

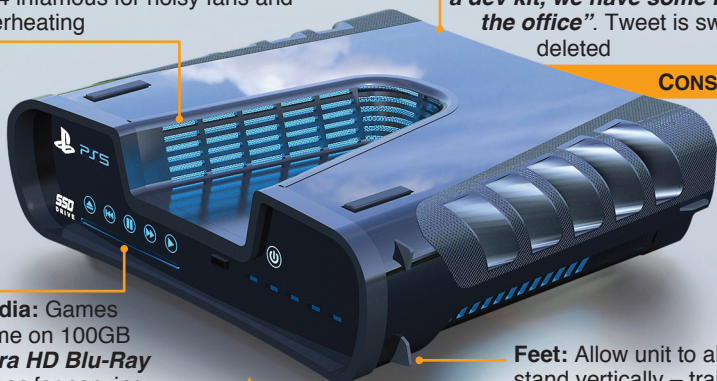
PlayStation 5: What we know so far

New specifications released by Sony, combined with recent image leaks, give gamers a taste of what the next PlayStation will be like

Styling: "V" shape (*Roman numeral for 5*) allows for more cooling vents and fans – PS4 infamous for noisy fans and overheating

Senior artist at UK-based Codemasters tweets: *"It's a dev kit, we have some in the office"*. Tweet is swiftly deleted

CONSOLE



Media: Games come on 100GB **Ultra HD Blu-Ray Discs** for copying to internal **solid state drive** – needed for faster loading times of vast amounts of data

▲ *Rendered image from LetsGoDigital, based on patent application drawings*

Feet: Allow unit to also stand vertically – trait introduced with PS2

LATEST DETAILS

Release: Dec 2020

Price: \$400 (*estimate*)

Compatibility: Plays **PS5** games as well as **PS4** and **PSVR** titles – includes cloud gaming support

CPU: AMD Ryzen – 7nm Zen 2 architecture with 8 cores/16 threads

GPU: RDNA micro-architecture supports **real-time ray-tracing** – technique for generating lifelike lighting effects

Output: 8K TV support, 120hz screen refresh rate with 3D audio supported

PLAYSTATION 5 JOYPAD

Appearance will be very similar to PS4 **DualShock 4** controller

Rumour: Small touch screen

Rumour: Voice-driven AI assistant – talk to joypad for help

Larger-capacity battery – will weigh slightly more than 217g PS4 joypad

Adaptive triggers: Offer varying levels of resistance – for example, feel tension build as you ready to fire arrow from bow

Haptic feedback: Programmable voice-coil actuators supply surprisingly realistic vibrations

