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Horizon zero dawn pc review

Horizon Zero Dawn came on pc a few days ago, which would have been unlikely this time last year. This is one of the most acclaimed games on PlayStation 4, and Sony isn't known for releasing its exclusive titles elsewhere – they are one of the biggest reasons to buy a PS4 at all. In the case of Horizon Zero Dawn, however, the PC version obviously makes sense. The PS4 is on its way out, with Ghost of Tsushima last month marking Sony's last major first-party release before the arrival of the PS5 later this year. And one of the biggest games announced for the PS5 is the Zero Dawn sequel to Zero Dawn next year, Horizon Forbidden West. So the re-release of Zero Dawn and its Frozen Wilds expansion on PC is smart marketing for the PS5. Sony isn't losing anything by making the game available to a new audience in the PS4 lifecycle at this point, and perhaps some PC players will be sufficiently addicted to the PS5 sequel if they didn't otherwise have it. (I wouldn't expect Forbidden West to make it on PC for several years, if at all.) Thinking is healthy, but it will only work if PC players actually have a good experience with Horizon Zero Dawn. And while the overall quality of the game is not in doubt, the port in general does not seem to have received a similar level of attention to detail. Horizon Zero Dawn is one of the most technically ambitious games on the PS4, but it's designed for hardware that's far less advanced than most gaming PCs today, and it seems that many people don't get the experience they'd expect. Picture: Sony Interactive I played Horizon Zero Dawn on my PC (GTX 1080 / i5 6600K / 16GB RAM) with the tag-one patch and the latest Nvidia driver installed, and the results were decent if not spectacular. I can run it at high settings at 1440p while hovering around 50 frames per second, which seems smooth enough on a G-Sync monitor. I sometimes see stops and stutters when entering a new area that I thought might have something to do with loading the game from a spinning hard drive. Then again, that's how it went on PS4, and I don't remember any stuttering there. The port comes with options to stabilize performance, but in my experience they don't work great. Locking the game to a supposedly stable 30fps does nothing to fix the problems. If anything, it only drives you to even lower frame rates when they happen. The same goes for the dynamic resolution mode, which is designed to keep you at a solid frame rate, but does nothing of the sort. It only occurs when things are really rattling, and it to do this by going to the next step at full resolution instead of reducing the pixel count smoothly. But with the original graphics preset, which, as far as I can tell, looks identical to the PS4 version, the frame rate usually remains above 60, and stuttering is largely reduced. One of the better reasons to play Horizon Zero Dawn on your PC is to support Resolutions and aspect ratios, including ultra-wide monitors. After all, the title of this game evokes wide views and long draws. It looks as good as expected, but there's a catch: the intermediate sequences still run at their original resolution, with a strange blur ring ingesting on the side of the screen instead of letterboxes. I appreciate the effort of using the screen area, but I think most people would prefer to display the 16:9 intermediate sequences in their original format if they are not revised for 21:9. Compared to Death Stranding's mostly large PC port, which shares the same Decima engine, Horizon Zero Dawn is much more hardware-heavy. Its graphics scale higher than Death Stranding, which more or less saw the same as the PS4 game in terms of visual elements, but it's harder to get playable results. Even without sticking, there are some weird quirks – like certain animations stuck at 30fps and anisotropic filtering doesn't work at all – that make Horizon Zero Dawn feel like it wasn't designed to leave the PS4. Death Stranding was a competent PC game from the beginning. For deeper coverage across a variety of machines that I can't produce myself, I recommend reading and observing the excellent work of Digital Foundry on Horizon Zero Dawn's deeply disappointing PC port. Between these, other reports and Guerrillas' own statement, it is clear that the port has not been optimized well for the PC. Unfortunately, you just can't expect Horizon Zero Dawn to run as well as other PC games that are also on PS4. I want to repeat that Horizon Zero Dawn was mostly okay on my PC. It's worse than Death Stranding, but far from as bad as Red Dead Redemption 2 (which was eventually fixed) at launch. I can play with higher graphics settings and frame rates than the PS4 version, and with ultra-wide support, so ultimately this is the best version for me despite its problems. But the reports of poor performance elsewhere are so widespread and different across a variety of hardware that I can't really recommend it until there is definitive evidence of comprehensive fixes. I hope that this happens and that the game works well in the end, because it would be great if Sony would put more of its games on pc. But I also hope that all future ports will get a little more time in the oven. Horizon Zero Dawn is now available on Steam, GOG and the Epic Games Store. Save.

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