

Forum:[Hack Forums](#)

Thread: [best possible build for rendering? intel sided](#)

Herbert - April 1, 2019, 8:54 pm

Yes, I know intel is probably not the best choice for rendering but I don't like AMD, poor performance and overclocking issues + performance issues.

this is what I got so far

i9 9900k (Wooh, price drop)

NZXT Kraken X62

Samsung 970 EVO

GIGABYTE Z390 AORUS Ultra

GeForce RTX 2080 Ti LIGHTNING Z, 11G (or Titan V if you can afford it.)

Seasonic Prime Ultra 850 Titanium SSR-850TR

apart from the RAM, I've been trying to find some good 32GB RAM sticks but all I can find is RGB / gayming sticks.

other than corsair, but I don't trust corsair with anything anymore.

if anything I'd have to go with

Corsair Vengeance 2x16GB LPX DDR4 4000MHz

oh and if you were curious can't go wrong with be quiet! Silent Base 601

Discuss

GGWP1337 - April 2, 2019, 4:31 am

Setup seems fine. What is the total cost of this?

Herbert - April 2, 2019, 4:40 am

(Apr 2, 2019 04:31 AM)GGWP1337 Wrote: [\[CITE\]](#) Setup seems fine. What is the total cost of this? overall build \$1300,

additional parts that are more luxurious for it's purpose

RAM, \$400 I'm also waiting for G.skill Trident Z 5.5GHz

GPU, \$1500 I'll probably use my 970 GTX until I can afford the switch

Soul - April 2, 2019, 9:31 am

If your gaming at 1440P or 4K, CPU doesn't really matter anymore. Only the GPU is what matters.

If you want the most FPS possible at 1080P, go with a K chip.

Also I'm confused on what you mean by "poor performance". Ryzen CPU's are very good especially at higher resolutions.

Herbert - April 2, 2019, 9:44 am

(Apr 2, 2019 09:31 AM)Soul Wrote: [\[CITE\]](#) If your gaming at 1440P or 4K, CPU doesn't really matter

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it's not a gaming build, more so for high density rendering, for video editing, 3d animating etc.

Soul - April 2, 2019, 9:46 am

(Apr 2, 2019 09:44 AM)John Herbert Wrote: [\[CITE\]](#) it's not a gaming build, more so for high density rendering, for video editing, 3d animating etc.

So how exactly is AMD bad?

Herbert - April 2, 2019, 9:47 am

(Apr 2, 2019 09:46 AM)Soul Wrote: [\[CITE\]](#) So how exactly is AMD bad?

[Video: <https://www.youtube.com/watch?v=zoEvVmU5eC4>]

haven't watched the whole thing, but the beginning kind of speaks for itself.

Soul - April 2, 2019, 10:14 am

(Apr 2, 2019 09:47 AM)John Herbert Wrote: [\[CITE\]](#) [Video:

<https://www.youtube.com/watch?v=zoEvVmU5eC4>]

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This video is almost 2 years old now and he's using the 1700x.

1st generation Ryzen has some issues but When Zen+ was released last year, most of those issues were fixed and the 2700X is a fantastic chip.

Breeze26509 - April 2, 2019, 1:02 pm

(Apr 2, 2019 10:14 AM)Soul Wrote: [\[CITE\]](#) This video is almost 2 years old now and he's using the 1700x.

1st generation Ryzen has some issues but When Zen+ was released last year, most of those issues were fixed and the 2700X is a fantastic chip.

Agreed.

You also have to take into account which editing software he's using.

Intel tends to outperform AMD in Premiere, the opposite with Sony Vegas, no clue with Avid or Davinci Resolve.

AMD might overtake Intel in Adobe software, but we won't know until Ryzen 3000 comes out.

Herbert - April 3, 2019, 11:24 am

(Apr 2, 2019 01:02 PM)Breeze26509 Wrote: [\[CITE\]](#) Agreed.

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Hmm, might as well give 3000 a shot when it comes out if it's promising.

webdev77 - April 3, 2019, 2:37 pm

(Apr 3, 2019 11:24 AM)John Herbert Wrote: [\[CITE\]](#) Hmm, might as well give 3000 a shot when it comes out if it's promising.

You will be waiting at least another two months to build then just so you know. Computex is the end

of May so parts won't be available for at least 1-3 weeks after that.

Herbert - April 3, 2019, 4:11 pm

(Apr 3, 2019 02:37 PM)webdev77 Wrote: [\[CITE\]](#) You will be waiting at least another two months to build then just so you know. Computex is the end of May so parts won't be available for at least 1-3 weeks after that.

that's fine by me, my current PC was a 2014 killer build, but right now it can't play max quality and record my cinematics at the same time, I can perform high quality in real time, the recording itself buffers a lot. so I'll just offer medium range quality until I upgrade.

might even dual PC and see if I can record with my current PC, and run it through my high end PC.