

Windows 7 vs Ubuntu 9.10 - 3D Benchmarks

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In the past I've done benchmarks regarding Wine software, today I am going to do something a bit different. Unigine is a cross-platform real-time 3D engine, I stumbled across awhile back on some message boards I am a part of. Since it runs natively cross-platform I have been curious to see exactly how drastic the performance difference of the engine is between the Windows and Linux platforms. Since I recently installed Windows 7 I decided to sit down and put the software through its paces.

The Tests: Unigine offers two free benchmarks - Tropics and Sanctuary. I ran both demos using OpenGL (because OpenGL runs on both platforms natively and DirectX does not).

The Hardware: While my hardware is not fastest in the world it is (as of posting this) relatively new and decently quick. Processor - Intel p9700 2.8ghz Dual Core, RAM - 4gigs of DDR3, Video Card: nVidia 260m with 1gig DDR3 dedicated memory (Running the latest stable nVidia driver on both Linux and Windows).

The Software: Windows 7 Ultimate 64bit, Ubuntu 9.10 (Karmic) 64bit, & Unigine Benchmarks

[The Results:](#) [3]

[Microsoft Ubuntu](#)

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