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GTA V on PC

All the amazing features of Mercedes EQS All you need to know about Genesis X Callaway cars best hits wake us up and personal with the Nissan Z Oddball car with front-chille-Drive V8 Honda Ridgeline Vs engines. Hyundai Santa Cruz: Baby Truck Battle 9 best features of Ford F-150 lightning bolts best tuned Jaguars ever made Grand Auto theft V is still a challenging game in 2021. even putting the best graphics cards in their place. If you have a new RTX 3000-series graphics card — first, lucky you — and a recent CPU from Intel or AMD, you should be able to tear through GTA V without problems. If you have something older, however, you will need the best graphic settings for GTA V. We tested all the graphic settings in GTA V to find which they made the difference and which they did not. You can greatly improve the frame speed without sacrificing a lot of visual quality if you know which settings to change. How we tested the best graphic settings for GTA V We tested each of the GTA V 1080p graphic settings using the internal benchmark. 1080p is, by far, the most common resolution for PC games. GTA The V benchmark has five scenes, each of which produces an average frame. We took those averages and mediated them again to get a single number for each of the graphic settings. We also tested each setting independently. In the charts below, the number refers to the difference in performance when the corresponding setting itself has changed. When testing MSAA, for example, was the only setting we changed. For the test, we used a RTX 2080 and Ryzen 7 2700X — both at storage frequencies — combined with 32GB RAM (it is not necessary much, as you can read in our guide to RAM capacity.) We turned everyas high as possible to obtain a base line — O Very High or Ultra, with FXAA and MSAA 8x. To begin as quickly as possible, the settings below are classified according to their importance, with the quality of the grass that affects the performance more. more.better graphics settings for GTA V Before diving, it is important to set our benchmarks. Consider the differences between each setting, not the frame rate itself. If you are using one of the best CPUs for the game, for example, you end up with a greater overall frame rate. Not all PC components are built in the same way, so your mileage may vary. On the basis of our tests, the quality of grass has the greatest impact on performance in GTA V. Between Ultra and Normal, we saw on average 12 frames per second improvement. Even lowering the quality of grass to High had a remarkable performance advantage, giving us an extra of six frames on average. We didn't notice a difference between Very High and Ultra, though. After rounding, we noticed the same frame rate average at both settings: 63 fps. It is recommended to leave this setting either Normal or High for the best results. There is a quite significant difference between those settings and Ultra, though. At Normal, GTA V does not make almost as much foliage, rather opting for textures of flat grass broken by the occasional bush. In the areas of the city of Los Santos, you will not notice much difference, however. Because of this, it is still recommended to lower the quality of the grass, although this means renouncing some grass when you arrive in the mountains. Anti-aliasing Shortly behind the quality of grass is anti-aliasing, or in particular, MSAA. Based on our tests, FXAA has little or no performance penalty and has no visual impact much. As a light form of anti-aliasing, you can leave FXAA off if you want. There is no measurable difference in performance, though. There is a big difference with MSAA, which is not surprising. Of all forms of anti-aliasing, MSAA is usually the most demanding among titles, and GTA V is not different. We've got it back.fps simply by switching off MSAA, but unlike many other settings, you do not need to resort to lowering quality up. All right.still on average 70 fps with MSAA 2x enabled — a unique frame difference against deactivation of MSAA — and a respectable 66 fps with MSAA 4x. MSAA is demanding because it works, especially at lower resolutions. If you're using a 1080p display, we recommend you MSAA 2x (as long as you can reach the average frame rate you want). At native 4K, it is safe to turn off MSAA completely. Although some anti-aliasing still will help the image look better, you are giving up a lot of performance for very little visual benefit to that resolution. Post-FX Post-FX in GTA V is all that happens to the image after a frame has already been made. This includes the depth of camera field, motion blur, light flowering, and more. Although the difference in visual quality is clear when comparing Ultra post-FX settings to Normal, the difference is not clear enough during playback. Bloom and blur movement, in particular, are two visual improvements that really misses only if you know what to look for. If you set Post-FX on Ultra, you will get a better picture, but also at Normal, GTA V doesn't look bad. It is easy to give up improvements with performance gains. Between Normal and Ultra, we earned about four frames, bringing our average frame rate to 67 fps. The difference was not so clear between Alto and Alto, however. After rounding, Very High and Ultra came out with the same average of 63 fps, while High earned a frame back (well within the margin of error). Post-FX is an all-or-nothing setting. Compared to the quality of grass and anti-aliasing, turning Post-FX to Normal does not gain much performance back. But you still earn a significant amount. It is recommended to leave the setting to Normal. If depth of field, flowering and blurring movement are important to you, we recommend Ultra. Based on our tests, nota significant difference of performance between