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3dmark directx 11

Single-seat licenses require an Internet connection to activate online. A single-seat license allows you to install the software on only one system at a time. You can also activate and use the software offline with your local license. The site license allows you to run the software on multiple systems at the same time. Running time spy and night raid benchmarks requires Windows 10, a graphics card that supports DirectX 12, and a processor that supports SSSE3. To run Port Royal, you must have the October 2018 Update for Windows 10 (1809) and a graphics card that supports Microsoft DirectX Raytracing. For Wild Life, Vulkan is GPU-compatible with 1.1. The DirectX Raytracing service test requires Windows 10 2004 or later and a DirectX 12-compatible graphics card that supports DirectX Raytracing Tier 1.1 driver support. The PCI Express service test requires a DirectX 12-compatible discrete graphics card. The VRS test requires Windows 10 or later and a DirectX 12 GPU that supports variable-speed shading. The NVIDIA DLSS service test requires an NVIDIA graphics card that supports DLSS. Languages english German Japanese Simplified Chinese Traditional Chinese Spanish reliable for gamers worldwide to get accurate and unbiased results, 3DMark 11 is the best way to consistently and reliably test DirectX 11 under game-like loads. There are six tests in 3DMark 11, brand new. The four graphics tests use advanced rendering techniques that use linework, volume lighting, depth of field, and post-processing effects enabled by the technology and performance available in DirectX 11 graphics hardware. The physics test uses rigid body simulation of a large number of objects on the CPU. The combined test has CPU and GPU workloads. The CPU handles rigid body physics, while the GPU is charged with volume lighting, tessellation, post-processing, and simulating soft-body physics using DirectCompute. Note: 3D11-ADV-DJ72-S63F-PNHK-LCUM-SSSX Use this key to unlock the full version. 3DMark 11's online service performance and streamlined functionality. The online service allows users to validate, store, share and compare their benchmark results with those of other users around the world. What's new: This is a minor update. Benchmark scores are not affected. New installation technology (similar to 3DMark and PCMark 8). SystemInfo updated to 4.25.366 aliktaf to improve hardware detection. The user interface now displays all GPUs in the system. Fixed some rare crashes within the user interface. Minimum requirements: DirectX 11, 11-compatible video card, Windows Vista, or Windows 7. Processor: 1.8GHz dual-core Intel or AMD CPU memory: 1 GB system memory Graphics: DirectX 11 compatible graphics card Hard drive: 1.5 GB free space Audio: Windows Vista / Windows 7 compatible sound card Basic Edition is free to use and allows an unlimited number of benchmark runs registration or expiration. Visit to upgrade from Basic Edition to Advanced Edition and unlock all kits, custom settings, benchmark looping, unlimited online results storage, offline results management and more. Previous versions: 3DMark 11 Basic Edition 1.0.5 3DMark is a computer benchmarking tool created and developed by UL, (formerly Futuremark), to determine the performance of your computer's 3D graphics rendering and CPU workload processing capabilities. Running 3DMark results in a 3DMark score, and larger numbers indicate better performance. The 3DMark unit of measure is designed to provide a normalized average for comparing different PC hardware configurations (mainly graphics processing units and central processing units), which is claimed by supporters such as gamers and overclocking enthusiasts to indicate end-user performance metrics. Many versions of 3DMark have been released since 1998. Scores are not comparable between versions because each test is based on a specific version of the DirectX API. [1] Version Version Description Released operating system DirectX API support status 3DMark99 The first 3DMark was one of the first 3D benchmarks directed directly at the 3D gaming community, rather than providing a general overview of the computer's capabilities. [2] Graphics tests use an early version of Remedy Entertainment's MAX-FX engine, which was later used in Max Payne. October 26, 1998 Windows 95Windows 98 DirectX 6.0 Discontinued after the release of 3DMark99 MAX 3DMark99 MAX 3DMark99 MAX is a content update 3DMark99. [3] 1999. [5] The east and west reversed the game tests. [6] December 6, 1999 Windows 98 Windows 98 Windows 98 SE Windows 2000 DirectX 7 Unsupported 3DMark2001 Third generation 3DMark and the first 3D benchmark to support DirectX 8, with key features such as vertices and pixel blinds, as well as dotsprites. [7] March 13, 2001 Windows 98Windows 98 SEWindows MEWindows 2000Windows XP DirectX 8.0 Discontinued after the release of 3DMark2001 SE 3DMark2001 SE 3DMark2001 Second edition is an updated version of the third generation 3DMark2001 (the basic benchmark tests, like 3DMark2001, but there is an additional Feature test and a wider range of hardware support). [8] 3DMark2001 SE is the last version of 3DMark to use the MAX-FX engine. February 12, 2002 Windows 98Windows 98 SEWindows MEWindows 2000Windows XP DirectX 8.1 Unsupported 3DMark03 The fourth generation 3DMark. This is the first version to support Microsoft DirectX 9.0 and introduces a number of new features. Graphics tests cover a variety of rendering techniques and DirectX 9 features, which are expanded on a similar system used in 3DMark2001. [9] 3DMark03 does not use a third-party engine for any of the tests; light DirectX packaging materials. The final result the weighted sum of the game tests. Cpu and other test results are not taken into account. [10] As a complete package, 3DMark03 consists of 4 game tests: GT1: Wings of Fury - SM1.1 vertex shaders are used in addition to fixed function pixel processing. GT2: Battle of Proxycon - SM1.1 pinnacles / SM1.4 or 1.1 pixel blinds / stencil shadows GT3: Trolls Lair - SM1.1 vertex blinds / SM1.4 or 1.1 pixel