

In one of the issues on the Odin Hardware YouTube channel, the expert demonstrated how i3-12100F and Ryzen 5500 show themselves in 1080p.

The test stand included, in addition to processors, stock cooler, MSI A520 A520 A520 A520 A520 (AMD)/Gigabyte B760M Gaming AC DDR4 (Intel), NZXT KRAken 360 AIO cooling system, 2×16 GB DDR4 3600 MHz 16 18 18 18 38 GSKILL Agei, the Sapphire Pure RX 7900 GRE 16 GB DDR6 Triple Fans.

Cyberpunk 2077 went with an preset Medium, RT OFF. The average performance in it was 174 fans (i3-12100) and 161 fps (Ryzen 5500).

A Plaque Tale Requiem launched with a low preset. On average, it was possible to get 144 fps (Intel) and 129 to/s (AMD).

In the game AC Mirage with LOW graphics, the average frame rate was at 161 f/s (Intel) and 165 to/s (AMD).

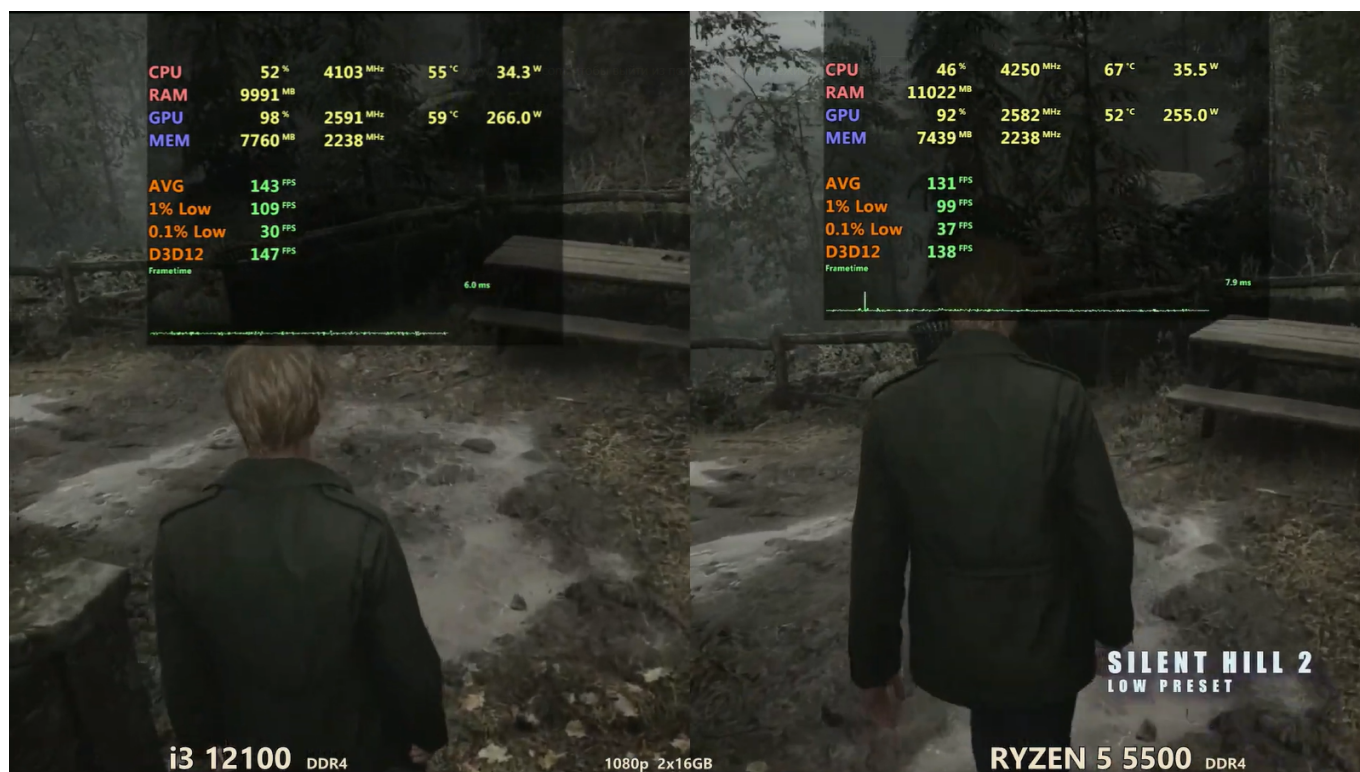
Cod Warzone was tested with the preset Balanced. The average FPS was in the area of 115 f/s (Intel) and 162 f/s (AMD).

The game Forza Horizon 5 was at the Medium graphics settings. The average frequency of personnel here was 170 c/s (Intel) and 159 c/s (AMD).

Spiderman Remastered launched with RT OFF, preset Medium. On average, in this game, it was possible to get 84 k/s (Intel) and 75 c/s (AMD).

The RDR 2 project went with Medium Details. The average performance in it was in the region of 104 fps (Intel) and 116 f/s (AMD).

Budget processors i3-12100f and Ryzen 5500 were compared in 2025.



One equipment

The Stalker 2 game was launched with Low graphics. On average, here the frequency of personnel was 60 f/s (Intel) and 54 f/s (AMD).

In the Silent Hill 2 with the Low preset, it was possible to get an average of 142 c/s (Intel) and 131 c/s (AMD).

StarFined also went with a low preset. The average performance in this game was 80 f/s (Intel) and 71 c/s (AMD).

Oblivion Remastered was tested at the Low graphics settings. The average frequency of personnel in it was at the level of 92 c/s (Intel) and 77 f/s (AMD).

The Witcher 3 was with Medium graphics and average performance in the area of 163 c/s (Intel) and 141 fps (AMD).

Kingdom Come Deliverance launched with an preset High. On average, in this game, it was possible to get 142 c/s (Intel) and 126 c/s (AMD).

Last of US II was tested with Medium graphics. The average frequency of personnel in it

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was 99 c/s (Intel) and 103 c/s (AMD).

In the game Rainbow Six Siege with an ultra-preset, the average performance was at the level of 261 c/s (Intel) and 231 c/s (AMD).

CS 2 launched with Medium graphics. The average FPS in this game was 251 c/s (Intel) and 252 f/s (AMD).

## Conclusion

In all games in general, the i3-12100 was surpassed by Ryzen 5500 by 4% (140 fps and 135 f/s, respectively) in the average FPS.