like trees and plants, efficiently and realistically.

MASS SYSTEM

is a scalable framework for simulating large crowds and AI behaviors like the bustling market of Valdrest with impressive efficiency. Its data-driven design manages thousands of agents with minimal performance cost, making it ideal for creating realistic, dynamic populations in video games. It also supports Smart Objects and more complex interactions.

ML DEFORMER

uses machine learning to deliver high-quality, real-time character deformations like Kelpie's muscle flexing. Trained on high-fidelity data, it learns to approximate complex deformations efficiently during gameplay, enabling realistic animations without the performance hit of traditional techniques.

KOVIR

Kovir is a land of soaring silver peaks and cities built on trade. Beneath its rugged slopes and remote mountain passes lie vast riches — resources that have made this neutral kingdom one of the most influential political powers in the Continent.

Its people are known for their cool demeanor, favoring reason and business savvy over sentiment — and for keeping a wary distance from the military conflicts that plague much of the Northern Realms.

Kovir is unlike any place we've brought to life in *The Witcher* before. Thanks to the power of Unreal Engine 5, we can finally capture its full complexity — its contrasts, its raw beauty, and the quiet menace that lies beneath.

ABOUT THE WITCHER 4

The *Witcher 4* is a single-player, open-world RPG from CD PROJEKT RED. At the start of a new saga, players take on the role of Ciri, a professional monster slayer, and embark on a journey through a brutal dark-fantasy world. Powered by Unreal Engine 5, it aims to be the most immersive and ambitious open-world *Witcher* game to date.



SEE THE THE WITCHER 4 CINEMATIC REVEAL TRAILER