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Pascal TITAN X vs. the GTX 1080 (<https://www.amazon.com/GeForce-Graphics-STRIX-GTX1080-A8G-GAMING-Virtual-Reality-Pc/dp/B06XP77KJB>) – First Benchmarks Revealed!

Posted on August 3, 2016 in Reviews (<http://www.babeltechreviews.com/category/reviews/>), Video Cards

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Test Configuration

Test Configuration

Test Configuration – Hardware

- Intel Core i7-6700K (reference 4.0GHz, HyperThreading and Turbo boost is on to 4.4GHz; DX11 CPU graphics).
- ASRock Z7170M OC Formula motherboard (Intel Z7170 chipset, latest BIOS, PCIe 3.0/3.1 specification, CrossFire/SLI 8x+8x)
- G.Skill Ripjaws (<http://www.amazon.com/G-SKILL-Ripjaws-1600MHz-PC3-12800-F3-12800CL8D-8GBXM/dp/B004KY719A>) V 16GB DDR4 (2x8GB, dual channel at 3000MHz)
- **GTX 1080 6GB, Founders Edition**, stock clocks, supplied by Nvidia
- **TITAN X (Pascal), 12GB**, stock clocks, supplied by Nvidia
- 2TB Toshiba 7200 rpm HDD
- EVGA 1000G 1000W power supply unit (for both platforms (<https://www.udemy.com/social-media-marketing-2015/>))
- Thermaltake Water2.0, supplied by Thermaltake
- Onboard Realtek (http://www.ebay.com/sch/Consumer-Electronics-/293/i.html?_nkw=realtek+chipset) Audio
- Genius SP-D150 speakers, supplied by Genius
- Thermaltake Overseer RX-I full tower case, supplied by Thermaltake (Skylake)
- ASUS 12X Blu-ray writer
- Monoprice Crystal Pro 4K

Test Configuration – Software

- Nvidia's GeForce (<http://www.amazon.com/dp/B0049MPQA4>) 368.64 GTX 1060 launch drivers were used for both Nvidia cards (<http://www.amazon.com/dp/B00MPXRYAE>). **High Quality, prefer maximum performance, single display.**
- VSync is off in the control panel.
- AA enabled as noted in games; all in-game settings are specified with 16xAF always applied
- All results show **average frame rates** including *minimum frame rates shown in italics* on the chart next to the averages in smaller font.
- Highest quality sound (stereo) used in all games.
- Windows (<http://www.bestbuy.com/site/toshiba-satellite-radius-15-6-touch-screen-laptop-intel-core-i7-8gb-memory-1tb-hard-drive-brushed-metal/4203302.p?id=1219706548818&skuld=4203302>) 10 64-bit Home edition, all DX11 titles were run under DX11 render paths. Our four DX12 (<http://www.amazon.com/dp/B01M6X89UG>) titles are run under the DX12 render path. Latest DirectX
- All games/SW are patched to their latest versions at time of publication.
- MSI's latest beta version of Afterburner was used to set the Power and Temperature targets to their maximum.

The 5 PC Game benchmark suite & 2 synthetic tests

Synthetic

- Firestrike – Basic & Extreme
- Time Spy DX12 (<http://www.amazon.com/dp/B01M6X89UG>)

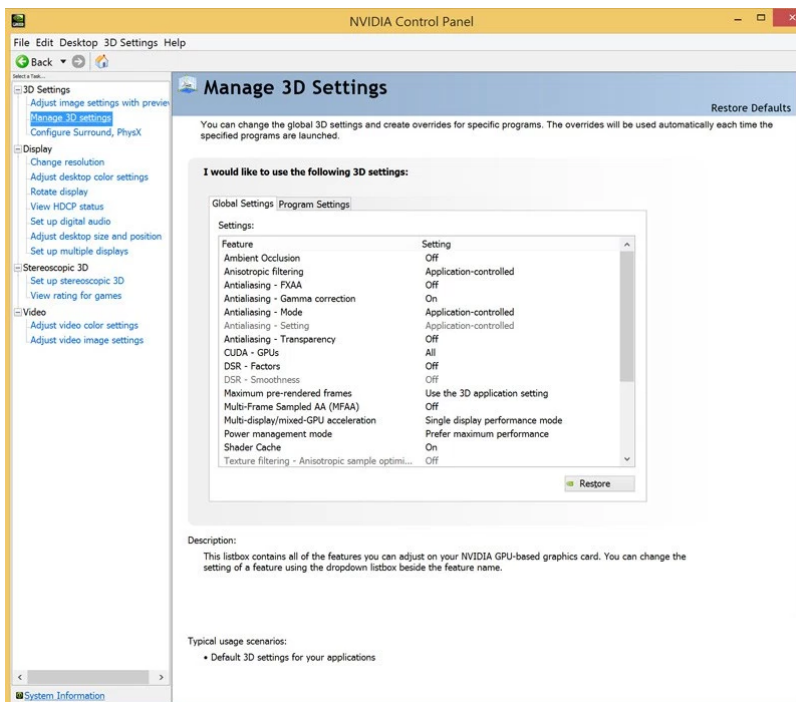
DX11 Game

- *DiRT Rally*

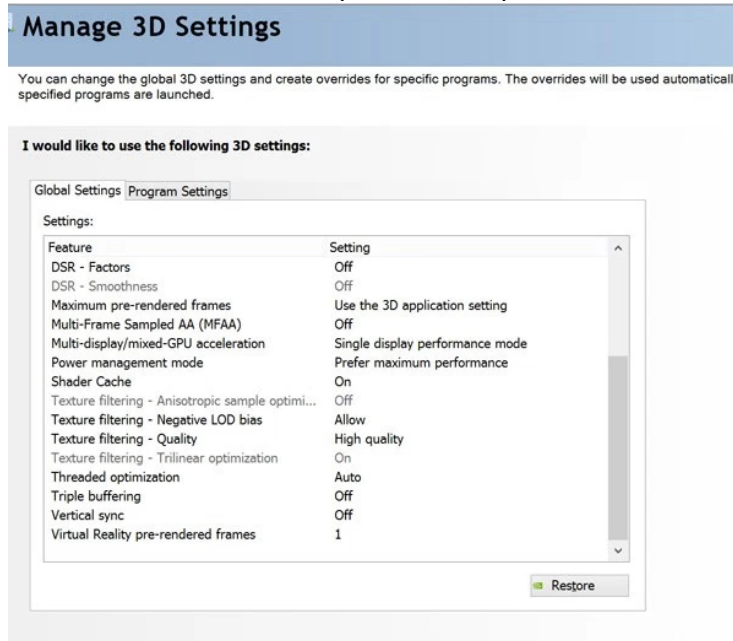
DX12 (<http://www.amazon.com/dp/B01M6X89UG>) Games

- *Ashes of the Singularity*
- *Hitman*
- *Rise of the Tomb Raider*
- *Total War: Warhammer*

Nvidia's Control Panel settings:



(<https://i0.wp.com/www.babeltechreviews.com/wp-content/uploads/2015/07/NvCP1.jpg>)



escription:
 Dynamic Super Resolution(DSR) produces smoother images by rendering a game at a high resolution then downscaling it to the native resolution of the display using advanced filtering. Dynamic Super Resolution can be applied to any game and can be used with other antialiasing settings to improve image quality.

(<https://i0.wp.com/www.babeltechreviews.com/wp-content/uploads/2015/07/NvCP2.jpg>)

We used MSI's Afterburner to set our TITAN X Power and Temperature targets to their maximum.

Let's check out our Performance Summary chart followed by our preliminary conclusion.

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