



NVIDIA QUADRO FX 4800 FOR MAC EVERY MAC PRO DESERVES PRO GRAPHICS



Quadro FX 4800 for Mac delivers ultra-fast performance and realistic effects for industry-leading applications to visualize and solve the world's most complex scientific, architectural, and digital content creation challenges.

Whether designing a construction project, creating the next blockbuster film, or providing a diagnosis of a patient's condition, professionals need to push the boundaries of realism, performance, and quality everyday. In an increasingly competitive and high-pressure landscape, professionals must deliver results better, faster, and more cost effectively than ever before and traditional processing paradigms just cannot keep up. To get ahead of this trend, a

new visual computing model has been designed for the Mac Pro user. Mac Pro users can now get proven professional graphics with the NVIDIA® Quadro® FX 4800 graphics board. In addition, using Apple Boot Camp, users can experience the full features and accelerated performance of native Quadro 3D graphics when running professional Windows applications. Designed, tested, and built by NVIDIA for the Mac Pro, Quadro FX 4800 gives professionals the visual supercomputing power that they deserve from their desktops.

The Quadro FX 4800 for Mac features the second generation NVIDIA unified GPU architecture and 192 CUDA parallel processing cores, delivering best-in-class performance and reliability for the Mac Pro user.



PRODUCT SPECIFICATIONS

FORM FACTOR

- > 4.36" (H) x 10.5" (L)

FRAME BUFFER MEMORY

- > 1.5 GB GDDR3

MEMORY INTERFACE

- > 384-bit

MEMORY BANDWIDTH

- > 76.8 GBps

MAX POWER CONSUMPTION

- > 150W

GRAPHICS BUS

- > PCI Express 2.0 x16

DISPLAY CONNECTORS

- > Dual Dual-Link DVI-I
- > 3-Pin Stereo

NUMBER OF SLOTS

- > 2

THERMAL SOLUTION

- > Active Fansink

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Features	Benefits
1.5 GB GDDR3 GPU Memory with Ultra Fast Memory Bandwidth	Massive 1.5 GB frame buffer and memory bandwidth up to 76.8 GB/sec. delivers high throughput for interactive visualization of large models and high-performance for real time processing of large textures and frames and enables the highest quality and resolution full-scene antialiasing (FSAA).
NVIDIA Unified GPU Architecture	Industry's first unified architecture designed to dynamically allocate compute, geometry, shading and pixel processing power to deliver optimized GPU performance.
NVIDIA® CUDA™ Architecture	NVIDIA® CUDA™ is a revolutionary parallel computing architecture for NVIDIA Quadro GPUs enabling breakthrough performance in areas such as such as interactive ray tracing, finite element analysis, and computational fluid dynamics.
NVIDIA® PureVideo® HD Technology	PureVideo technology is the combination of high-definition video processors and software that delivers unprecedented picture clarity, smooth video, accurate color, and precise image scaling for SD and HD video content.
Run Microsoft Windows with GPU Acceleration	Experience full, native Quadro 3D features and application performance when using Boot Camp to run Windows on a Mac Pro.

TECHNICAL SPECIFICATIONS

NVIDIA QUADRO FX 4800 FOR MAC ARCHITECTURE

- > 128-bit color precision
- > Unlimited fragment instruction
- > Unlimited vertex instruction
- > 3D volumetric texture support
- > Hardware-accelerated, antialiased points & lines
- > Hardware-accelerated, two-sided lighting
- > Hardware-accelerated clipping planes
- > 3rd-generation occlusion culling
- > Hardware-accelerated line stippling

SHADING ARCHITECTURE

- > Full Shader Model 4.0 (OpenGL 2.1/ DirectX 10 class)
- > Long fragment programs (unlimited instructions)
- > Long vertex programs (unlimited instructions)
- > Looping and subroutines (up to 256 loops per vertex program)
- > Dynamic flow control
- > Conditional execution

HIGH LEVEL SHADER LANGUAGES

- > OpenGL 3.0 and DirectX 10 support under Windows OS
- > OpenGL 2.1 support under OS X
- > Open source compiler

HIGH-RESOLUTION ANTIALIASING

- > Rotated Grid Full-Scene Antialiasing (RG FSAA)

DISPLAY SUPPORT

- > Dual dual-link DVI-I outputs drive two digital displays at resolutions up to 2560 x 1600 @ 60Hz
- > Internal 400 MHz DAC—two analog displays at resolutions up to 2048 x 1536 @ 85Hz
- > 3-pin mini din stereo connector for stereoscopic application support via OpenGL Quad buffered stereo

To learn more about NVIDIA Quadro, go to www.nvidia.com/quadro

