

The legendary 3.5 GIG GTX 970 was soldered up to 8 GB and checked in games

In one of the issues on the Nitroxsenys YouTube channel, the blogger found out which FPS can be expected from GTX 970 with 8 GB of RAM.

The test stand included the GTX 970 video card on 8 GB, the 1stplayer Megaview MV8-TP case with four fans included, the i5-11400F processor, the ASUS Prime B650 MATPPLAY, RAM Patriot Viper Steel 3600 MHz 32 GB (2×16 GB), SSD Patriot Viper VP4300 Lite 1 TB, XPG Pylon 2 power supply for 750 watts with a bronze certificate.

All games were launched in 1080 rubles.

RDR2 went with high graphics settings, FSR Quality. On average, outside the city, more than 40 fans managed to get in it.

Cyberpunk 2077 launched with an average preset and FSR on a car. If you ride it by car, it will be about 30 f/s, if you walk about 40 f/s.

Baldur's Gate 3 was tested with a high preset, FSR Quality. The average frame rate in it was 40-50 f/s.

Stalker 2 was launched with low graphics, FSR on balance. At the very beginning, the FPS was 30 fps, and then even lower.

Kingdom Come Deliverance 2 went with an preset Medium. Here you can get about 30 fans with a 4 GB of memory consumed.

In the game Silent Hill 3 with low graphics settings and FSR Quality, an average of 970 issued 40-50 f/s.

The Elder Scrolls IV: Oblivion Remastered was launched with low graphics and FSR Balance. The average performance in this game was 50-60 f/s, but this is with braking, hanging, etc. That is, playing is not very comfortable.

Senua's Saga: Hellblade II tested with low preset, FSR for performance. FPS was here in the region of 30 fps.

Alan Wake 2 went with low preset, the textures of Ultra, FSR for performance. The frequency of personnel in it turned out to be below 20 f/s, and it was completely non - granular.

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When comparing the 3.5 gig and 8-gig versions of the GTX 970, the results were as follows. Shadow of the Tomb Raider launched with maximum graphics settings. In it, the version of 8 GB was approximately 14% faster than 3.5 GB models.

Black Myth: Wukong went with low preset, and the difference between video cards was about 2-3 f/s.

The Last of US was also launched with low graphics. Here, the 8th gig card overtook the 3.5-gig card somewhere by 22%.