

In one of the issues on the Edward Gaming YouTube channel, they showed how Full HD show themselves RTX 5050 and 4060.

The test stand included the Intel Core i7 13700 5.2GHZ processor, the ZOTAC GEFORCE RTX 5050 8GB GDDR6 Twin Edge/MSI GEFORCE RTX 4060 8GB GDDR6 Ventus X2, the ASUS ROG STRIX B760- DDR5 32GB Corsair Vengeance Pro 6000MHz 2x16GB, NVME SAMSUNG 990 2TB/Samsung 990 PRO 4TB, HDD 8TB PURPLE WD82PURZ 256MB CACHE/8TB GOLD 8 To WD8004Fryz 256MB Cache, ASUS ROG Strix 1000W Gold Aura White Edition, Windows 11 Pro Build 22631.

Assassins Creed Shadows launched with an preset High, Taa. The average frequency of personnel in this game was 45 c/s (RTX 5050) and 49 c/s (RTX 4060).

Black Myth Wukong was also tested at high graphics settings, with TSR 100. On average, FPS was 50 to/s in both cases.

Cyberpunk 2077 went with an ultra-peel. The average performance in it was at the level of 80 fps (5050) and 78 f/s (4060).

In the game GTA V Enhanced with ultra-graphics, on average, it was possible to get 137 f/s (5050) and 144 c/s (4060).

Red Dead Redemption 2 launched at Ultra graphics settings. The average frequency of personnel in this game was 59 c/s (5050) and 64 fps (4060).

The game Stalker 2: Heart of Chornobyl went with the stop High, Taa. The average FPS in it was in the area of 62 fps (5050) and 65 f/s (4060).

The Last of US Part II was tested with High graphics, TAA chart settings. On average, it was possible here to get 89 c/s (5050) and 88 c/s (4060).

RTX 5050 was compared to 4060 in 17 games



Edward Gain

You can familiarize yourself with all the results below by watching the video. In total, 17 games were launched: Assassins Creed Shadows, Black Myth Wukong, Cyberpunk 2077, Far Cry 6, Ghost of Tsushima, God of War Ragnarok, GTA V Enhanced, Hogwarts Legacy, Horizon Forbidden West, Kingdom Come Deliverance 2, Mafia: The Old Country, Monster Hunter Wilds, Red Dead Redemption 2, Silent Hill 2, Stalker 2: Heart of Chornobyl, Stellar Blade, The Last of US Part II.

## Conclusion

On average, RTX 4060 in 1080 rub overturned 5050 by 6% (77 f/s and 73 f/s, respectively).

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