The author of the YouTube channel Odin Hardware demonstrated how RTX 5060 Ti and 4070S are now behaving in 1440r.

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/Gigabyte Windforce RTX 4070 Super 12 GB DDR7 Dual Fans.

A Plaque Tale Requiem launched with ultra-graphics. On average, the frame rate in it was 60 f/s (5060 Ti) and 75 f/s (4070s).

The game Cyberpunk 2077 went with RT OFF, stop Ultra. The average performance in it was in the region of 68 fps (5060 Ti) and 80 f/s (4070S).

God of War was also tested with an ultra-peel. The average FPS in it was at the level of 88 c/s (5060 Ti) and 114 f/s (4070s).

The Witcher 3 was launched at the High, RT OFF graphics settings. The average frequency of personnel in this game was 110 fans and 137 f/s (5060 Ti and 4070 Super, respectively).

In the game Baldur's Gate with ultra-graphics, on average, 92 fps (5060 Ti) and 128 f/s (4070 Super).

Warzone went with the stop Ultra. The average performance in this game was 97 f/s (5060 Ti) and 145 f/s (4070s).

Forza Horizon 5 launched with Ultra graphics. On average, the personnel frequency in it was at the level of 136 f/s (5060 Ti) and 150 f/s (4070s).

RDR 2 went with High Details. The average FPS here was 90 fps (5060 Ti) and 122 f/s (4070s).

DOOM ETERNAL was tested with the Nightmare preset. It was possible to get in this game an average of 192 c/s (5060 Ti) and 268 f/s (4070 Super).

The Stalker 2 game was with the High graphics, as well as the average frame rate of 59 f/s (5060 Ti) and 74 K/s (4070 Super).

Silent Hill 2 launched with a high preset. The average performance in it was 55 f/s (5060 Ti) and 71 f/s (4070 Super).

save pdf date >>> 24.01.2026

GPU	99%	2707 MHz	65°C	156.5 W
MEM	9571 MB	14001 MHz		
FAN SPEED	80%			
CPU	32%			
RAM	14143 MB			
AVG	87 FPS			
1% Low	76 FPS			
VULKAN	83 FPS			

GPU	99%	2820 MHz	60°C	198.6 W
VRAM	8270 MB	10502 MHz		
FAN SPEED	69%			
CPU	30%			
RAM	15104 MB			
AVG	111 FPS			
1% Low	94 FPS			
VULKAN	105 FPS			

RTX 5060 Ti 16GB   1440p   RTX 4070 Super 12GB

One equipment

The game CS: Go tested with the preset Very High. The average frequency of personnel in it was 162 f/s (5060 Ti) and 208 f/s (4070S).

Ghost of Tsushima launched at High graphics settings. On average, it was possible to get 81 fps (5060 Ti) and 114 to/s (4070 Super).

Indiana Jones went with preset Medium. The average performance in this game was at the level of 89 c/s (5060 Ti) and 112 f/s (4070s).

In the game Alan Wake with High graphics, the average frame rate was 48 f/s (5060 Ti) and 63 f/s (4070S).

AC Mirage was launched with the stop of Ultra High. RTX 5060 Ti issued an average of 103 f/s, and 4070 Super – 126 f/s.

Starfield went with ultra-graphics. FPS on average was 58 f/s and 78 f/s (with 5060 Ti and 4070S, respectively).

Kingdom Come Deliverance was tested with the Ultra High preset. On average, in this game

save pdf date >>> 24.01.2026

it was possible to get 127 f/s (5060 Ti) and 144 f/s (4070s).

Oblivion Remastered was launched at the EPIC graphics settings. The average FPS was 41 fps (5060 Ti) and 48 f/s (4070S).

Last of US went with high graphics. The average frequency of personnel in it was 69 c/s (5060 Ti) and 93 c/s (4070s).

Conclusion

On average, RTX 4070 Super exceeded 5060 Ti by 29% (117 f/s and 91 f/s, respectively).