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Intel Arc Graphics Windows

Intel Core i9-13900K testing with a ASUS PRIME Z790-P WIFI (0602 BIOS) and Intel Arc A770 on Microsoft Windows 11 Pro Build 22621 via the Phoronix Test Suite.

Test Systems:

Windows 11

Processor: Intel Core i9-13900K @ 3.00GHz (24 Cores / 32 Threads), Motherboard: ASUS PRIME Z790-P WIFI (0602 BIOS), Memory: 2 x 16384 MB 6000MHz Corsair CMK32GX5M2B6000C36, Disk: 1908GB SOLIDIGM SSDPFKKW020X7, Graphics: Intel Arc A770, Audio: HD Audio Device, Monitor: ASUS V8U, Network: Bluetooth Device (Personal Area) + Realtek Gaming 2.5GbE

OS: Microsoft Windows 11 Pro Build 22621, Kernel: 10.0.22621.963 (x86_64), Display Driver: 31.0.101.3975, OpenCL: OpenCL 3.0, Compiler: GCC 8.3.0, File-System: NTFS, Screen Resolution: 3840x2160

Processor Notes: CPU Microcode: 000000000E010000
Security Notes: VBS: Enabled and running + HVCI: Running + MBEC: Available

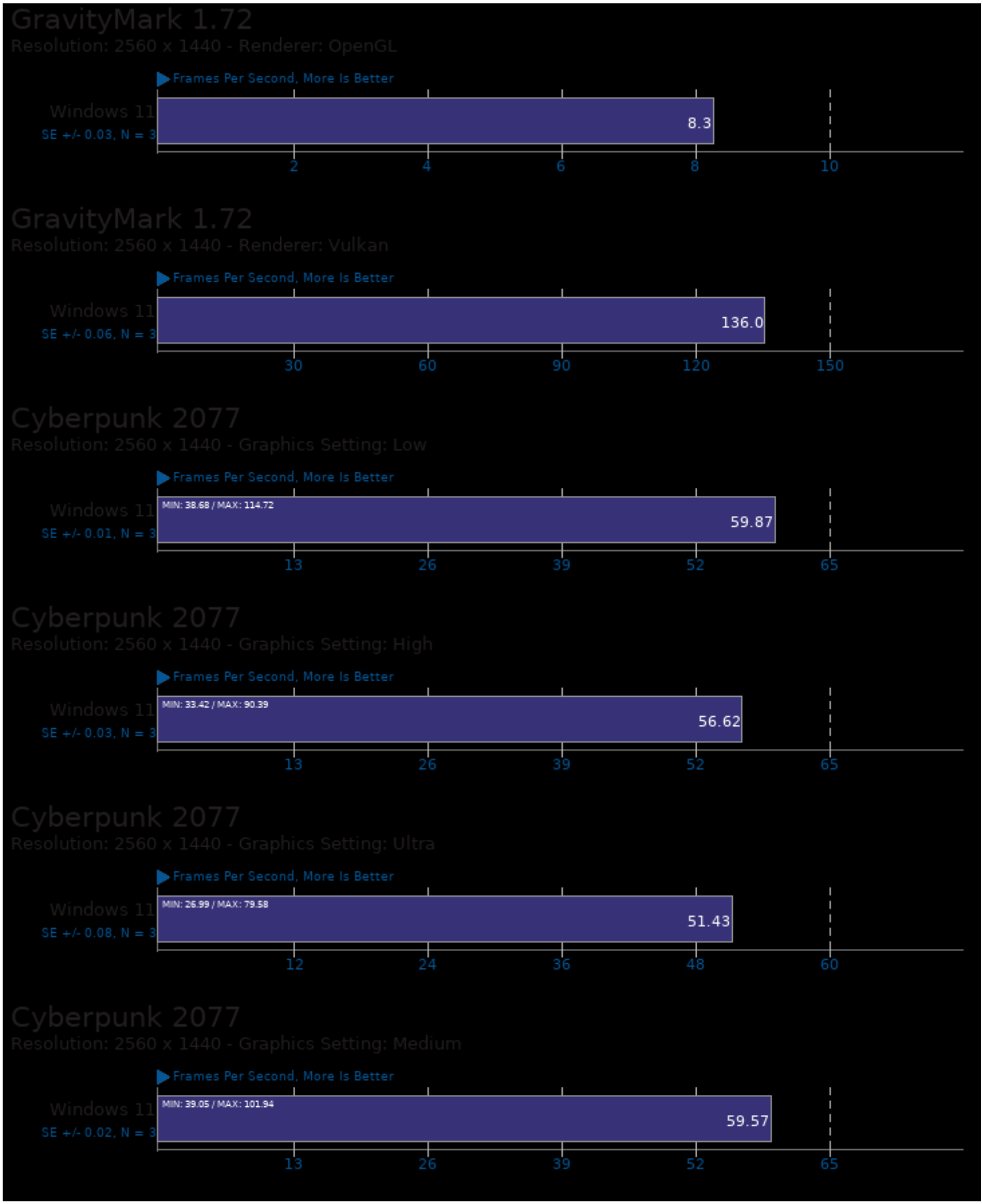
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	Windows 11
GravityMark - 2560 x 1440 - OpenGL (FPS)	8.3
Standard Deviation	0.7%
GravityMark - 2560 x 1440 - Vulkan (FPS)	136.0
Standard Deviation	0.1%
Cyberpunk 2077 - 2560 x 1440 - Low (FPS)	59.87
Standard Deviation	0%
Cyberpunk 2077 - 2560 x 1440 - High (FPS)	56.62
Standard Deviation	0.1%
Cyberpunk 2077 - 2560 x 1440 - Ultra (FPS)	51.43
Standard Deviation	0.3%
Cyberpunk 2077 - 2560 x 1440 - Medium (FPS)	59.57
Standard Deviation	0.1%
