

According to the famous Kepler L2 insider, the DirectX 12 Work Graphs technology, promising performance increase and improved scalability for particles, procedural generation and AI, is unlikely to receive wide support for PlayStation 6 and the new Xbox.

Although iron and API will be ready, existing engines and development tools are simply not adapted to this programming style.

As a result, despite potential benefits, in the coming years, developers will continue to use proven approaches. Work Graphs on consoles can be expected to be waited only after serious changes in the game engines.

Sony and Microsoft have not yet disclosed details about future systems. According to rumors, the PlayStation 6 will be released in two versions – home and portable, the latter will supposedly be more powerful than Xbox Series Ser.

Consoles will be able to launch games with PS5, but optimization for new iron will be required for full performance.