Real World Performance

DISPLAY

The refresh rate varies from **10**-**120Hz** depending on the application you are running to conserve battery. Watching movies on Netflix and playing games like Fortnite surprised us on what this bat can do!

<mark>5G</mark> ANTENNA

Talking about infra, you shouldn't get this device for the 5G capability just yet. The S2I Ultra 5G supports both sub-6 and mmWave types of 5G and once the coverage expands and applications requires this infra, we have nothing much to discuss this features.

FORTIFICATION

Samsung have fortified the device with Corning's Gorilla Glass Victus both front and back where **it can withstand a drop up to 2m high**. We don't think many humans in this part of the world are taller than 6 ft 6" to cause a serious drop damage. ** We didn't conduct a drop test on the device, this is a claim from Corning's Gorilla Glass Victus.

CAMERA

There are 4 cameras, one 108MP wide camera, one 12MP Ultrawide Camera and two 10MP telephoto cameras are already great but the software for real world usage was what that impressed us. The scene optimiser detects a subject and optimises image colour automatically. This will enhance effect and quality of the image or video. One of the biggest surprise was the night shot. I shot a picture in total darkness and still got a great image which was freakish. The Ultrawide cameras where just pure fun in tight spaces. We did a test car review with this camera and was loving the Ultrawide camera. The optical zoom is up to 10x and the digital zoom is up to 100X. With a tripod, you can definitely get details on a very far subject. Even without a tripod, the image quality was good at 100x as 2 cameras are paired to help zoom. With 30x zoom, there is a guideline pops to lock the image for better focus. There are many modes for the camera which can be very useful for professional use. As for the selfie camera, the 40MP front camera have an option to change color tone. Since we publish our content in social media, the 8K video recording is an overkill from our opinion. Nevertheless its still nice to have that feature.

PROCESSOR

The processor could handle everything we put to test and still we had nothing to complaint. Generally as for android platform, the applications are not made based on a single phone which makes compatibility an issue, but we didnt face any of it on this device. From native applications to 3rd party applications including heavy games such as Fortnite worked just fine. A great device is when the user dont need to check the specification to install a certain application and this flagship phone passed that verdict.

SAMSUNG ECO SYSTEM

The downside to this device for us is the lack of expandable storage. Transferring large file without installing programs was not easy. That's is where the Samsung Eco System comes in. With the **Samsung Galaxy Tab S7+, the Galaxy Bud,Galaxy Watch and Galaxy Book Pro 360** you will not need any other tool to be totally mobile and fully functional. This is the most interesting topic where Samsung is building an ecosystem just like Apples ecosystem. The main difference is Samsung still works with Windows and Apple is on their own with MacOs. Regardless the spec sheet, we are interested in the experience and functionality of this ecosystem. We will sure do a separate review on the Eco system soon.

S-PEN

SOFTWARE

The device is running on Android 11 which is available on the Samsung S20 5G onwards. As for the top layer its running on Samsung's OneUI 3.1 and they have glued seamlessly. 3 weeks was not enough to see any glitch and we never did any soft reset with heavy usage. The S21 Ultra made a very nice approach with the S-Pen support. You don't need to get the Note series to use the S-Pen with the S21 Ultra. Unfortunately it doesn't come with the phone. The S-Pen will be great for you to edit photos and videos on the go. The S-Pen will make sense to scribble and sign documents but wont be notified if you leave the pen behind. Hence i believe there will be cases sold to holster the S-Pen with S21 Ultra.