F1 22 - 2560 x 1440 - Low (FPS)	39
Standard Deviation	0%
F1 22 - 2560 x 1440 - High (FPS)	37
Standard Deviation	0%
F1 22 - 2560 x 1440 - Medium (FPS)	38
Standard Deviation	0%
F1 22 - 2560 x 1440 - Ultra High (FPS)	33
Standard Deviation	1.7%
HITMAN 3 - 2560 x 1440 - Low (FPS)	130.90
Standard Deviation	0.2%
HITMAN 3 - 2560 x 1440 - Ultra (FPS)	124.85
Standard Deviation	0.7%
HITMAN 3 - 2560 x 1440 - Medium (FPS)	129.18
Standard Deviation	0.8%
Left 4 Dead 2 - 2560 x 1440 - OpenGL (FPS)	450.58
Standard Deviation	0.1%
Portal 2 - 2560 x 1440 - OpenGL (FPS)	640.78
Standard Deviation	0.4%
Quake II RTX - 3840 x 2160 - High - On - VK_KHR_ray_query (FPS)	16.996555
Standard Deviation	0.3%
Quake II RTX - 3840 x 2160 - High - Off - VK_KHR_ray_query (FPS)	26.198158
Standard Deviation	0.1%
Quake II RTX - 3840 x 2160 - High - On - VK_KHR_ray_tracing_pipeline (FPS)	11.926155
Standard Deviation	0.1%
Quake II RTX - 3840 x 2160 - High - Off - VK_KHR_ray_tracing_pipeline (FPS)	15.794489
Standard Deviation	0.1%
Strange Brigade - 2560 x 1440 - Low (FPS)	251.4
Standard Deviation	1.5%
Strange Brigade - 2560 x 1440 - High (FPS)	206.0
Standard Deviation	0.3%
Strange Brigade - 2560 x 1440 - Ultra (FPS)	189.9
Standard Deviation	1%
Strange Brigade - 2560 x 1440 - Medium (FPS)	222.5
Standard Deviation	0.6%
Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS)	160.256
Standard Deviation	0.2%
Unigine Superposition - 2560 x 1440 - Fullscreen - Low - OpenGL	229.0
Standard Deviation	0.4%

