

The expert of the YouTube channel Games Choitses demonstrated how RTX 3070 Ti and RTX 5060 Ti conduct themselves in 1080r and 1440r.

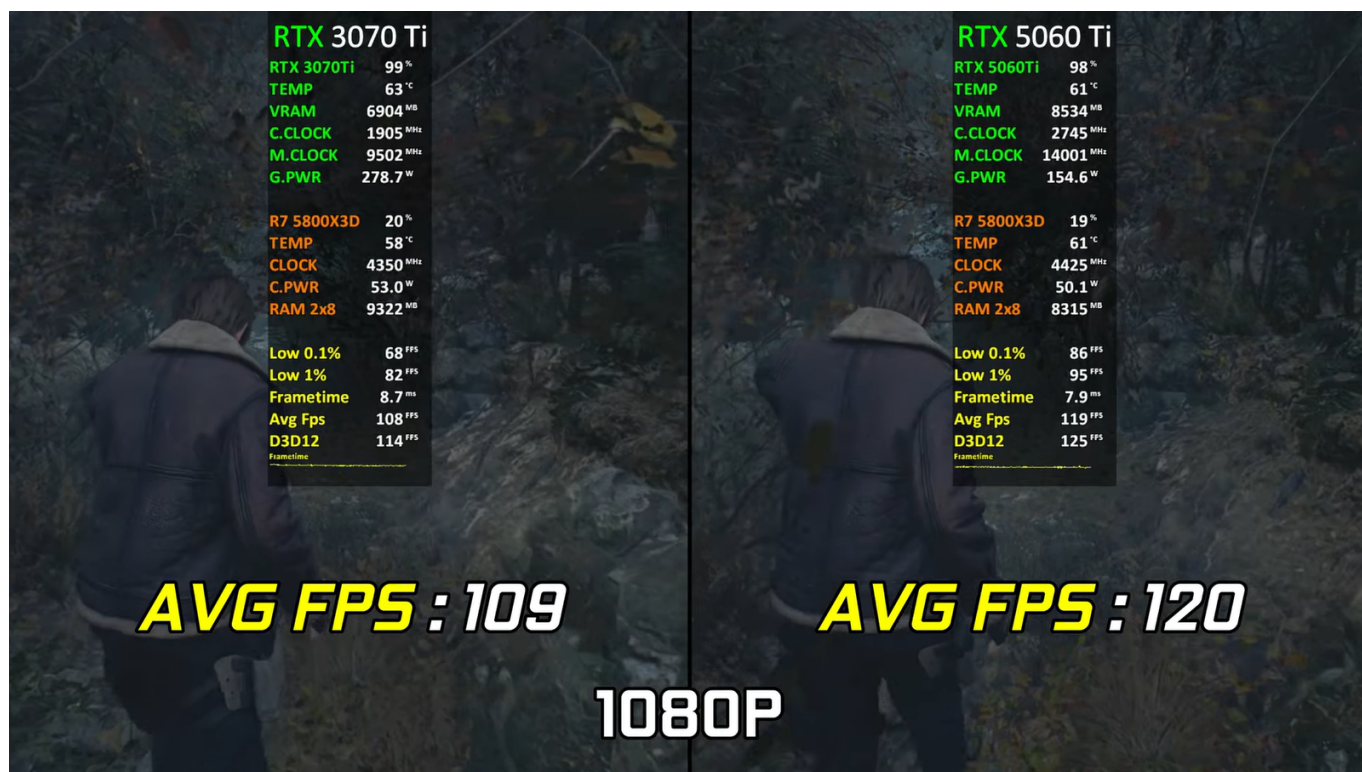
The test stand included the Lian Li Li Li Li Li Mesh Argb case, the AMD Ryzen 7 5800x3D processor, the RTX 3070 Ti ASUS TUFF 8GB and ZOTX 5060 TWIN EDGE 16GB, Vengeance® RGB Pro 16GB (2x8GB). DDR4 3600MHz C18, ASUS TUF GAMING B550 PLUS MATPLAY, DeepCool AS500 Plus cooling system, NVMe Adata Legend 960 2TB and WD Blue SN570 1TB, HDD Seagate Barracuda 4TB, power supply Corsair RM850W 80+ Gold, Windows 10 Pro 22H2 64 BIT operating system.

Forza Horizon 5 launched with ultra-graphics. On average, it was possible to get in this game in 1080r - 134 fans (3070 Ti) and 153 to/s (5060 Ti), in 1440 rubles - 108 and 124 fans, respectively.

Resident Evil 4 Remake went high. The average frequency of personnel here was in 1080r - 109 f/s (3070 Ti) and 120 c/s (5060 Ti), in 2K - 74 and 83 fps, respectively.

In the game Cyberpunk 2077 with CUSTOM graphics, the average performance of 1080p was at the level of 108 c/s (3070 Ti) and 118 fans (5060 Ti), in 1440 rubles - 69 and 74 fans, respectively.

Spider Man Miles Morales was tested with the Very High preset. Here, the frequency of personnel on average was equal to 1080r - 138 f/s (3070 Ti) and 135 f/s (5060 Ti), in 1440 rub - 101 and 99 f/s, respectively.



Choosing games

You can familiarize yourself with all the test results yourself by watching the video below.

## Conclusion

Without taking into account the results with RT and DLSS, the difference between 3070 Ti and 5060 Ti was 1080 rubles – 8% (126 f/s and 136 f/s, respectively), in 1440 rubles – 7% (88 c/s and 94 fans, respectively).