

Unigine

Heaven Demo v1.0

FPS: **18.4**

Scores: **464**

Hardware

Binary:	Windows 32bit Visual C++ 1500 Release Oct 22 2009
Operating system:	Windows 7 (build 7600) 64bit
CPU model:	Intel(R) Core(TM)2 Quad CPU Q9550 @ 2.83GHz
CPU flags:	2838MHz MMX SSE SSE2 SSE3 SSSE3 SSE41 HTT
GPU model:	NVIDIA GeForce GTX 260 8.17.11.9562 1792Mb

Settings

Render:	direct3d10
Mode:	1920x1080 8xAA fullscreen
Shaders:	high
Textures:	high
Filter:	trilinear
Anisotropy:	16x
Occlusion:	enabled
Refraction:	enabled
Volumetric:	enabled

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