

AMD RADEON™ RX 9060 XT GRAPHICS

HOW TO SELL | JUNE 2025

AMD
RADEON
RX 9000 Series

ALL THAT'S NEEDED FOR ULTRA-FAST GAMING

AMD Radeon™ RX 9060 XT graphics cards are built to deliver all that's needed for ultra-fast gaming, with next-level visuals and future-ready features, supercharged with AI. Built on the AMD RDNA™ 4 architecture, experience powerful raytracing and AI accelerators, up to 16GB of memory, increased visual quality for video streaming and editing, all backed by continuous optimizations with AMD Software.

AMD RADEON™ RX 9060 XT GRAPHICS CARDS ARE FOR **GAMERS WHO WANT:**



ULTRA-FAST GAMING



NEXT-LEVEL IMMERSION



FUTURE-READY
FEATURES

SELL IT IN 60 SECONDS

AMD RDNA™ 4 ARCHITECTURE

- 32 unified compute units
- 3rd generation raytracing accelerators
- 2nd generation AI accelerators

AMD HYPR-RX¹ TECHNOLOGY

- AMD Radeon™ Super Resolution² technology
- AMD Fluid Motion Frames 2.1 (AFMF)^{3,4}
- AMD Radeon™ Anti-Lag 2⁵
- AMD Radeon™ Boost⁶

ENHANCED MEDIA ENGINE

- Supporting H.264, HEVC, AV1⁷
- Up to 8K | 80 FPS max encode/decode
- No limit on number of sessions/encode streams

AMD FIDELITYFX™ SUPER RESOLUTION 4 TECHNOLOGY⁸

- ML-powered upscaling
- Developed for AMD RDNA™ 4 architecture
- High-quality and low latency

FUTURE-READY TECHNOLOGIES

- Latest DisplayPort™ 2.1a and HDMI® 2.1b connections
- Seamless integration with existing ultra-enthusiast power supplies

AMD SOFTWARE - SUPERCHARGED WITH AI

- AI-optimized internal test processes
- Opt-in AI corruption reporting
- Enable AMD software features, such as AMD Chat

AMD RADEON™ RX 9060 XT GRAPHICS SPECIFICATIONS

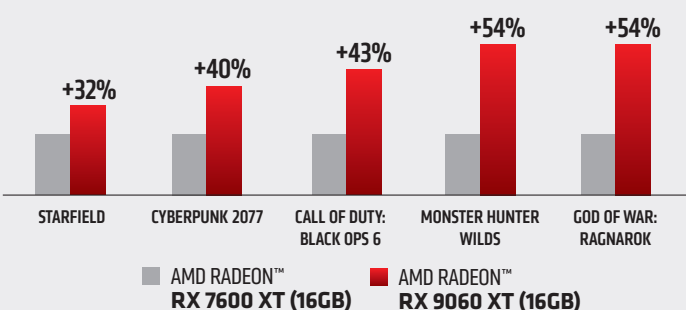
	AMD RDNA™ 4 COMPUTE UNITS	VIDEO MEMORY	BOOST CLOCK ⁹ (UP TO)	PEAK AI TOPS (INT4 WITH SPARSITY)	CONNECTIVITY	DISPLAY	TOTAL BOARD POWER*
AMD RADEON™ RX 9060 XT - 16GB	32	16GB	3.13 GHz	821 TOPS	PCIe® 5x16	DisplayPort™ 2.1a HDMI® 2.1b	160W
AMD RADEON™ RX 9060 XT - 8GB	32	8GB	3.13 GHz	821 TOPS	PCIe® 5x16	DisplayPort™ 2.1a HDMI® 2.1b	150W

*Total board power (as listed) is AMD reference specifications. Partner board specification(s) may differ.

