

Battlefield 6 will not receive rays tracing - the priority was performance

Battlefield 6 lost the support of rays tracing for stability and high performance.

The technical director of the project Christian Bull in an interview with ComicBook confirmed that the decision was made at the early stage of development. The team considered it more important to ensure a smooth gameplay on different systems than to add resource-intensive graphic technology.

According to the Bull, the studio has made a bet on performance and stability in order to avoid problems similar to the unsuccessful start of Battlefield 2042.

For this, special test levels with a maximum load were built - hundreds of objects, equipment and destroyed buildings. This helped to identify narrow places in advance and optimize the engine.

The refusal to trace rays allowed the team to focus on balancing, anti-aliasing and improvement of server stability. Developers daily carry out dozens of internal playbacks, collecting data on the flights and addresses of FPS.

Recall that Battlefield 6 will be released in October 2025. Judging by the beta test, the game works much more stable than the predecessors, although it visually relies on the classic methods of the render.