

Accelerate your creativity with NVIDIA® Quadro®—the world's most powerful workstation graphics.

The NVIDIA Quadro K5200 gives you amazing application performance and capability, making it faster and easier to accelerate 3D models, render complex scenes, and simulate large datasets. 8 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 all-new display engine that drives up to four displays natively with DisplayPort 1.2 support for ultra-high resolutions like 4096 x 2160 @ 60 Hz with 30-bit color. Synchronize multiple displays across systems with the Quadro Sync board. 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, giving 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

- > Two DisplayPort 1.2 Connectors
- > DisplayPort with Audio
- > Two DVI Dual-Link Connectors (1 DVI-I, 1 DVI-D)
- > VGA Support1
- > 3D Stereo Support1
- > HD SDI Capture/Output-Compatibility
- > NVIDIA GPUDirect™ Support
- > Quadro Sync Compatibility
- > Stereo Connector
- NVIDIA nView® Desktop Management Software Compatibility
- > HDCP Support
- NVIDIA Mosaic²





SPECIFICATIONS

GPU Memory	8 GB GDDR5
Memory Interface	256-bit
Memory Bandwidth	192.0 GB/s
NVIDIA CUDA® Cores	2304
System Interface	PCI Express 3.0 x16
Max Power Consumption	150 W
Thermal Solution	Ultra-Quiet Active Fansink
Form Factor	4.376" H × 10.50" L, Dual Slot, Full Height
Display Connectors	DVI-I DL + DVI-D-DL + 2x DP 1.2
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 4.5³, DirectX 11.2⁴
Compute APIs	CUDA, DirectCompute, OpenCL™

¹ Via supplied adapter/connector/bracket | ² Windows 7, 8, 8.1 and Linux | 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 | ⁴ GPU supports DX 11.2 API, Hardware Feature Level 11_0