

Powered by Unigine Engine

Heaven Benchmark v3.0 Basic

FPS: **52.4**

Scores: **1319**

Min FPS: **30.3**

Max FPS: **128.0**

Hardware

| | |
|-------------------|---|
| Binary: | MacOS 64bit GCC 4.2.1 Release Mar 7 2012 |
| Operating system: | Darwin 12.1.0 x86_64 |
| CPU model: | Intel(R) Core(TM) i7-3770 CPU @ 3.40GHz |
| CPU flags: | 3501MHz MMX SSE SSE2 SSE3 SSSE3 SSE41 SSE42 HTT |
| GPU model: | NVIDIA GeForce GTX 670 2048Mb |

Settings

| | |
|---------------|---------------------------|
| Render: | opengl |
| Mode: | 1920x1080 8xAA fullscreen |
| Shaders: | high |
| Textures: | high |
| Filter: | trilinear |
| Anisotropy: | 16x |
| Occlusion: | enabled |
| Refraction: | enabled |
| Volumetric: | enabled |
| Tessellation: | disabled |

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