In one of the issues on the YouTube channel, toasty Bros checked, as they show themselves in modern projects

The test stand included the Ryzen 5 9600X processor, the MATPAM B850, RAM 32 GB. All games were launched in 1080 rubles.

Call of Duty Warzone went with an preset Balance. 3050 issued an average of 60 f/s in it, when the DLSS Balance turned on – more than 110 f/s, when shutting off the frame generation – more than 80 fps. From 5050 it was possible to get without a scaling 120-130 f/s, and with DLSS – more than 200 c/s.

Fortnite was the next game. It was launched first of all with the preset Custom, DX12. The frame rate was with such parameters from 3050 about 200 FPS, from 5050 – sometimes more than 300 f/s.

Fent brothers

Oblivion Remastered was tested with low graphics settings and without scaling. From 3050, it was possible to get about 40 fps in it, and when DLSS activation – about 60 f/s. 5050 issued in similar conditions an average of 70-80 f/s, when DLSS turned on – more than 100 to/s, when the DLSS Frame Generation is activated – 160 f/s.

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Clair Obscur: Exprecency 33 went with low preset, TSR EPIC. With such parameters, 3050 issued an average of 30 f/s, but when the DLSS Performance is activated, the frame rate increased to 60 f/s. From 5050, it was possible to get 60-70 f/s and more than 120 c/s, respectively.

In CS 2 with a low preset, 3050 issued an average of about 357 f/s, 5050 – 539 f/s, in the Cyberpunk 2077 on medium settings, the indicators were 53 c/s and 111 f/s, respectively, in Black Myth: Wukong with low graphics – 44 foils and 92 c/s, respectively.

Conclusion

In general, the choice between 3050 and 5050 for games is obvious: it is better to take 5050. It shows itself much faster both in AAA projects and in e-sports. True, this video card is now expensive, but in terms of price and quality ratio it is still preferable than 3050.