GENERATIONAL UPLIFT

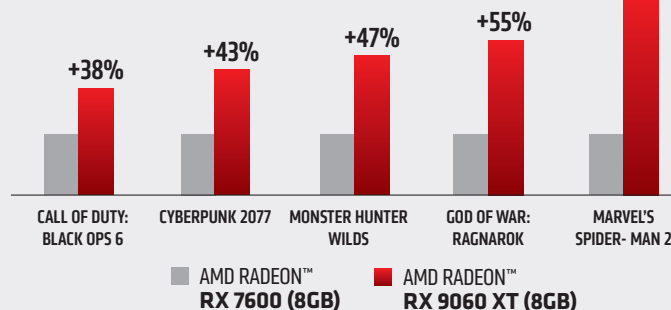
AMD Radeon™ RX 9060 XT 16GB vs AMD Radeon™ RX 7600 XT¹⁰

Native 1440p Gaming Performance
(average - ultra settings)

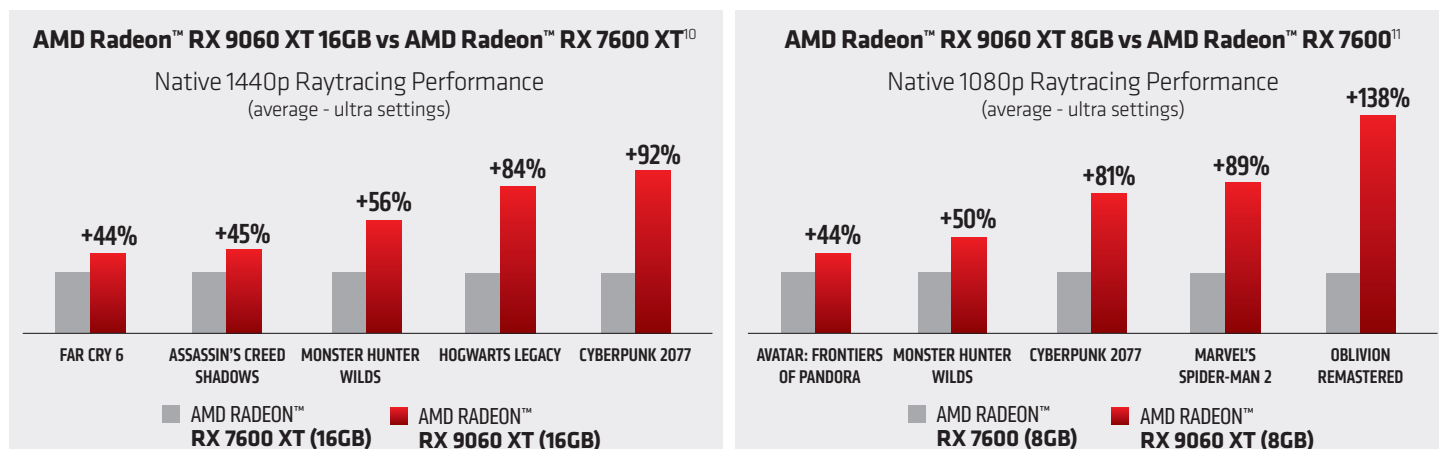


AMD Radeon™ RX 9060 XT 8GB vs AMD Radeon™ RX 7600¹¹

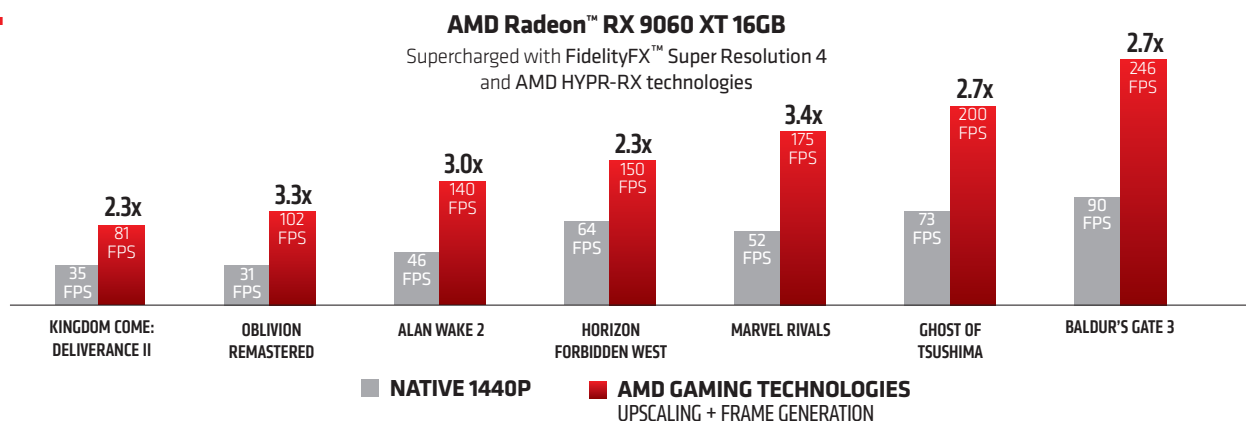
Native 1080p Gaming Performance
(average - ultra settings)



