

Get real interactive expression with NVIDIA® Quadro®—the world's most powerful workstation graphics.

The NVIDIA Quadro M6000, accelerated by NVIDIA's Maxwell™ GPU architecture, lets you conquer your most challenging visualization workloads with ease and enjoy interactive physically based rendering of your work. 12 GB of GDDR5 GPU memory with ultra-fast bandwidth allows you to create and render large, complex models and compute massive datasets. Plus, there's the allnew display engine that drives up to four 4K-resolution displays natively with DisplayPort 1.2 support for ultrahigh resolutions like 4096 x 2160 @ 60 Hz with 30-bit color. Synchronize multiple displays across systems with the Quadro Sync board and accelerate data transfer with external I/O boards through GPUDirect™ for Video and dual-copy engines.

Quadro cards are certified with a broad range of sophisticated professional applications, tested by leading workstation manufacturers, and backed by a global team of support specialists, This gives you the peace of mind to focus on doing your best work. Whether you're developing revolutionary products or telling spectacularly vivid visual stories, Quadro gives you the performance to do it brilliantly.

FEATURES

- > Four DisplayPort 1.2 Connectors
- > DisplayPort with Audio
- > One DVI-I Dual-Link Connector
- > VGA Support¹
- > 3D Stereo Support¹
- > NVIDIA GPUDirect™ Support
- > Quadro Sync Compatibility
- > Stereo Connector
- > NVIDIA nView® Desktop Management Software Compatibility
- > HDCP Support
- > NVIDIA Mosaic²



SPECIFICATIONS

GPU Memory	12 GB GDDR5
Memory Interface	384-bit
Memory Bandwidth	317 GB/s
NVIDIA CUDA® Cores	3072
System Interface	PCI Express 3.0 x16
Max Power Consumption	250 W
Thermal Solution	Ultra-Quiet Active Fansink
Form Factor	4.4" H × 10.5" L, Dual Slot, Full Height
Display Connectors	4x DP 1.2 + DVI-I DL
Max Simultaneous Displays	4 direct, 4 DP 1.2 Multi-Stream
Max DP 1.2 Resolution	4096 × 2160 at 60 Hz
Max DVI-I DL Resolution	2560 × 1600 at 60 Hz
Max DVI-I SL Resolution	1920 × 1200 at 60 Hz
Max VGA Resolution	2048 × 1536 at 85 Hz
Graphics APIs	Shader Model 5.0, OpenGL 4.5 ³ , DirectX 12.0 ⁴
Compute APIs	CUDA, DirectCompute, OpenCL™

 $^{^1}$ Via adapter/connector/bracket \mid 2 Windows 7, 8, 8.1 and Linux \mid 3 Product is based on a published Khronos Specification, and is expected to pass the Khronos Conformance Testing Process when available. Current conformance status can be found at www.khronos.org/conformance \mid 4 GPU supports DX 12.0 API, Hardware Feature Level 12_0