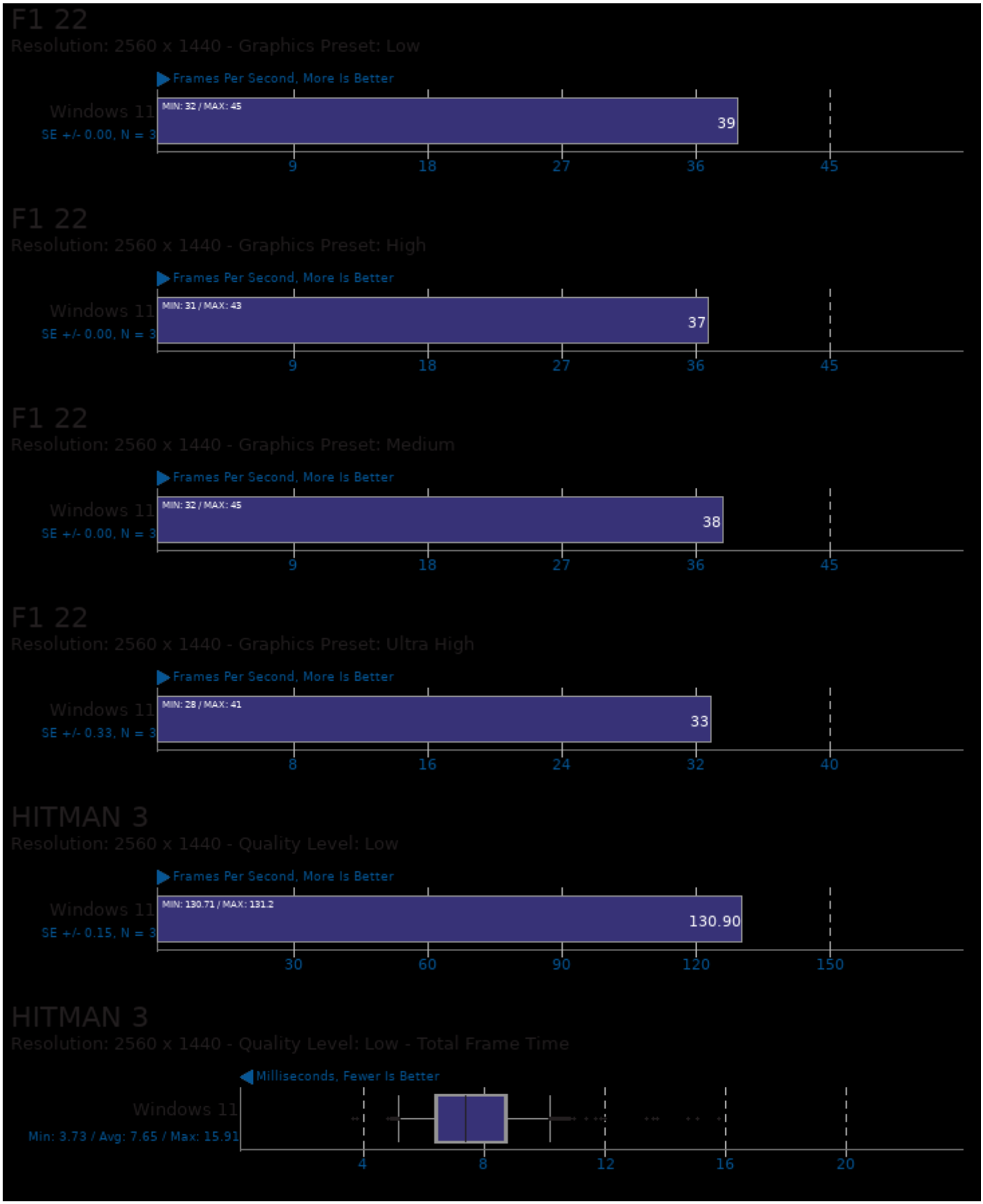
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Unigine Superposition - 2560 x 1440 - Fullscreen - High - OpenGL (FPS)	81.9
Standard Deviation	0.1%
Unigine Superposition - 2560 x 1440 - Fullscreen - Medium - OpenGL (FPS)	118.3
Standard Deviation	0%
Unvanquished - 2560 x 1440 - High (FPS)	90
Standard Deviation	0%
Unvanquished - 2560 x 1440 - Ultra (FPS)	90
Standard Deviation	0%
Unvanquished - 2560 x 1440 - Medium (FPS)	90
Standard Deviation	0%
Xonotic - 2560 x 1440 - Low (FPS)	590.1542359
Standard Deviation	0.4%
Xonotic - 2560 x 1440 - High (FPS)	505.3161703
Standard Deviation	2.4%
Xonotic - 2560 x 1440 - Ultra (FPS)	459.2093748
Standard Deviation	1.4%
Xonotic - 2560 x 1440 - Ultimate (FPS)	362.7770921
Standard Deviation	0.6%