blinds / stencil shadows GT4: Mother Nature - SM1.x and SM2.0 vertex and shadow ers 2 CPU tests - low resolution versions of GT1 and GT3, software vertex blinds, make cpu load 4 Feature tests: Single and multiple texturing charging speeds - fixed function rendering Vertex shader - SM1.1 vertex and pixel blinds Pixel shader 2.0 - procedural texturing Ragtroll - ragdoll physics and SM1.1 rendering Sound tests - a set of graphics tests using 0, 24 and 60 audio sources February 11, 2003 Windows 98Windows 98 SEWindows MEWindows 2000Windows XP DirectX 9.0 Unsupported 3DMark05 Fifth Generation 3DMark. Like 3DMark03, it's based on DirectX 9, but all graphics tests require minimal hardware support for Shader Model 2.0. [11] Although the tests only use Shader Model 2.0, by default it uses the highest translation profile supported by the hardware, including 3.0. The end result is a geometric average weighting for the game tests alike. CPU results are not taken into account. [12] In the free version, only demo 1.[13] 2004. [14] The three game tests renamed from 3DMark05 were transferred and updated, and a fourth new test, Deep Freeze, was added. The scoring formula has been modified to include cpu test results: For the first time in cpu result history, it affects the final 3DMark score. This is because more and more games are using complex AI algorithms and complex physical calculations. [15] Some graphical tests have the following characteristics: HDR rendering Shadow mapping is used for all objects (especially cascading shadow mapping, depth textures filtered by hardware PCF) Water surfaces are created using pixel blinds for HDR refraction, HDR reflection, depth fog and Gerstner wave features atmospheric effects generated through the use of heterogeneous fog, light scattering and cloud mixing Material surfaces use either the Blinn-Phong shading model or Strauss lighting model and subsurface scattering in some cases THE CPU tests of 3DMark06 differ from previous 3DMark versions - instead of using softwarevertex shading to provide CPU workload, they use the routines of road search, physics and engine instead, over multiple threads. The free version only shows the part 1, Return to Proxycon, the demo. [16] January 18, 2006 Windows VistaWindows 7Windows 8Windows 8Windows 8.1Windows DirectX 9.0c Unsupported 3DMark Vantage Futuremark released 3DMark Vantage on April 28, 2008. [17] This is a DirectX 10-based benchmark and will only run on Windows Vista (Service Pack 1) and Windows 7. Unlike all previous versions there is no demo mode 3DMark Vantage. Initially the 3DMark Vantage series included a free trial which allowed a single run, the Basic Edition priced at US6.95 and the Advanced Edition priced at $US19.95. On March 15, 2011, Futuremark released an update to 3DMark Vantage that discontinued the trial version and made the Basic Edition available for free download. [18] April 28, 2008 Windows VistaWindows 7Windows 8 Windows 8.1Windows 10 DirectX 10 Not Supported; no longer received updates from other SystemInfo 3DMark 11 3DMark 11 widely used all new features directx 11 including tessellation, calculation shading and multithreading. It was released on December 7, 2010. [19] The 3DMark 11 included four graphics tests - Deep Sea 1 & 2, High Temple 1 & 2 - to measure GPU performance, a physical test to measure CPU performance, and a combined test to measure CPU and GPU performance. 3DMark 11 includes a demo that adds a soundtrack to the visual content. December 7, 2010 Windows VistaWindows 7Windows 8 Windows 8.1Windows 10 DirectX 11 Not Supported; On November 14, 2011, updates other than SystemInfo 3DMark Development for the new version of 3DMark were announced, with the final product, which was simply named 3DMark, on November 14, 2013. Windows, Android and iOS scores are comparable, so this version of 3DMark is the first to allow cross-platform performance comparison. Unlike previous versions, 3DMark includes separate benchmark tests, each of which makes its own score. Ice Storm is a DirectX 11 feature at level 9/OpenGL ES 2.0 test targeting smartphones, tablets and entry-level PCs. Ice Storm Extreme is a version of Ice Storm that uses more demanding settings to provide the right test for high-end mobile devices. Sling Shot is a mobile-only test that was unveiled in March 2015 for Android and iOS, which is aimed at the latest mobile devices and flagship phones. Cloud Gate is a DirectX 11 level 11 test for typical home PCs and notebooks. The Sky Diver is a DirectX 11 test aimed at gaming laptops and mid-range PCs that can't reach double-digit frame rates in the more demanding Fire Strike test. Night Raid is a DirectX 12 test designed for systems that use integrated graphics, such as tablets, laptops, and desktops that lack dedicated graphics hardware. Fire Strike is a DirectX 11 test game for PCs. Fire Strike Extreme is a version of Fire Strike used to test high-performance gaming PCs with multiple GPUs. Fire Strike Ultra is another version of Fire Strike, designed to be tested quality PCs that are capable of gaming in 4K resolution. Time Spy is a DirectX 12 test that was added in July 2016. [20] [21] Because you use DirectX 12, which is only available in Windows 10, only windows 10, but not on older versions of windows operating system. Just like Fire Strike Extreme, Time Spy Extreme is a version of Time Spy used to test high-end gaming PCs. February 4, 2013 (Windows)April 2, 2013 (Android)September 9, 2013 (iOS)October 14, 2013 (Windows RT) WindowsWindows 7Windows 8 Windows 8.1Windows 10Windows RTAndroidiOS DirectX 11 Direct 3D feature 9levels, 10 and 11. Time Spy Test - DirectX 12 is a feature level 11_0 supported supported 3DMark Port Royal 3DMark Port Royal to test and compare the real-time ray tracking performance of any graphics card. [22] January 8, 2019 Windows 10 October Update DirectX Raytracing Supported See also Benchmark (Computing) PCMark Futuremark References ^ What is 3DMark?. Futuremark Industries. ^ Futuremark Corporation Releases 3DMark99 (174,000 ^) Futuremark Corporation. 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