

23-Way Graphics Card Comparison With Shadow of the Tomb Raider On Linux

By *Roy Schestowitz*

Created 18/11/2019 - 3:46pm

Submitted by Roy Schestowitz on Monday 18th of November 2019 03:46:10 PM Filed under [Graphics/Benchmarks](#) [1]
[Gaming](#) [2]

The Linux port of Shadow of the Tomb Raider basically recommends at least an AMD GCN 1.2 or newer graphics card or GeForce GTX 680 or newer, basically the bare requirements on Linux for having a Vulkan driver out-of-the-box. It should also be possible getting a GCN 1.0/1.1 graphics card working if opting to use the AMDGPU DRM driver rather than Radeon DRM as needed for Vulkan driver support. But Feral recommends at least a Radeon RX 480 Polaris graphics card for decent performance. Current Intel graphics are not fast enough to run this game on Linux.

[3]

[Graphics/Benchmarks](#) [Gaming](#)

Source URL: <http://www.tuxmachines.org/node/130626>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] <http://www.tuxmachines.org/taxonomy/term/69>

[3] <https://www.phoronix.com/scan.php?page=article&item=shadow-tomb-raider&num=1>