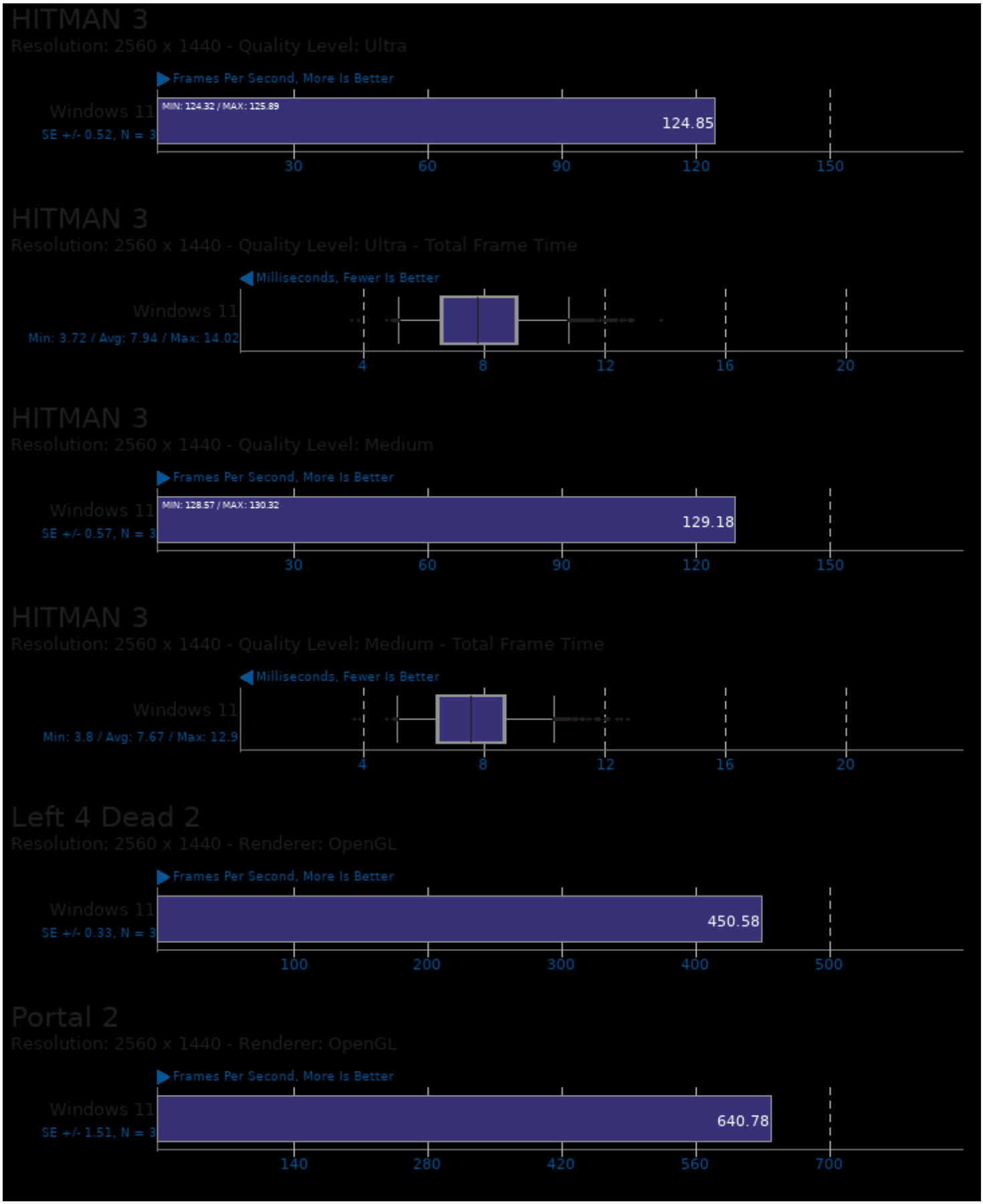
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Quake II RTX 1.6

Resolution: 3840 x 2160 - Global Illumination: High - Denoiser: On - Ray Tracing API: VK_KHR_ray_query



Quake II RTX 1.6

Resolution: 3840 x 2160 - Global Illumination: High - Denoiser: Off - Ray Tracing API: VK_KHR_ray_query



Quake II RTX 1.6

Resolution: 3840 x 2160 - Global Illumination: High - Denoiser: On - Ray Tracing API: VK_KHR_ray_tracing_pipeline



Quake II RTX 1.6

Resolution: 3840 x 2160 - Global Illumination: High - Denoiser: Off - Ray Tracing API: VK_KHR_ray_tracing_pipeline



