

TOP 5 GAMES OF THE YEAR AND WHAT'S TO COME NEXT

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5. Destiny: Now, while Destiny is a controversial title, there is no doubt regarding its quality. The game was a victim of overhyping and various issues at launch. Regardless, Destiny is a blast to play since the pacing, gameplay and in depth class system all retain their charm from levels to 1 to 30. If you own a PS4 or Xbone, you are missing out on a lot.

4. Bayonetta 2: While it is a shame that the Bayonetta series' second installment had to become a Wii U exclusive, it doesn't change the fact that Bayonetta 2 is a crazy action packed romp. Flashy moves, lightning fast combat and an extensive variety of enemies will keep you glued to your screen for hours on end.

3. Far Cry 4: The super hit franchise is back again with another stunning title. This game is the epitome of sandbox. It literally throws you out there into the world and tells you to make it your damn playground. Wreak havoc across outposts, explore Kyrat's various scenic locations, hunt the eerily realistic

wildlife, and more. Far Cry 4 just doesn't run out of things for you to do.

2. Middle-earth: Shadow of Mordor: While the sandbox concept here is not quite as strong as Far Cry 4 or GTA V, Shadow of Mordor's innovative nemesis system, fluid and fun combat, and stunning visuals all accumulate to produce an action-adventure game that hits all the checkmarks. A must play.

1. Dragon Age Inquisition: After the dismal Dragon Age 2, Bioware are back in form again with the latest rendition of their fantasy RPG series. Inquisition breathes new life into the series by making use of vast swathes of land for the player to explore, a revamped combat system and the Frostbite engine. Not to mention, Bioware's trademark excellent storytelling. Inquisition is definitely, the strongest contender for "Game of The Year of 2014".

What to expect in 2015:
Project CARS: Ever since it's announcement a few years ago, Project CARS has generated quite a buzz amongst racing enthusiasts. The game will boast hyper realistic

graphics, accurately modeled car physics and the best part: All cars and races will be unlocked from the start!

The Witcher 3: Wild Hunt: The mature RPG series is about to reach its peak with the third instalment. The Witcher 3 will be Geralt's most exciting adventure ever; featuring a broad map of immense scale, CD Projekt Red's trademark benchmark-setting graphical prowess and an improved version of the Witcher's combat system we, RPG enthusiasts, know and love so much.

Batman: Arkham Knight: Another series' which has reached the end of the line. Batman Arkham Knight will pit Batman against his most menacing foe yet: The Arkham Knight. Rocksteady studios aim to go out with a bang with this one. A variety of new gadgets, locations, badass ways to pummel down on baddies and the debut of the Batmobile is all one needs to hear to be enticed by the appeal.



OVERCLOCK

GAME GRAPHICS SETTINGS EXPLAINED

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If you're a newcomer to PC gaming, then you've probably been baffled by all the graphics options that games let you change. Some bring drastic changes to the look of the game with a high price of FPS while others, you can live without. So, what do those options mean?

Resolution:

Resolution is the number of pixels that form an entire image. Each pixel represents a tiny portion of an image. So, more pixels = better details.

Refresh Rate, FPS and Response Time:

Refresh Rate is the number of times your computer is refreshing the screen or to be more specific, the images on it.

FPS is the number of frames you are seeing within a second—each frame being a still image.

Response Time is the time taken between your action through an input device and the computer's reaction shown on the screen

Refresh Rate and FPS need to play along together. If your frames per second is more than the refresh rate then an effect called "tearing" occurs- where two parts of the image seems to be displaced by small proportions.

V-Sync:

Enabling V-Sync, creates a connection between your fps and refresh rate, making them bond smoothly. Thus solving



the issue of screen tearing. What really happens is that without v-sync your GPU will work as fast as it can and will send more frames than your monitor can handle, ultimately resulting in "tearing". V-Sync tells your GPU to wait for your monitor to be ready before sending in a new frame.

Triple Buffering:

Buffering basically refers to the delay between each frame. Double buffering indicates two allocated portions that exist on your graphics card, respectively known as the Primary Buffer and the

Secondary Buffer. While a particular frame is being sent by the Primary Buffer, the Secondary Buffer gets the next frame ready. This ensures that stuttering and what might seem like frame drops, don't occur.

Now here's the catch, with V-Sync enabled neither one of the two buffers can work before the monitor gives the go-signal. The most amazing solution to this is to create a third buffer known as the Tertiary Buffer. So while the two buffers are bound by V-Sync, the third buffer works as a storage for the next

frame ready to throw it at the monitor's face.

Anti-Aliasing:

Anti-Aliasing or AA is the solution to jagged edges. Every image we see is actually a pixelated version of the original 3D one. At low-res with lower number of pixels the curves and edges appear to be jagged and rough. AA is used solve this problem.

Texture Quality and Anisotropic Filtering:

Textures in games are additional filters that make an object or an image look more realistic by adding effects, shades, natural designs that would exist in real-life. Anisotropic Filtering or AF deals with texture quality of objects or scenarios seen at an angle or from a distance. This option blends textures together making them appear sharp and crisp.

View Distance and Field Of View:

View Distance determines from how far you can see distant objects in the horizon. When turned low, things far from you only appear after you've reached a certain point.

Field of View is how much peripheral vision you can use. Having a high FOV means your character can see more through the sides of his eyes.

These are the bare bones of what you need to know when it comes to tinkering with your graphics settings. If you want to go in even further, we'll deliver soon.