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26 minutes ago, the inexplicable Lag said: 33% say: 1440 on 4k panels will look just fine, no noticeable difference with the native 1440. 33% say: It's blurry and doesn't look as good as the native 1440, maybe more like a very good 1080 display. 33% say: 1440 by 4k display looks rubbish, absolute crap, native 1080 looks better, it's irreproducible! ... and then some random dude (final 1%) comes and says to me: I bet none of these people have ever tried, I bet they just repeat the things they read somewhere. Ahhh! Well, it's true that most people haven't tried most people have non-native experience on lower resolutions (e.g. 1080p on a 1440p monitor, or 720p on a 1080p monitor) and then decide: Well, that looked awful, so 1440p on 4K should look awful too! Yes, 1440p on a 4K screen will be blurrier than 1440p on the home display of 1440p. But the higher the resolution, the less noticeable it becomes. If you're trying to read wonderful text, it won't be so good, but in games I don't think it's a big deal. Play 1080p on a 1440p screen... pretty blurry. But 1440p on a 4K screen, to be honest, isn't really that bad. At least my eyes. So if I had a 4K monitor but the game was struggling on a 4K resolution, what would it look like if I changed the resolution to 1440p would look like a complete trash 1080p looks normal on my 1440p monitor so I'd assume 1440p at 4k would look good. Anyway, 1080p per 4k should look exactly like 1080p at 1080p (the same thing happens with 720p on a 1440p monitor) since it's an integrator scaling, so you can go for it instead. But have you considered just getting a 1440p monitor if you're going to play at 1440p anyway? I have a Dell U2515H, 25, very pleased. 1440p looks good on my 4K monitor. 1080p doesn't. I had a 24Samsung 4K monitor: everything except the native 3840x2160 looked fuzzy. It won't look like garbage, but it won't look great. I really recommend matching the resolution of your monitor with the resolution your installation can consistently produce. Native Res will always look much better on monitors. However, many games have permission to scale sliders built these days if you want to go down that path. This makes things a lot more palatable, although still not ideal compared to native RES. It works great for me. Many of my games run at 1440p 60 FPS and they look fantastic. Don't really have a problem with 1080p content either, not sure if its b/c with my OLED screen. I play Fate 2 at 1080p on my 4K TV as iv has only got a GTX1060 graphics card and it looks great so far. So it will look good ! This will look 90% as good as a 1440p monitor. Yes, I know, I just thought how 4k games will look amazing and work well others will work like crap on 4k lol Will we ever get monitors that can scale lower resolutions without any loss of quality? (CRT did, didn't it?) I'd assume the 1080 would look better on a 4k monitor as it scaled perfectly to x4, wouldn't it? Very few monitors offer nearest neighbor scaling scaling 1080p to 4K sadly, which will look as good as a native 1080p screen of the same size. I have a stupidly expensive monitor and it doesn't offer it. Honestly, they don't look good at all on my 4k monitor. Proply bcz crap upscaling. Once you see the game running at 4k and then the 1440p difference is huge to me. So I make compromises on 4k myself instead of changing to 1440p. there are 1080ti so most games hit that mark after turning down some settings. Last edited: November 20, 2018 Obviously it looks sharper than 1080p and blurrier than 4K lol. But you don't get terrible results when something below 4K is being displayed. 1440p is always better than 1080p because the intelligence will be sharper, regardless of whether the 4K or 1440p screen. I would also say the size doesn't matter because even on my 43 4K monitor the 1440p looks just fine (PS4 Pro). Can you make a 4k PC output, but do at a lower resolution like the console does? 1080p looks really pixilated at 4k almost as bad as 480p on screen 1080p. 1080p looks good at 4k.panel, 1440p doesn't. The 1080p scales are excellent. The 1080p looks normal on my 1440p monitor so I would assume 1440p to 4k would look good. Anyway, 1080p per 4k should look exactly like 1080p at 1080p (the same thing happens with 720p on a 1440p monitor) since it's an integrator scaling, so you can go for it instead. But have you considered just getting a 1440p monitor if you're going to play at 1440p anyway? I have a Dell U2515H, 25, very pleased. 1080p looks good at 4k.panel, 1440p doesn't. The 1080p scales are excellent. 