Ultra, High and High, so you could also go all out. It is worth itigniting Post-FX at Very High or Ultra opens two other settings: Motion blur force and depth of field. At Normal and High, the depth of the field is disabled entirely. Once you jump to very high or Ultra, you can turn on, although this does not mean you should. We performed our tests with the setting, but switching it off earned back three frames at Very High. If you do not like the look of GTA V with Post-FX set to Normal, turn it up to Very High and turn off the depth of field. Shader quality affects how you perceive the depth of objects in GTA V. The scenes in which light and dark areas mix — as the screenshot of the alley above — are where you will see the biggest difference. When you set the shader quality to Normal, you will get a very flat image. At Very High, light falls more accurately on different surfaces, giving them more dimension. Pay attention to the blue wall in the screenshot above, especially towards the back. At Normal, we lose a lot of details while the wall returns, while at Ultra, that detail is maintained. Shader quality has a pretty big impact on image quality, but like Post-FX, you will quickly forget it while playing. We have increased our frame rate average from 63 fps to 67 fps, transforming the shader quality to Normal. We saw the same performance advantage in High, which recorded an average of 66 fps. Shader quality has a rather significant impact on performance, but not as much as grass and MSAA. It is recommended to turn off the settings before. So, if you are not yet getting the performance you want, lower the shader quality to Normal. Refractive quality Although well the reflections look in GTA V, there is an amazingly small penalty for performance to transform the setting into Ultra. With MSAA turned off, we mediated 66 fps compared to our lineof 63 fps. A Very High and High, we saw similar performance, averaged 65 fps and 64 fps, respectively. Although our frame rate was technically lower than High High HighVery high, this is more a rounding problem. The averages for both settings actually fell in one half of a frame to each other. The ultra reflections look wonderful, though. Like shaders, turning the quality of reflection up adds a level of depth to the world of the game. In the above screenshot, you can see a clear difference in reflection between the two cars. Outside of this, however, you can also see the light behave much more accurately as you start trail off in the darkest areas of the floor. Comparison, normal reflections look flat, washing the entire floor in a gray color. However, there is a great difference in performance. It is recommended to transform the setting to Normal or High if you are running into performance issues. The good news is that you can turn on MSAA on reflections without much of a performance shot. We noticed the same average frame rate with Ultra reflections with MSAA turned off and turned up to 8x. Shadow quality The quality of the shadow is a much less critical environment than the ones listed above. We have earned three frames that turn the setting to Normal, bringing our average to 66 fps. It is recommended to transform this setting to Normal, independently. As you can see in the image above, there is no great difference in quality, and the disabling of the setting helps performance. The quality of the shadow handles how accurate shadows are displayed, which is not always evident. In our comparison above, for example, the shadows both look excellent. However, we can see a difference around the edges. Stand up, the individual leaves of the tree throw a shadow, while at Normal, the edges are shaded together. Similarly, the Ultra shadow is more dynamic, with the light that penetrates some points of the tree. Although it is interesting to see the difference, you will probably not noticereproduction. Believe it or not, shadow settings can negatively affect your gameplay, so you will want to try out the options before engaging to one. They range from Soft to Sharp, andextremes have their advantages and disadvantages. If you opt for the Soft setting, you will notice that the graphics will be sharper, but the functionality of the device will be limited. If you choose the Sharp option, you will see dark shading and lines on your view, but the device will have improved functionality. Texture, tessellation, and everything else The above settings are the most essential, according to our observations. You can achieve additional performance again by lowering texture quality, particle quality and anisotropic filtering; However, it is a minimum update at the end of the day. We tried it and acquired two frames when we went from the Very High texture level to Normal, bringing our average to 65 fps. Most of the latest GPUs like the RTX 3080 will be able to handle very high textures without any problems. If you are using an older computer with a graphics card that has less than 4GB memory, you will benefit from transforming the textures down as you can so that the game itself will run more efficiently. We didn't earn much when we turned off the tessellation and refused the particle quality for the Normal setting. We just gained back a single frame and did not find an improvement of the measurable performance. Comparably, we did not measure the difference in performance with anisotropic filtering. From GTA V is an older game, it only makes sense that it still plays well on older computers, but it is nice to know that there are ways to handle graphics if you have a faster device. 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GTA V on Xbox One

GTA V on PS5

GTA V on Xbox Series X

GTA V on Xbox Series S

GTA V on PC

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GTA V on Xbox Series X

GTA V on Xbox Series S

GTA V on PC