

Sony Further Teases PlayStation 5

Written by Marco Attard
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Sony continues to slowly but surely ramp up the hype for the fifth PlayStation console as it announces the next-generation console, sensibly named the PlayStation 5, is set to launch in time for the 2020 holiday season.



The announcement comes as the company gives *Wired* a sneak peak of the machine. [As previously confirmed](#), the PS5 is based on AMD technology, with a Ryzen-based CPU and Navi GPU. Details on the capabilities of the hardware are scant, but system architect Mark Cerny does confirm it features ray-tracing acceleration, allowing it to push some truly sophisticated lighting simulation.

Cerny also tells about the storage inside the PS5. As mentioned in previous reports it is SSD-based, and promises to not only make loading faster but also allow for "more configurable" installation. Asked what that involves, Cerny tells how users will be able to install specific portions of a game, such as just the multiplayer campaign, or uninstalling just the single-player portion of the game. Helping players go through such processes is a revamped UI described as both fast booting and detailed, as opposed to the bare-bones home screen of the PS4.

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Sony does not tell how large how big the SSD will be, since the Wired feature moves to the controller. It reportedly looks very similar to the DualShock 4, but offers more in terms of haptic feedback. "Adaptive triggers" offer different levels of resistance through the inclusion of programmable voice-coil actuators, and both rumble and speakers appear to be improved. Powering all is a larger capacity battery, and USB-C takes care of charging.

As mentioned earlier, the PS5 hits the market by end 2020, and we imagine Sony will present more details on the machine until then.

Go [An Update on Next-Gen: PlayStation 5 Launches Holiday 2020](#)

Go [A Deeper Look at the PlayStation 5 \(Wired\)](#)