1080p on a 4K monitor is a blurfest. Theoretically what you say should be correct, but in practice 1080p doesn't look as good on a 4k monitor as it would be at a native 1080p of the same size. I went through 3 very high end 4K monitors and did a bunch of research on it. 1080p looks good at 4k.panel, 1440p doesn't. The 1080p scales are excellent. So you think 1080p PS4 games look better than 1440p PS4 pro games? The additional resolution more than outweighs any difference in scaling induced problems. If you happen to have a 4K set that does the nearest neighbor zoom, then this can make a difference, but very few displays offer it. Otherwise, both will have scaling related intelligence losses (even if scaling specific problems is less than 1080p). Can you make a 4k PC output, but do at a lower resolution like the console does? Yes with Resolution Scaling as seen here: Also, for games that don't have zoom, you set them on an exclusive fullscreen, drop resolution on whatever you want, and let the GPU To display. Playing on a TV instead of a monitor eliminates a lot of this scaling heartache. Sure, it limits you to the FPS/G-sync side of things, but I don't play competitive games often, so it works for me. 1440p with a good anti alias will look about as good to your naked eye. right so not nVidia/AMD management management Option? The Nvidia control panel has the ability to control whether scaling is happening on the GPU or on display, but I find that my TV's upscaling looks much better than if I did the GPU do it. 1080p is really blurry, if I have a set to scale the GPU, but looks good if I let the TV do it this way, also means that the user interface of the game and everything will also get upscale, while the internal rendering options in games will draw the user interface on the native RES and just make the 3D part at the lower res We will ever get monitors that can scale lower resolutions without any loss of quality? (CRT did, didn't it?) CRT scales very well, yes. Fixed resolution does not track scaling. That's why I can't recommend 4k for PC right now. 1440p, of course. Anything from 1070/Vega on up will do fine at 1440p. 4k just much more demanding. I wouldn't recommend a 4K monitor if you push 4K in most games. You sit next to each other in general, so it will be noticeable. Do you want to get a 4K monitor even if your GPU won't be able to get good shots in some games? I would only do this if you plan on upgrading your GPU in the future. I play Fate 2 at 1080p on my 4K TV as iv has only got a GTX1060 graphics card and it looks great so far. So it will look good ! You've tried to make it at 4k and then reduce the resolution scaler to 25% that will have your HUD, menu, etc. lend on 4k and the actual game will lend at 1080 (or 25% of 4k). It might look a little better. You never know, you may be able to push it a little higher than 25%, stick to where you get the performance you're after. I have a 4K monitor as I work with it. Text, Photoshop, everything looks beautiful and sharp. I'll never go back to low drop displays. As I don't play that much on PC, my machine is pretty slow. I play at lower resolution almost all the time, it's normal if you take the distance. Using a GPU to scale improves things, but I'm not sensitive to it. 1440p scales perfectly at 4k monitor. 1080p doesn't look good. You've tried to make it at 4k and then reduce the resolution scaler to 25% that will have your HUD, menu, etc. lend on 4k and the actual game will lend at 1080 (or 25% of 4k). It might look a little better. You never know, you may be able to push it a little higher than 25%, stick to where you get the performance you're after. Yes, this should be a good idea for Destiny 2. You've tried to make it at 4k and then reduce the resolution scaler to 25% that will have your HUD, menu, etc. lend on 4k and the actual game will lend at 1080 (or 25% of 4k). It might look a little better. You never You may be able to push it a little higher than 25%, stick to where you get the performance you're after. Cheers I'll try this later ! Issue iv got iv got a 3gb 1060 version, I'll be buying a new installation from 2080 soon tho. Very few monitors offer the nearest neighbor scaling from 1080p to 4K unfortunately, which will look as good as a native 1080p screen screen Size. I have a stupidly expensive monitor and it doesn't offer it. Things like this make me glad that I got a 27"1080p screen for my PC use instead of paying more for a xD screen or 4K when my computer is a 1080p/60 machine at the moment. It's the same for consoles displaying on a 4K TV, will it still look like an ass? Cheers I'll try this later ! Issue iv got iv got a 3gb 1060 version, I'll be buying a new installation from 2080 soon tho. If you play the game at 1080 you don't need the texture to be too high. You can always reduce the depth of field, and shade to get a few more frames. I think the gameplay tempo is fast enough that you might as well turn off Wind Impulse. I have a film of grain and movement blur as well. I generally get 80-120 fps on native 1440 with similar settings. Jelly 2080. So you think 1080p PS4 games look better than 1440p PS4 pro games? The additional resolution more than outweighs any difference in scaling induced problems. If you happen to have a 4K set that does the nearest neighbor zoom, then this can make a difference, but very few displays offer it. Otherwise, both will have scaling related intelligence losses (even if scaling specific problems is less than 1080p). Well, my experience was outdated, then haha. Thanks for the info. Just make a custom resolution for 2715 x 1572 so it scales beautifully (ish). So if I had a 4K monitor but the game was struggling on a 4K resolution, what would it look like if I changed the resolution to 1440p it would look like complete garbage it would look good and if you say like a 27 inch monitor or so the difference would be almost invisible. 