
Subject: Re: How come I got a 8800 and still cant get a good FPS??

Posted by [msgtpain](#) on Sun, 22 Apr 2007 19:18:12 GMT

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troopr02 wrote on Sun, 22 April 2007 13:14ok, im going to remind everyone of a simple fact....the human eye can not see anything higher than 60fps (at best) so having 200 vs 60 makes no difference, EXCEPT if the fps drops, so maybe 80 or 70 would ensure you would always have atleast 60

How about instead of spewing rhetoric which you've picked up in some other thread, you go to Google and do a little research on your own.

Or, maybe you already have.. so.. please, enlighten us with your knowledge of how a cinema reel works at 24 fps, how many frames of dark are between identical frames in the movie? Do you see fluid motion because 24 fps is all the eye can see, or do you know much about a term "motion blur"? Why don't game manufacturers add motion blur to their games instead of spending millions of dollars making the hardware perform better FPS?

The Air Force conducted a test where they displayed an image of a plane for 1/500th of a second.. pilots were easily able to recognize the plane in that small amount of time. Why is that? Do you know anything about afterimages and how they affect your perception?

If it suits you, please feel free to continue regurgitating that which you've read but don't at all understand.. It really doesn't affect me at all. However, should you wish to actually become enlightened, sit down with an ophthalmologist, or a physiologist and pose the question to them.. I guarantee you'll be surprised when they tell you that they don't actually know exactly what the human limitation on FPS is.. but that in it's simplest form, it most likely higher than 500.. but when coupled with different scenarios testing items such as fluidity, or flickering, different people will always have different perceptions.

For now, I'll just keep upgrading my video card and monitors.. if for no other reason than "I feel like it".
