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Thread: [Why 8K Nano tech is at least 5 years to early and will probably be skipped entirely.](#)

Monati Melano - August 6, 2020, 12:49 pm

I noticed people getting hyped about samsung's latest 8K Nano tech... and here is why it's entirely useless.

1. Television wise is probably the biggest reason why it's useless, for now.

4K is barely supported by anything, netflix has a few series and movies in 4K here and there but that is about it, it's definitely not a standard at this point to consider 4k normal like back in the day when 1080p became a standard thing, very fast.

This is why i believe that decent 8K content is at least years away from actually being adopted and once it is it will be very limited to a certain amount of movies and series such as 4k currently at this point is.

2. Gaming you say?

Wrong.

Also for gaming 8K is currently useless, 4k is mostly supported at 30 fps lock, barely supported at that, and the playstation 5 will increase that lock to 60fps and start focussing more at 4k, let alone that we can expect proper 60 fps at 8K the next years, it will definitely take a while, i estimate about 5 years.

Monitors at 8k will be useless, monitors are relatively small and always close range, you will not notice much of a difference between 4k and 8k and let's not forget the specs that are required for that, i run a rtx 2080 super myself and im locked at 144fps at most newer games but sometimes down towards 100+ fps. And this is at 1080p not even 4k, let alone 8k...

I would need at least 2x \$800 gfx cards to properly play 8k on 30fps let alone at 60 or 144.

So what would you prefer? 244fps at 1080p or 30 fps at 8k?

No brainer for me, fps beats graphics anytime hence why valorant is a big thing.

3. Vr gaming you say?

Correct, that is actually one thing that could benefit from 8k in the short term, hopefully, however 4k is already insane and as said the spec demands are also insane, you would need an \$5000 PC to play vr in 8K at 30 fps cuz vr itself is even more spec demanding, and the headsets cost a good \$1200+ aswell if you want to play 4k properly, let alone once 8k tries to get support, i don't see it happening within the next 3 years however that would be a possible outcome tho IF vr gamers can expept going back from 144fps all the way down 30 fps, maybe 60fps for the lower demanding games but 8k requires double specs from 4k so lets just keep it at 30 fps to remain realistic here.

Its a common fact that fps is also in VR gaming way more important then having 4k or 8k graphics.

4. Smartphones/ipads?

Comeone they dont even have 144 hz support at 1080p at this point let alone 4k support, let alone 8k support.

Also screens are so small you probably won't even notice a difference and phone specs are getting

really good yes, but definitely not good enough for 8k and that will take AT LEAST 5 years to even come to discussion.

5. But i could buy 8K just to be ready for when it finally gets adopted right?

Wrong.

By the time it finally has a chance at getting adopted samsung and other companies probably already putted their main focus on 16K and 4k towards 16k now that is probably a huge difference and this is also why i beleive that there is a good chance that companies will entirely skip 8K and simply wait for 16k as it would make more sense.

MightyOne - August 6, 2020, 2:51 pm

Yha i think even now many of the "4K Smart TV's" are under-used, many of the content we consume on Television is just not 4k..

Iv'e even seen people use a regular 1 hdmi cable for the 4k tv.. but as far as i know you gotta have 2 hdmi's connected OR a DisplayPort to be able to see 4K properly?