

Explain the difference between rtx and gtx:

The RTX series of graphics cards also includes support for AI-based features, such as deep learning super-sampling (DLSS) and mesh shaders. GTX series, on the other hand, are built on the previous Pascal architecture and don't have the hardware support for real-time ray tracing and AI-based features. However, they are still able to deliver good performance for gaming and other graphical tasks that don't require real-time ray tracing and AI-based features.

RTX and GTX are both series of graphics cards produced by NVIDIA. The main [difference between rtx and gtx](#) is that RTX cards are built on a new architecture, called Turing, which includes specialized hardware for real-time ray tracing, a technique used to create realistic lighting and shadows in 3D graphics.

RTX and GTX are both series of graphics cards produced by NVIDIA. RTX stands for "Real-Time Ray Tracing" and is a series of graphics cards built on a new architecture called Turing, while, GTX stands for "GeForce GTX" which is the brand name of NVIDIA's line of gaming graphics cards.

RTX series is focused on delivering the best possible performance for games and applications that make use of real-time ray tracing and AI-based features, while the GTX series is more geared towards delivering good performance for traditional games and graphical tasks.

The main **difference between RTX and GTX** graphics cards is in their architecture and capabilities. RTX graphics cards are built on the newer Turing architecture, which includes specialized hardware for real-time ray tracing and AI-based features. In contrast, GTX graphics cards are built on the older Pascal architecture and don't have the hardware support for real-time ray tracing and AI-based features.

The RTX series of graphics cards are designed to deliver the best possible performance for games and applications that make use of real-time ray tracing and AI-based features, such as deep learning super-sampling (DLSS) and mesh shaders. On the other hand, GTX series of graphics cards are designed to deliver good performance for traditional games and graphical tasks, without the need of the latest features.

Another **difference between rtx and gtx**, is the price, RTX graphics cards tend to be more expensive than the GTX graphics cards.

RTX series of graphics cards is focused on delivering the best possible performance for games and applications that make use of real-time ray tracing and AI-based features, while the GTX series is more geared towards delivering good performance for traditional games and graphical tasks, at a more affordable cost.

RTX graphics cards are built on the newer Turing architecture, which includes specialized hardware for real-time ray tracing and AI-based features. This allows for realistic lighting and shadows in 3D graphics, as well as features such as deep learning super-sampling (DLSS) and

mesh shaders. DLSS uses AI algorithms to improve the quality of in-game graphics, while mesh shaders allow for more detailed and complex 3D models. On the other hand, GTX graphics cards are built on the older Pascal architecture and don't have the hardware support for real-time ray tracing and AI-based features. They are designed to deliver good performance for traditional games and graphical tasks, such as gaming, video rendering and 3D modeling, without the need of the latest features.

Another difference is the price, RTX graphics cards tend to be more expensive than the GTX graphics cards.

RTX series of graphics cards is focused on delivering the best possible performance for games and applications that make use of real-time ray tracing and AI-based features, while the GTX series is more geared towards delivering good performance for traditional games and graphical tasks, at a more affordable cost.