

	Ultra High End		High End				Mid Range		Entry				
	(NEW!) Quadro 6000	Quadro FX 5800	(NEW!) Quadro 5000	Quadro FX 4800	Quadro FX 4800 for Mac	(NEW!) Quadro 4000	Quadro FX 3800	(NEW!) Quadro 2000	Quadro FX 1800	(NEW!) Quadro 600	Quadro FX 580	Quadro FX 380	Quadro FX 380 LP
BOARD FEATURES													
CUDA™ Parallel Processor Cores	448	240	352	192	192	256	192	192	64	96	32	16	16
Fast Double Precision	Yes		Yes			Yes							
Memory Size	6GB ⁶ GDDR5	4GB GDDR3	2.5GB GDDR5	1.5GB GDDR3	1.5GB GDDR3	2GB GDDR5	1GB GDDR3	1GB GDDR5	768MB GDDR3	1GB DDR3	512MB GDDR3	256MB GDDR3	512MB DDR3
Memory Interface	384-bit	512-bit	320-bit	384-bit	384-bit	256-bit	256-bit	128-bit	192-bit	128-bit	128-bit	128-bit	64-bit
Memory Bandwidth	144 GB/s	102GB/s	120 GB/s	76.8GB/s	76.8GB/s	89.6 GB/s	51.2 GB/s	41.6 GB/s	38.4 GB/s	25.6 GB/s	25.6 GB/s	22.4 GB/s	12.8 GB/s
ECC (Error Correcting Code)	Yes		Yes										
Max Power Consumption	204W	189W	152W	150W	150W	142W	108W	62W	59W	40W	40W	34W	28W
Number of slots	2	2	2	2	2	1	1	1	1	1	1	1	1
Display Connectors	DVI-I DP DP 3pin Stereo	DVI-I DVI-I DP 3pin Stereo	DVI-I DP DP 3pin Stereo	DVI-I DP DP 3pin Stereo	DVI-I 3pin Stereo	DVI-I DP DP 3pin Stereo ³	DVI-I DP DP 3pin Stereo ³	DVI-I DP DP DP	DVI-I DP DP	DVI-I DP DP	DVI-I DP DP	DVI-I DP DVI-I	DVI-I DP
Dual Link DVI	1	2	1	1	2	1	1	1	1	1	1	2	1
DisplayPort	2	1	2	2		2	2	2	2	1	2		1
OpenGL	4.1	3.3	4.1	3.3	3.3 ⁵	4.1	3.3	4.1	3.3	4.1	3.3	3.3	3.3
Shader Model	5.0	4.0	5.0	4.0	4.0	5.0	4.0	5.0	4.0	5.0	4	4	4.1
DirectX	11	10.1	11	10.1	10.1	11	10.1	11.0	10.1	11.0	10.1	10.1	10.1
3D Vision Pro	Yes	Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
NVIDIA® Mosaic Technology	Yes	Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
NVIDIA® Mosaic Technology with SLI®	Yes		Yes										
NVIDIA® Multi OS	Yes	Yes	Yes	Yes		Yes	Yes	Yes	Yes				
NVIDIA® SLI Frame Rendering Support	Yes	Yes	Yes	Yes									
NVIDIA® SLI Full Scene Anti Aliasing	Yes	Yes	Yes	Yes									
Quadro® SDI input/output cards	Yes	Yes	Yes	Yes		Yes	Yes						
Quadro® G-Sync option card	Yes ¹	Yes ¹	Yes ¹	Yes ¹									
NVIDIA® NVIEW Desktop Management	Yes	Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
3D PRIMITIVE PERF													
Triangles per Second	1.3 Billion	300 Million	950 Million	300 Million	300 Million	890 Million	300 Million	410 Million	268.6 Million	210 Million	170.2 Million	95.6 Million	93.0 Million
3D APPLICATION PERFORMANCE²													
catia-03	50.21	26.12	44.08	25.09	N/A	37.20	24.79	29.49	22.08	16.62	16.34	9.70	9.30
ensight-04	59.00	15.73	41.65	15.33	N/A	30.15	15.15	20.12	10.91	10.40	7.00	6.55	5.91
maya-03	105.51	54.43	92.36	51.78	N/A	77.18	39.94	57.00	14.05	34.50	20.82	5.58	7.23
proe-05	9.15	9.04	9.10	9.15	N/A	9.10	8.93	9.04	9.13	8.36	8.79	7.72	8.12
sw-03	53.84	41.20	52.68	40.48	N/A	49.80	39.88	40.89	35.84	29.53	29.18	18.34	19.07
tcvis-02	47.35	19.23	40.81	18.14	N/A	35.28	17.92	24.43	15.78	15.15	12.30	7.37	5.69
snx-01	59.23	18.59	43.36	17.89	N/A	31.79	17.55	21.55	15.92	12.56	12.33	7.47	6.89
lightwave-01	54.17	55.92	54.33	55.94	N/A	54.88	55.38	52.30	53.97	38.60	44.35	27.25	27.34
Relative Performance Score	46.90	25.27	40.89	24.60	N/A	35.31	23.50	27.68	18.71	17.96	15.91	9.65	9.49

¹ NVIDIA Quadro G-Sync is available as a separate option card for NVIDIA Quadro 6000, Quadro 5000, Quadro FX 5800 and Quadro FX 4800.

² SPECviewperf® 11: for more information www.spec.org. Tested on single proc 3.3 GHz Quad Core Xeon® w5590, x58, Windows 7-64, Driver Release rel 260+

³ Optional

⁴ OpenGL 3.1 on Mac OSX, OpenGL 4.1 on Windows using Bootcamp

⁵ OpenGL 3.1 on Mac OSX, OpenGL 3.3 on Windows using Bootcamp

⁶ 6GB is supported on Win7 and Linux64 (4GB memory limit on Windows XP64) via Rel 256 driver