Supercharged NVIDIA Kepler™ Architecture Performance for Graphics-Intensive Professional Workflows

The NVIDIA® Quadro® K4000 graphics board offers ultra-fast performance and visual quality enhancing technical innovations that take a wide range of leading professional applications to the next level of performance and fluid interactivity. You get 3GB of GDDR5 GPU memory, 768 SMX CUDA™ parallel processing cores, the ability to drive up to four simultaneous displays, and full Shader Model 5 compatibility; all in a single slot form factor requiring significantly less power than competing graphics products.

Designed and built specifically for professional workstations, NVIDIA Quadro GPUs power more than 200 professional applications across a broad range of industries including manufacturing, media and entertainment, sciences, and energy. Professionals trust them to realize their most ambitious visions—whether it’s product design, visualization and simulation, or spectacular visual storytelling—and get results to market faster, more profitably, and with superior visual quality.

FEATURES

- Two DisplayPort 1.2 Connectors
- DisplayPort with Audio
- DVI-I Dual-Link connector
- VGA Support
- Professional 3D Support
- NVIDIA 3D Vision Pro
- HD SDI Capture/Output Compatible
- NVIDIA GPU Direct Support
- nView Desktop Management Software Compatible
- HDCP Support
- NVIDIA Mosaic

SPECIFICATIONS

- **GPU Memory**: 3GB GDDR5
- **Memory Interface**: 192-bit
- **Memory Bandwidth**: 134.0GB/s
- **CUDA Cores**: 768
- **System Interface**: PCI Express 2.0 x16
- **Max Power Consumption**: 80W
- **Thermal Solution**: Ultra-quiet active fansink
- **Form Factor**: 4.376” H × 9.50” L, Single Slot, Full Height
- **Display Connectors**: DVI-I DL + 2x DP1.2
- **Max Simultaneous Displays**: 3 direct, 4 DP1.2, 2 Win XP
- **Max DP 1.2 Resolution**: 3840 × 2160 at 60Hz
- **Max DVI-I DL Resolution**: 2560 × 1600 at 60Hz
- **Max DVI-I SL Resolution**: 1920 × 1200 at 60Hz
- **Max VGA Resolution**: 2048 × 1536 at 85Hz
- **Graphics APIs**: Shader Model 5.0, OpenGL 4.4, DirectX 11
- **Compute APIs**: CUDA, DirectCompute, OpenCL