RAYTRACING PERFORMANCE



HIGH-REFRESH 1440P GAMING^{12,13}



Find out more by visiting www.amd.com/RADEON

ENDNOTES

- GD-225A: AMD HYPR-RX works on the AMD Radeon™ RX 7000 Series GPUs and newer or the Ryzen 7040 Series APUs with integrated RDNA 3 graphics and newer. AMD HYPR-RX allows various features within AMD Software to interoperate, working at the same time, including Radeon Super Resolution, FidelityFX Super Resolution, Radeon Anti-Lag, Radeon Boost, and AMD Fluid Motion Frames where applicable to select titles. GD-225A
- GD-197: Radeon Super Resolution works with games that support exclusive and borderless full-screen modes. AMD Software: Adrenalin Edition 22.5.2 or newer is required. GD-197
- GD-231: AMD Fluid Motion Frames interpolation technology when used with AMD FidelityFX Super Resolution (FSR) 3 inserts 1 frame between existing ones which can therefore enable up to 2x the framerate in supported games. GD-231
- GD-234d: AMD Fluid Motion Frames, or AFMF, is a frame generation technology designed to increase frame rates and smoothness for game winning performance with minimal impact to image quality. AFMF is integrated into the AMD Software: Adrenalin Edition™ Application. AFMF supports AMD Radeon™ RX 6000 Series and up discrete desktop graphics cards, as well as AMD Ryzen™ 8000 Series desktop processors with AMD Radeon™ 700M Series Graphics. GD-234d
- GD-242: AMD Radeon Anti-Lag 2 is available in select games which require game developer integration and is supported on select AMD RDNA™ architecture and above discrete and integrated graphics cards. See <https://www.amd.com/en/products/software/adrenalin/radeonsoftware-anti-lag.html> for additional information. GD-242
- Radeon Boost is compatible with Windows 10/11 in select titles. Hardware compatibility includes Radeon RX 400 dGPUs and newer, Ryzen 2000 Series CPUs and newer, including hybrid and detachable graphics configurations. No mGPU support. Radeon Boost Variable Rate Shading is compatible with AMD Radeon RX 6000 Series Graphics and newer. For a list of compatible titles see <https://www.amd.com/en/technologies/radeon-boost>. GD-158
- GD-176: Video codec acceleration (including at least the HEVC (H.265), H.264, VP9, and AV1 codecs) is subject to and not operable without inclusion/installation of compatible media players. GD-176
- GD-187b: AMD FidelityFX Super Resolution (FSR) versions 1, 2, 3, and 4 are available on select games which require game developer integration and are supported on select AMD products. AMD does not provide technical or warranty support for AMD FidelityFX Super Resolution enablement on other vendors' graphics cards. See <https://www.amd.com/en/technologies/fidelityfx-super-resolution> for additional information. GD-187b
- GD-151: Boost Clock Frequency is the maximum frequency achievable on the GPU running a bursty workload. Boost clock achievability, frequency, and sustainability will vary based on several factors, including but not limited to: thermal conditions and variation in applications and workloads. GD-151
