

PlayStation 5 - Everything you need to know about PS5

PlayStation 5 will be available later this year, competing directly with Xbox Series X. Both represent the next step in gaming. The following article summarizes everything revealed about the PS5 so far, including confirmed specs, design and more.

Sony Interactive Entertainment first confirmed that the new generation console was in development in late 2018, but it wasn't until October 2019 that the **PlayStation 5** name was actually revealed. So what information do we have about this new masterpiece? How much does PS5 cost and what are its configurations? And here's what you need to know.

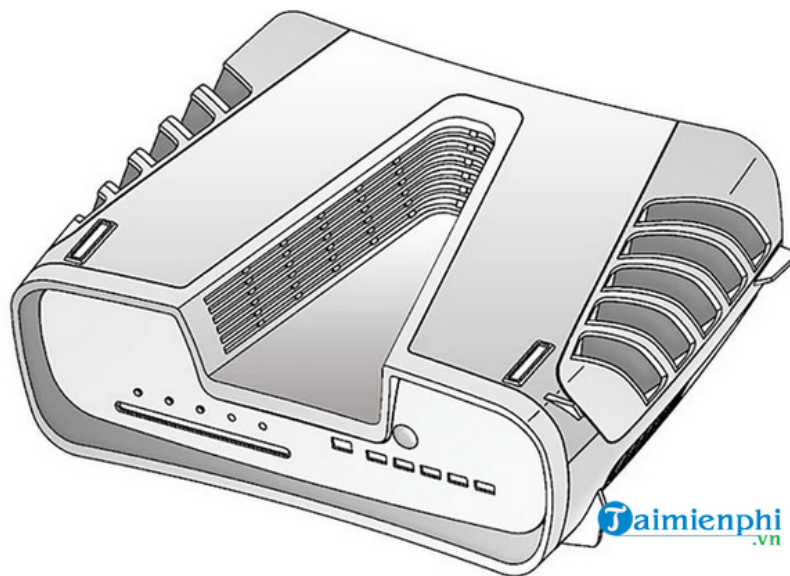
1. PS5 release date

The PS5 will be released worldwide "in time for holiday 2020". So that could be a period from October to December this year. A source revealed that the release date will be November 20, 2020 but that is yet to be confirmed. This expected release window puts the PlayStation 5 in direct competition with Microsoft's Xbox Series X.

Despite the rumours, Sony PR has confirmed the PS5's release date hasn't been delayed by coronavirus, so we'll still see the next-gen console in late 2020 - even if we're not sure. Exactly what day is it?

2. Design of PS5

There is still no official design reveal about the PS5, but leaked images have shown what the PlayStation 5 will look like.



We can assume that the PlayStation 5's design will match (or at least be similar) to its controller. Up until now, PlayStation controllers have always matched their console counterparts. So it would be strange if this didn't happen with the PS5.



3. PS5 Controller (DualSense)

While Sony is keeping the console's design under wraps, it recently teased its next-generation controller, the DualSense - marking the first name change for the consoles in a long time. Sony controllers, long known as DualShocks.



That's not the only change. DualSense has a new design language and a completely new color palette that introduces white by default. The buttons are nothing new, although the controller has been upgraded with HD haptic feedback, which will make traditional Rumble technology obsolete.

The controller also has adaptive triggers for the first time, meaning it catches up to the Xbox controller in many ways. In theory, it will even have a built-in microphone so you can chat with friends without needing headphones.

4. PS5 specifications

Here are the full specs of the PlayStation 5:

- **CPU** : Zen 2-based CPU with 8 cores at 3.5 GHz (frequency variable)
- **GPU** : 10.28 TFLOPs, 36 CUs at 3.5 GHz 2.23 GHz (variable frequency)
- **GPU architecture** : Custom RDNA 2
- **Memory interface** : 16GB GDDR6/256-bit
- **Memory bandwidth** : 448 GB/s
- **Internal storage** : SSD 825 Custom GB
- **IO throughput** : 5.5 GB/s (raw), 8-9 GB/s (compressed)
- **Expandable storage** : NVMe SSD
- **External storage** : USB HDD support (game only play PS4)
- **Optical drive** : 4K UHD Blu-ray drive

GPU and Ray-tracing technology



The PS5's graphics hardware was also revealed, with the GPU based on AMD's Radeon Navi microarchitecture (custom RDNA 2 chip). It will support ray tracing technology, as well as be capable of a whopping 10.28 TFLOPs (compared to the Xbox Series X's 12 TFLOPs) and feature 36 custom cores clocked at 2.23GHz (with variable frequency).

PlayStation boss Jim Ryan recently revealed that the PS5 is capable of 4K 120Hz gaming, with resolution reaching 8K in the future.

SSD storage and SDD

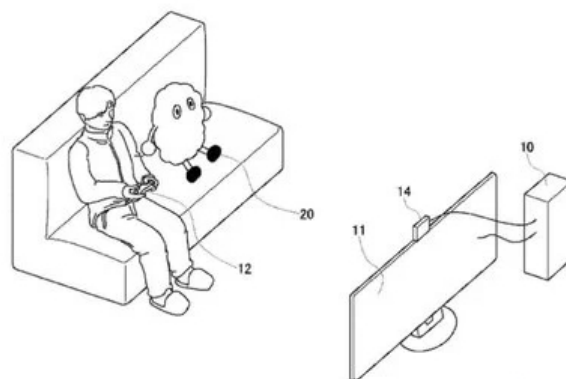
are key to the PlayStation 5 experience. Internal storage will be integrated at 825 GB for a custom SSD. Theoretically, SSDs not only load faster, but also allow for larger open worlds. Developers don't need to create games with tiny worlds due to the limitations of mechanical hard drives. Meanwhile, an SSD will also allow system memory to be used more efficiently.

SSDs have more bandwidth, so data can be loaded from the SSD when needed, instead of piles of unnecessary data that can be loaded into RAM. You'll also have more control over how you install and remove games.

4K Blu-ray

PS5 will continue the PlayStation tradition with a disc drive. While Sony skipped 4K Blu-ray for the PS4 Pro, it reversed that decision for the PlayStation 5.

Companion robot



A recent patent filing from Sony suggests the company may have ambitious plans for the PlayStation 5. The patent showcases a robotic companion that can sit next to the player, pointing at the TV when they play and react to their play.

If the player plays the game in VR mode, the robot can also appear in different forms. This isn't something users expected to come with the PS5, but it's an interesting showcase of Sony's ambitions.

5. Backwards compatibility

In his Road to PS5 presentation in March 2020, Mark Cerny said that: "Almost all of the top 100 PS4 games will work on PS5 at launch." So what about cloud gaming?

For the PS4, Sony has chosen the PS Now cloud-based service to offer PS3 titles to play instead. But that was never a solution for people with discs on the shelf. Cerny's reveal of backwards compatibility with at least PS4 titles is therefore warmly welcomed.

6. PS5 selling price

It's still too early to know how much the PS5 will sell for, although there are rumors that it will be an expensive console.

A source revealed that the new console will cost \$499 in North America when it is released. Naturally, this was met with skepticism, but it would be welcome news if the PS5 launched at this price, as it's only \$100 more than the starting price of the PS4 and PS4 Pro.

After all, when it comes to PlayStation 5 teases, Sony has been trickling in reveals in the form of blog posts and through interviews. TipsMake will update you as soon as there is official news about the PS5 announcement event.

You can refer to **How to distinguish PlayStation consoles** here to better understand PS4, PS4 Slim and PS4 Pro consoles.

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