Strange Brigade

Resolution: 2560 x 1440 - Graphics Setting: Low

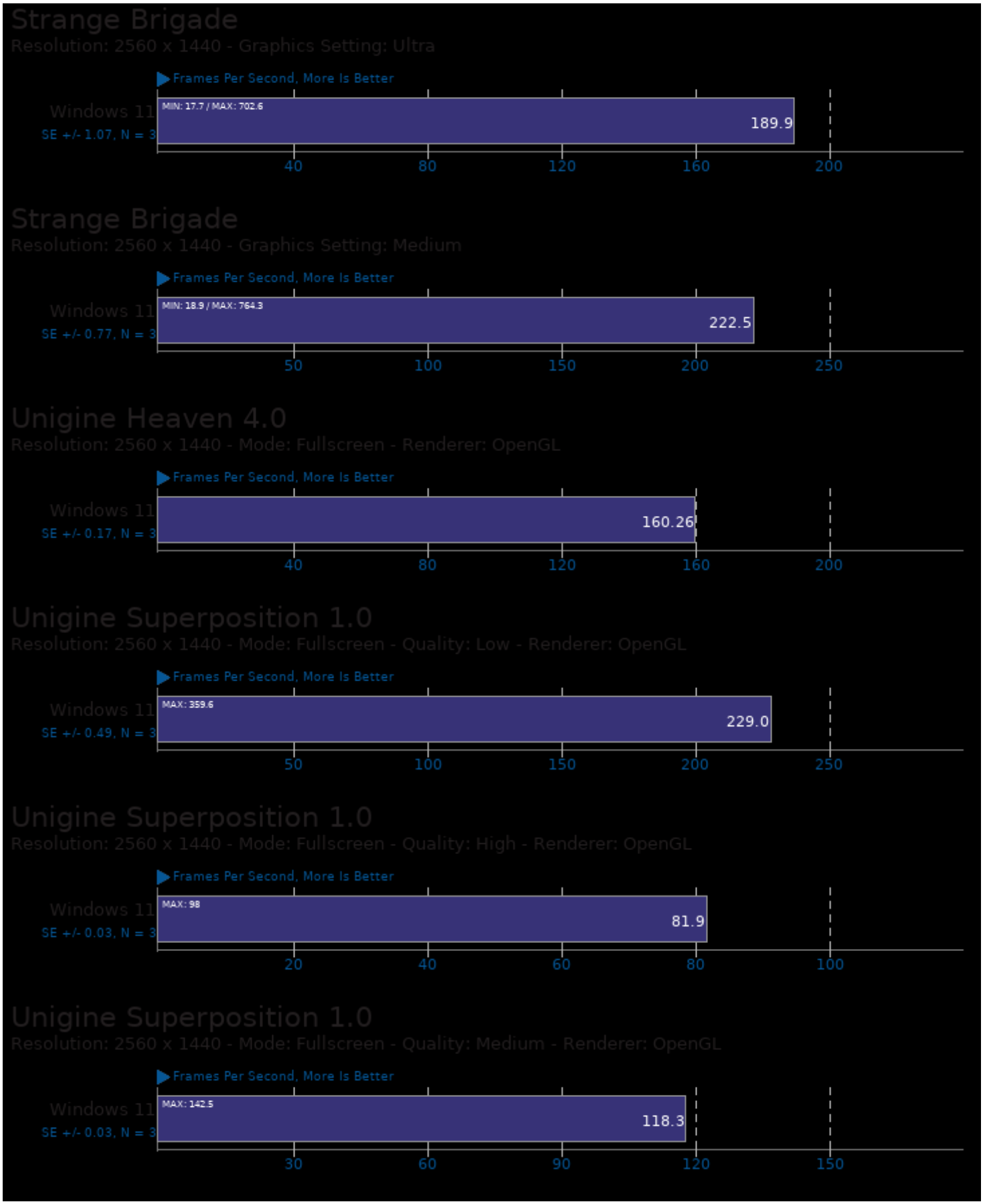


Strange Brigade

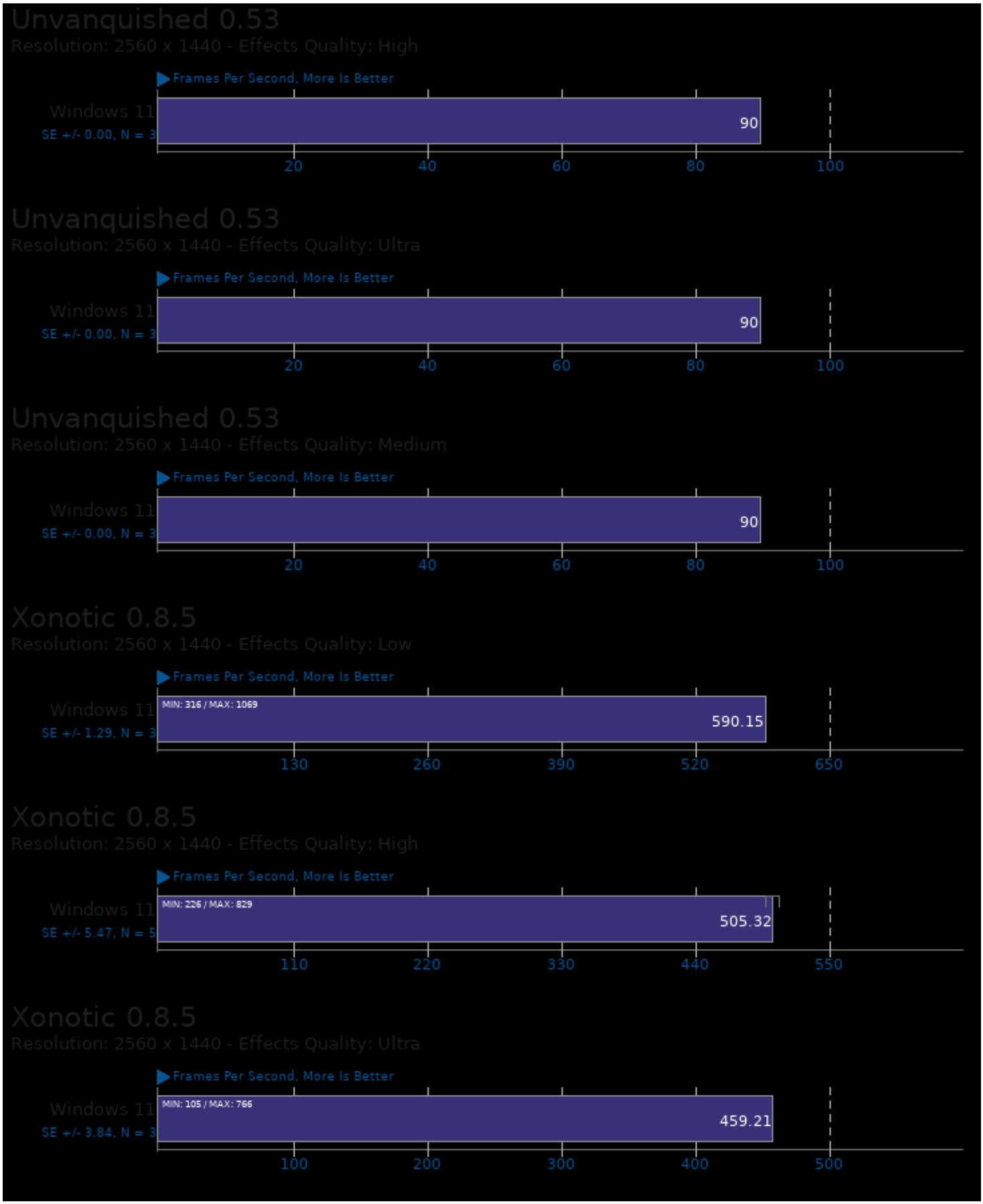