- RX-1202: Testing done by AMD performance labs May 2025, on a test system configured with Ryzen 7 9800X3D CPU, 32 GB DDR5-6000 Memory, Windows 11 Pro and Radeon RX 9060 XT (16GB) and RX 7600 XT (Driver 25.10) comparing gaming performance at 1440p in the following applications: Assassin's Creed Shadows (DX12, Maxed, RT Diffuse + Specular Everywhere), Call Of Duty: Black Ops 6 (DX12, Extreme), Cyberpunk 2077 (DX12, Ultra), Cyberpunk 2077 (DX12, RT Ultra), Far Cry 6 (DX12, Ultra RT), God Of War: Ragnarok (DX12, Ultra), Hogwarts Legacy (DX12, Ultra RT), Marvel's Spider-Man 2 (DX12, Maxed), Monster Hunter Wilds (DX12, High), Monster Hunter Wilds (DX12, Ultra RT), Starfield (DX12, Ultra). Testing conducted on with latest game builds as of May 8th, 2025. System manufacturers may vary configurations, yielding different results. RX-1202
- RX-1207: Testing done by AMD performance labs May 2025, on a test system configured with Ryzen 7 9800X3D CPU, 32 GB DDR5-6000 Memory, Windows 11 Pro and Radeon RX 9060 XT 8GB and Radeon RX 7600 8GB (Driver 25.10) comparing gaming performance at 1080p in the following applications: Avatar: Frontiers Of Pandora (DX12, Ultra), Call Of Duty: Black Ops 6 (DX12, Extreme), Cyberpunk 2077 (DX12, Ultra), Cyberpunk 2077 (DX12, RT Ultra), God Of War: Ragnarok (DX12, Ultra), Monster Hunter Wilds (DX12, High), Monster Hunter Wilds (DX12, Ultra RT), Oblivion Remastered (DX12, Ultra RT), Spiderman 2 (DX12, Maxed, Very High RT). Testing conducted on with latest game builds as of May 8th, 2025. System manufacturers may vary configurations, yielding different results. RX-1207
- RS-705: Testing done by AMD performance labs May 2025, on a test system configured with Ryzen 7 9800X3D CPU, 32 GB DDR5-6000 Memory, Windows 11 Pro, B650 Motherboard, and Radeon RX 9060 XT (16GB) (Driver 25.10) comparing gaming performance at 1440p Native vs AMD FidelityFX Super Resolution 4 Performance Mode + Frame Generation in the following applications: Ghost of Tsushima (DX12, Very High), Horizon Forbidden West (DX12, Maxed), Ratchet & Clank: Rift Apart (DX12, Maxed), Warhammer 40,000: Space Marine 2 (DX12, Ultra), Oblivion Remastered (DX12, Ultra RT), Marvel Rivals (DX12, Ultra). System manufacturers may vary configurations, yielding different results. RS-705
- RS-706: Testing done by AMD performance labs May 2025, on a test system configured with Ryzen 7 9800X3D CPU, 32 GB DDR5-6000 Memory, Windows 11 Pro, B650 Motherboard, and Radeon RX 9060 XT (16GB) (Driver 25.10) comparing gaming performance at 1440p Native vs AMD HYPR-RX (Upscaling + Frame Generation) in the following applications: Alan Wake 2 (DX12, Ultra, FSR 2 Performance Mode + AFMF 2.1), Baldur's Gate 3 (DX11, Ultra, FSR 2 Performance Mode + AFMF 2.1), Kingdom Come: Deliverance 2 (DX12, Experimental, FSR 4 Performance Mode + AFMF 2.1). System manufacturers may vary configurations, yielding different results. RS-706

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