

The author of the YouTube channel Odin Hardware checked in modern games RTX 4060 Ti and 5060 Ti.

The test stand included the Intel Core i5-14600K processor, the ASUS Prime Z790 A WiFi, the NZXT KRAKEN 360 cooling system, 2×16 GB DDR5 6000 MHz, the Gigabyte Windforce RTX 5060 TI 16 GB DDR7 GIG. Dual Fans/Zotac Twin Edge RTX 4060 TI 8 GB DDR6 Dual Fans.

A Plague Tale Requiem went with a high preset. The average frequency of personnel in it was 26 f/s (4060 Ti) and 35 f/s (5060 Ti).

Cyberpunk 2077 launched with an preset High. On average, in this game it was possible to get 27 f/s (4060 Ti) and 35 c/s (5060 Ti).

In the game Forza Horizon 5 at the Ultra graphics settings, the average performance was 72 c/s (4060 Ti) and 91 c/s (5060 Ti).

The Witcher 3 went with High graphics. The average FPS here was 48 c/s (4060 Ti) and 62 f/s (5060 Ti).

AC Odyssey was tested with the preset Very High. The average frequency of personnel here was at the level of 52 fps (4060 Ti) and 61 f/s (5060 Ti).

Alan Wake 2 was launched at the Medium graphics settings. On average, the productivity in it was 18 c/s (4060 Ti) and 28 f/s (5060 Ti).



One equipment

DOOM ETERNAL went with Nightmare Preset. The average frequency of personnel in this game was in the region of 83 fps (4060 Ti) and 113 fps (5060 Ti).

God of War launched with Ultra graphics. The average FPS was at the level of 41 fps (4060 Ti) and 56 f/s (5060 Ti).

The Ghost of Tsushima game was tested with preset Medium. On average, it was possible in it to get 42 c/s (4060 Ti) and 43 c/s (5060 Ti).

In the Starfield game at high graphics settings, the average performance was 36 f/s (4060 Ti) and 39 f/s (5060 Ti).

Hellblade II went with preset Medium. The average frequency of personnel in it was 20 f/s (4060 Ti) and 28 f/s (5060 Ti).

Kingdom Come Deliverance launched at Very High graphics settings. The average FPS in this game was 49 c/s and 50 f/s (with 4060 Ti and 5060 Ti, respectively).

The game Warzone was tested with the Balanced preset. The average performance in it was

in the region of 68 fps (4060 Ti) and 149 f/s (5060 Ti).

GTA 5 went with Ultra Details. On average, the frequency of personnel in this game was 40 c/s (4060 Ti) and 59 f/s (5060 Ti).

Conclusion

In general, 5060 Ti turned out to be 39% (61 c/s and 44 c/s, respectively) faster than 4060 Ti.