AMD Presents Radeon RX 5500 Graphics Processors

Written by Alice Marshall
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AMD announces the Radeon RX 5500-- a series of graphics processors based on 7nm Navi GPUs aimed at bringing RDNA gaming architecture to the mainstream market on both desktop and notebook PCs.

The range consists of the regular desktop RX 5500 and the RX 5500M mobile variant. The company says it built for 1080p gaming with high-fidelity graphics and ultra-responsive gameplay, with the promise of a 37% increase in average performance compared to previous Radeon graphics cards running at 1080p, at least with "select titles."

For mobile gaming, the RX 5500M provides a 30% boost in performance, with up to 60fps in select AAA titles and up to 90fps in select eSports games. In addition, AMD says the RX5500 allows for 1.6X higher gaming performance-per-watt than current Radeon graphics cards based on Graphics Core Next (GCN) architecture.

Further technologies inside the cards include Radeon Image Sharpening (RIS) for sharp visuals on high-resolution displays, the AMD FidelityFX toolkit for post-process effects and Anti-Lag to "significantly" decrease input-to-display response times. FreeSync is also included, and AMD says the technology is supported by over 950 monitors.

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"It's been incredible to see the response to our RDNA architecture from gamers worldwide, and now we're bringing the same high-framerate, dynamic gameplay and advanced features to 1080p gaming with the Radeon RX 5500 series," the company adds. "AMD is committed to delivering incredible gaming experiences to all gamers across all price-points. Whether fighting the Calypso twins in *Borderlands 3* or battling to take back Auroa in *Tom Clancy's Ghost Recon Breakpoint*   , the Radeon RX 5500 series allows every gamer to feel fully immersed and lose themselves in these beautiful and complex worlds."

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