

PC Gameplay The Last of Us: New Technical Analysis Highlights Performance and Port Quality

The latest technical analysis of PC gameplay the last of us has arrived, and it confirms what many players have been watching on the platform for weeks. The analysis, produced by a well-known digital foundry-style channel, breaks down frame rate, graphics settings, and the overall stability of the PC version of Naughty Dog's post-apocalyptic title. The results show a marked improvement over the initial launch state, with several patches having addressed the most persistent stuttering and memory leak issues that plagued the release.

The video, which runs close to twenty minutes, methodically walks through each graphics preset from low to ultra, noting where CPU and GPU bottlenecks appear. It also compares the PC port against the PlayStation 5 remaster, highlighting where the PC version pulls ahead in terms of raw resolution and unlocked frame rates, and where it still trails in terms of seamless asset streaming. For anyone considering a purchase, the analysis serves as a practical guide to expected performance across a range of hardware configurations, from mid-range RTX 3060 systems up to top-tier RTX 4090 builds.

Performance Metrics and Hardware Scaling

The analysis reveals that [PC gameplay the last of us](#) now runs considerably smoother than at launch. On a test rig with an AMD Ryzen 7 7800X3D and an RTX 4070 Ti, the game held above 60 frames per second at 1440p with high settings for the majority of the runtime. The urban environments, which were once notorious for sudden frame drops, now show consistent pacing. The CPU-heavy crowd scenes in the opening outbreak sequence still cause dips, but they are less severe and shorter in duration.

On the low end, a system with an Intel Core i5-12400 and an RTX 3060 managed a stable 45 to 50 fps at 1080p with medium presets. The analysis notes that the game remains demanding by modern standards, but the gap between recommended hardware and playable hardware has narrowed since the February patches. Texture pop-in, which was a common complaint in early footage, has been reduced but not eliminated. The video notes that installing the game on an NVMe drive is strongly recommended to minimise streaming delays.

Graphics Settings and Visual Fidelity

The video dedicates a substantial segment to the graphics options menu, which now includes a wider range of scalability than at release. The analysis recommends specific combinations of settings to achieve a balance between visual fidelity and performance. For example, setting shadows and reflections to medium while keeping texture quality on high yields a noticeable

performance boost with minimal visual loss in most scenes. The dynamic resolution scaling feature, which was broken in the initial version, now works as intended, allowing the game to maintain a target frame rate by lowering the internal resolution during demanding moments.

The analysis also compares the PC version's lighting model to the console release. The PC version supports additional ambient occlusion options and higher shadow map resolutions, which give the environments a slightly more grounded look. However, the video points out that the console version still handles certain cinematic transitions more smoothly, likely due to the fixed hardware profile and dedicated I/O architecture of the PlayStation 5. This is a common trade-off in PC ports of console-first titles, and the analysis frames it as an expected rather than a critical shortcoming.

Stability and Driver Considerations

One of the more practical sections of the video covers driver versions and system stability. The analysis tested the game across three different Nvidia driver releases and found that the most recent Game Ready driver provided the best performance, particularly in the sewers and underground sections where lighting effects are heavy. The video advises players to ensure they are running the latest driver and to disable any overlay software that might interfere with the game's anti-cheat or memory management. Crashes, which were a frequent topic in early user reports, were not observed during the testing session, suggesting that the recent patches have resolved the most common crash causes.

Comparison with Earlier Builds and Community Feedback

The analysis references earlier coverage of PC gameplay the last of us from the same channel, noting how much has changed since the first week of availability. The original video, published shortly after the PC launch, showed severe stuttering in the Boston aquarium section and frequent crashes during the winter chapter. The new analysis revisits those exact locations and demonstrates that the stuttering is gone and the crashes did not occur. The improvement is attributed to a combination of game patches and driver updates, though the video does not assign credit to any single fix.

Community comments under the video reflect a similar sentiment. Many viewers report that their personal experience has improved with each patch, though a minority still encounter issues on specific hardware configurations, particularly laptops with hybrid graphics setups. The analysis acknowledges these edge cases and notes that the developers have continued to release beta patches on Steam for testing. The channel recommends that players on affected hardware try the beta branch before reverting to the stable release.

Input Latency and Controller Support

A brief but noteworthy section of the analysis covers input latency. The video measures the time between a button press and the corresponding action on screen, both with a wired Xbox controller and with a keyboard and mouse. The results show that input latency is now within an acceptable range for a single-player action game, averaging around 30 milliseconds with a controller and slightly lower with a mouse. This is a significant improvement over the launch state, where input lag was noticeably higher and made precise aiming difficult. The analysis also confirms that the game supports the DualSense controller with full haptic feedback and adaptive triggers when connected via USB, a feature that was missing at launch and added in a subsequent patch.

Final Impressions and Recommendations

The analysis concludes by stating that PC gameplay the last of us is now in a state where it can be recommended to most players, provided they have hardware that meets or exceeds the revised system requirements. The video does not declare the port perfect, but it notes that the worst problems have been addressed and that the experience now closely mirrors the console version in terms of stability. For players who have been waiting for a polished version before starting their journey through the ruined cities and overgrown wilderness, the wait appears to be over.

The channel ends with a brief look at what might come next, speculating that the same technical team could turn its attention to the upcoming PC release of the sequel. The video suggests that lessons learned from this port will likely inform the development of future PC versions, which should benefit the entire community. For now, the analysis provides a clear verdict: the game is playable, looks excellent on high-end hardware, and runs acceptably on mid-range systems. The era of broken PC ports may not be entirely behind the industry, but this title is no longer an example of that trend.