

On the SS_Tech YouTube channel showed how RX 5600XT and GTX 1660 Super show themselves in 1080p.

Radeon was tested on a PC with Ryzen 5,3600 for 4.2 GHz, 32 GB of RAM, a matpace GIGABYTE B450M S2H. GTX 1660 Super was along with Intel Xeon E5-2640V3, 32 GB of DDR4. In both cases, testing was carried out on Windows 11 24H2 in Full HD.

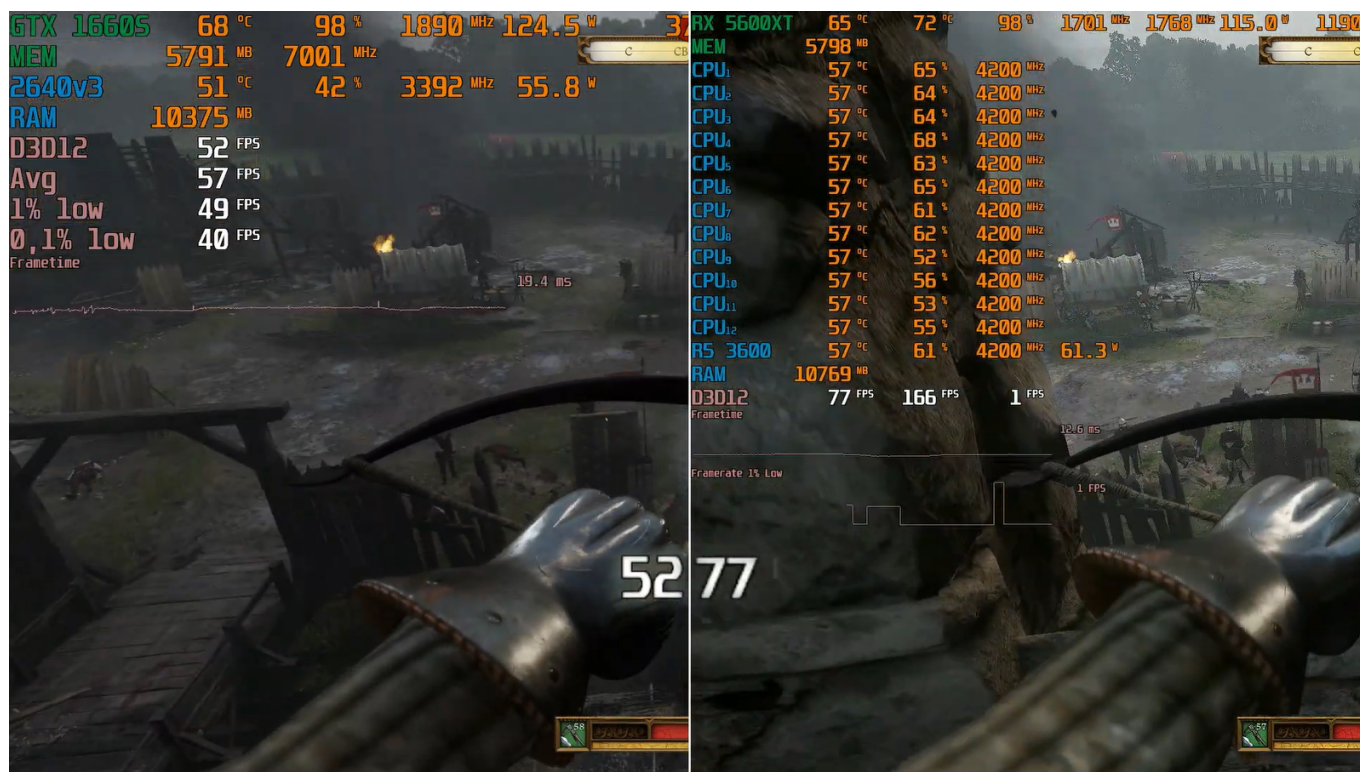
The Last of US Part II Remastered was launched at medium settings. On average, it managed to get 48 f/s (1660s) and 55 f/s (5600 CT).

Kingdom Come Deliverance II also went with average graphics. The frequency of personnel in this game was at the level of 52 c/s (1660s) and 73 f/s (5600 xt) on average.

In the Stalker 2 with the Medium preset, the average frame rate was 29 c/s (1660s) and 34 f/s (5600 XT).

The game God of War Ragnarok was tested with the Medium graphics and the average fps 53 to/s (1660S) and 70 fans (5600 CT).

Horizon Forbidden West went with an preset High. The average performance in it was at the level of 35 c/s (1660s) and 38 f/s (5600 CT).



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In Alan Wake II with Medium graphics, on average, you can get 24 k/s (1660S) and 26 f/s (5600 CT).

Cyberpunk 2077 went high. The average frequency of personnel in this game was at the level of 37 f/s (1660s) and 45 f/s (5600 ht).

The game "Witcher 3: Wild Hunt" launched with the settings of the graphics "Perepholstery+". The average performance here was 37 f/s (1660s) and 44 f/s (5600 CT).

Conclusion

On average, in all games, the difference between 1660 Super and 5600 CT was 23% (39 c/s and 48 c/s, respectively). In working tasks, both video cards will be approximately equal.