Resolution: 2560 x 1440 - Graphics Setting: High

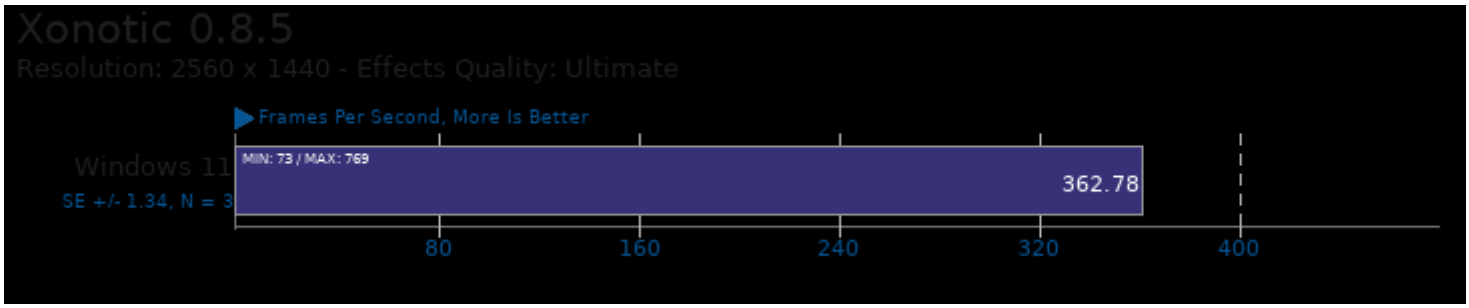


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