1440p is already quite sharp on most monitors. I play Fate 2 at 1080p on my 4K TV as iv has only got a GTX1060 graphics card and it looks great so far. So it will look good ! The TV is usually to handle sub native resolution better than monitors. It's usually better when scaling. Depends on the OP monitor, some will do it better than others. Since you can see the OP, opinions are all over the place. I think in the end it depends on your monitor/TV and how good it is when scaling. Obviously scaled content will never look as good as native, but how well the display handles lower resolution will vary from model to model and how sensitive your eyeballs are. In my experience, desktop monitors do worse zooming than TVs, so I'd like to try to get a monitor that fits my target resolution. If you play on TV, then it's more of a crapshoot. I have a 55 Samsung KS8000 4K set and 1080p and 1440p look pretty big on it from a distance of 6' or so. Will it be even if I had a 4K desktop but changed in game settings to 1440p? Yes. The game will provide 1440p and scale up to a 4k display. A lot of the time new games have a scaling resolution, which is similar to the equivalent, except you keep your user interface at 4K, but everything else now turns out to add percentage, so assume that you choose 66% to lend permission to 4K settings, settings, will receive a sharp increase in frame rate, which is a resolution of 1440p. Visual impact is not too bad at all. If the game doesn't have a rendering switch resolution I just said it's up to 1440p if I can't hit it at 4k in this scenario. Things like this make me glad that I got a 27"1080p screen for my PC use instead of paying more for a xD screen or 4K when my computer is a 1080p/60 machine at the moment. Definitely a smart thing to do. I do almost all my games on 4K, so I didn't really look at lower resolutions until playing BFV with a trace beam. While 1080p ran better than 1440p, 1440p still ran well enough that I was happy to increase resolution because the intelligence was decent compared to 1080p. Nothing like as good as 4K, but more than passable. Page 2 Very few monitors offer the nearest neighbor scaling 1080p to 4K sadly, which will look as good as a native 1080p screen of the same size. I have a stupidly expensive monitor and it doesn't offer it. It wouldn't look as good as the home screen Res. We had a near neighbor zooming in when the Macs started typing retina displays, and it wasn't pretty. Basically, you have to choose between blurry or uneven. Things like this make me glad that I got a 27"1080p screen for my PC use instead of paying more for a xD screen or 4K when my computer is a 1080p/60 machine at the moment. 1080p at 27 is bad for this computer stuff though. 1080p at 27 is bad for this computer stuff though. My computer uses 70% of games, 20% watch media (movies or YouTube) and 10% web browsing. My computer isn't exactly a behemoth and is basically a 1080p/60 machine in the first place (or 1440p to 1620p/30, but for that I can always carry a laptop to a 4K TV). Work stuff I do on my laptop work, so it's good

enough for my use cases. I use a 4k monitor and have recently been tinkering with Ray Tracing in BF V. I lowered res from 4k to 1080p to see the difference in performance, and 1080p looked absolutely awful. I have the same problem, the recent purchase of 4k oled and with the 1070 and PS4 pro I have basically zero content in the net 4k. 1070 is decent with a few games in 4k, but I hate playing below 60 frame, so it doesn't go for me in most cases. Patiently waiting for the cheap 1080ti-2080 right now :(I have the same problem, the recent purchase of 4k oled and with the 1070 and PS4 pro I have basically zero content in the net 4k. 1070 is decent with a few games in 4k, but I hate playing below 60 frame, so it doesn't go for me in most cases. Patiently waiting for the cheap 1080ti-2080 right now :(I had the same setup 1070 gtx and 55 b7a oled and by switching to 1440p or scaling resolution. I am pretty good results. Eventually I got a 1080ti chase 4k/60 dream on one of my pcs and although I can hit 4k/60 with some adjustment settings for most games the difference in intelligence ratio wasn't as big as you might think when I used previous resolution techniques. What you have to do is get 32 4k and then create a custom ultra-resolution ultra-resolution games that need a little help. I only tried fate 2 at 1440p with the new TV because other games are too heavy to rock solid frames with this resolution. Not very impressive, if I have to be honest, maybe the game itself, which is not quite what I call the look ... I still have to try fake4k on a professional with horizon-spidey-gow, with rdr2 orrible. (Sorry for my bad English) I only tried fate 2 at 1440p with the new TV because other games are too heavy to rock solid frames with this resolution. Not very impressive, if I have to be honest, maybe the game itself, which is not quite what I call the look ... I still have to try fake4k on the pro with horizon-spidey-go. (Sorry for my bad English) For fate 2 try this. 4k with a resolution of 66 to 70% with med/high settings. 