








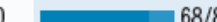

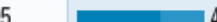

























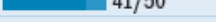











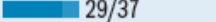





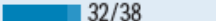













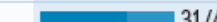

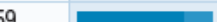





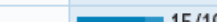









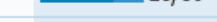

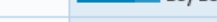
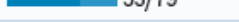
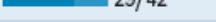




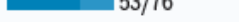
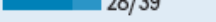





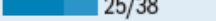






## Gameperformance zonder raytracing

Grafische kaart	Assassin's Creed Odyssey (DX11) <sup>1</sup>		Shadow of the Tomb Raider (DX12) <sup>2</sup>		Metro Exodus (DX12) <sup>3</sup>	
	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>
Radeon RX 6900 XT	 69/95	 57/73	 123/160	 73/90	 61/101	 44/67
Radeon RX 6800 XT	 69/95	 54/68	 115/150	 68/83	 59/95	 41/62
GeForce RTX 3090	 70/91	 56/68	 122/160	 76/92	 57/109	 47/73
Radeon RX 6800	 68/91	 47/59	 99/129	 58/71	 50/82	 35/53
GeForce RTX 3080	 67/88	 52/65	 117/150	 71/85	 54/100	 43/67
GeForce RTX 3070	 58/73	 41/50	 93/116	 52/63	 46/79	 33/51
GeForce RTX 2080 Ti	 57/71	 43/52	 94/119	 54/65	 47/82	 34/53
Radeon 5700 XT AE	 49/62	 29/37	 64/79	 34/42	 33/55	 23/35
GeForce 1080 Ti FE	 47/57	 32/38	 64/81	 35/45	 34/58	 23/37
Radeon Vega64	 41/50	 26/32	 53/67	 29/37	 28/48	 20/31

gemeten onder Windows 10 met een Ryzen 9 5900X, 32 GB RAM, VSync uit; donkere balken: P1-percentage, d.w.z. 99 procent van de refreshrate is hoger, lichte balken: gemiddelde waarde  
<sup>1</sup> preset Ultra, AA High, 16x AF <sup>2</sup> preset Ultra, SMAA, 16x AF <sup>3</sup> preset Ultra, 16x AF <sup>4</sup> frames per seconde

## Gameperformance met raytracing

Grafische kaart	Shadow of the Tomb Raider (DX12) <sup>1</sup>		Metro Exodus (DX12, RT an) <sup>2</sup>		Control (DX12, RT an) <sup>3</sup>	
	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>	WQHD [fps <sup>4</sup> ] <small>beter ▶</small>	UHD [fps <sup>4</sup> ] <small>beter ▶</small>
GeForce RTX 3090	 76/108	 44/60	 54/86	 36/52	 52/65	 27/33
GeForce RTX 3080	 72/101	 40/55	 52/79	 31/47	 48/59	 24/30
Radeon RX 6900 XT	 58/89	 33/49	 45/65	 27/37	 30/39	 15/19
Radeon RX 6800 XT	 53/86	 30/45	 44/63	 26/36	 28/36	 13/18
GeForce RTX 2080 Ti	 53/79	 29/42	 40/62	 23/35	 34/42	 17/21
GeForce RTX 3070	 53/76	 28/39	 40/61	 23/35	 34/42	 18/21
Radeon RX 6800	 45/70	 25/38	 37/54	 22/31	 24/31	 11/15
GeForce 1080 Ti FE5	 15/31	 7/16	 17/23	 9/12	 6/9	 4/5

gemeten onder Windows 10 met een Ryzen 9 5900X, 32 GB RAM, VSync uit; donkere balken: P1-percentage, d.w.z. 99 procent van de refreshrate is hoger, lichte balken: gemiddelde waarde  
<sup>1</sup> Preset Ultra, SMAA, 16x AF, raytracing-schaduwen ultra <sup>2</sup> Preset RTX, geen DLSS, 16x AF <sup>3</sup> Preset High, raytracing high, geen DLSS <sup>4</sup> frames per seconde <sup>5</sup> met software-raytracing via shader-units