1440p doesn't really look all that great on a 4k monitor/TV when playing on a PC. However, I find the game scaling to work very well when you use a 4k resolution with say 80% rendering (close to 1800p resolution). 1440p has a noticeable fusibility to it while the 80-90% rendering still seems sharp to me. I'd assume the 1080 would look better on a 4k monitor as it scaled perfectly to x4, wouldn't it? Scaling an integer doesn't really matter much for 3D graphics. This may make HUD look a little nicer, but it's basically it. If you play a game that uses sprites, this is of course a different story. Side note, if you haven't explicitly installed a GPU to use scaling integration, there's a good chance that it's not being used, even if your resolution and monitor combo should support it. Why it's not the default, I have no idea. My computer uses 70% of games, 20% watch media (movies or YouTube) and 10% web browsing. My computer isn't exactly a behemoth and is basically a 1080p/60 machine in the first place (or 1440p to 1620p/30, but for that I can always carry a laptop to a 4K TV). Work stuff I do on my laptop work, so it's good enough for my use cases. Of course, it makes sense. I'm a developer, so coding on a 271080p display would be a nightmare. I play most of my computer games on the 4k TV X900E Bravia. The games look amazing on any resolution and since the colors are really good it makes the games look much better than on my game monitor. Yes. The game will provide 1440p and scale up to a 4k display. A lot of the time new games have a scaling resolution, which is similar to the equivalent, except you keep your user interface at 4K, but everything else now turns out to add percentage, so let's say you choose 66% to lend permission to 4K settings, you get a sharp increase in frame rate, which is 1440p resolution. The visual impact isn't that bad at all. If the game doesn't have a rendering switch resolution I just said it's up to 1440p if I can't hit it at 4k in this scenario. That's a great thank you. The only big no no is no 1080p on a 1440p monitor. Mainly because of the fact 1080p doesn't scale into 1440p nicely. The 1080p looks normal on my 1440p monitor so I would assume 1440p to 4k would look good. Ok. 1080p per 4k should look exactly like 1080p at 1080p (the same thing happens with 720p on a 1440p monitor) since it's a scaling integrator, so you can go for it instead. But have you considered just getting a 1440p monitor if you're going to play at 1440p anyway? I have a Dell U2515H, 25, very pleased. 1080p to 4k won't look the same because your monitor or TV will apply any kind of upscaling it carries. 1080p to 4k won't look the same because your monitor or TV will apply any kind of upscaling it carries. Well, it depends. On my 1440p monitor (Dell U2515h), if I increase the sharpness of the setup to 100 (bear with me) it will make the nearest neighbor zoom from 720p. I personally enjoyed this for the Xenoblade X and Xenoblade 2 (both 720p games), they looked super sharp as if the screen was 1280x720. Of course, I also had to install the Wii you and the switch to exit at 720p. The moment when I choose 1080p, it looks fuzzy again. It will look good in window mode. If you play the game at 1080 you don't need the texture to be too high. You can always reduce the depth of field, and shade to get a few more frames. I think the gameplay tempo is fast enough that you might as well turn off Wind Impulse. I have a film of grain and movement blur as well. I generally get 80-120 fps on native 1440 with similar settings. Jelly 2080. Fate seems very well done on PC and lv got most things on a high and it's basically blocked 60fps. And don't be hell like this goikg cost me an arm and leg haha I'll be playing MW at 1440p on my 55 C9 Oled because it supports 1440p/120 and only 4k60. From the beta, I didn't seem to notice all that much different from the 4K at my 7' meeting distance. I hate how 1440p looks on my oled TV. I prefer to play at 1080p, 1440p just doesn't look right and in some cases awful (the map in Metro Exodus looked like a blurry mess). On my 4k 55' Samsung q6 games look good after sharpening pass. I think both the 1080 and 1440 both look good on my iMac 5K you tried to make it at 4k and then reduce the resolution scale to 25% that will have your HUD, menu, etc. render on 4k and the actual game will lend at 1080 (or 25% from 4k). It might look a little better. You never know, you may be able to push it a little higher than 25%, stick to where you get the performance you're after. ooooh is something I need to try. wanted to play more on my oled but my computer isn't quite suitable for 4k on performance I would like 1440p on 4k monitor reddit. 1440p on 4k monitor blurry. running 1440p on 4k monitor. 1080p or 1440p on 4k monitor. 1080p vs 1440p on 4k monitor. ps4 pro 4k on 1440p monitor. can you run 1440p on a 4k monitor. does 1440p look good on a 4k monitor

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