



## THE POWER TO REALIZE YOUR VISION NVIDIA® QUADRO® K2000

### Outstanding NVIDIA Kelper™ Architecture Performance and Quad Display Support Enhances Professional Productivity and Creativity

The NVIDIA® Quadro® K2000 offers the perfect blend of performance and the latest productivity enhancing technical innovations at a very reasonable cost for a wide range of leading professional applications. You get 2GB of GDDR5 GPU memory, 384 SMX CUDA parallel processing cores, the ability to drive up to four displays simultaneously, and full Shader Model 5 compatibility; all in a single slot form factor which requires no auxiliary power to deliver full performance.

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<sup>1</sup>
- > nView desktop management software compatible
- > HDCP support
- > NVIDIA Mosaic<sup>2</sup>



#### SPECIFICATIONS

GPU Memory	<b>2GB GDDR5</b>
Memory Interface	<b>128-bit</b>
Memory Bandwidth	<b>64.0GB/s</b>
CUDA Cores	<b>384</b>
System Interface	<b>PCI Express 2.0 x16</b>
Max Power Consumption	<b>51W</b>
Thermal Solution	<b>Ultra-quiet active fansink</b>
Form Factor	<b>4.376" H x 7.97" L, Single Slot, Full Height</b>
Display Connectors	<b>DVI-I DL + 2x DP1.2</b>
Max Simultaneous Displays	<b>3 direct, 4 DP1.2, 2 Win XP</b>
Max DP 1.2 Resolution	<b>3840 x 2160 at 60Hz</b>
Max DVI-I DL Resolution	<b>2560 x 1600 at 60Hz</b>
Max DVI-I SL Resolution	<b>1920 x 1200 at 60Hz</b>
Max VGA Resolution	<b>2048 x 1536 at 85Hz</b>
Graphics APIs	<b>Shader Model 5.0, OpenGL 4.4, DirectX 11</b>
Compute APIs	<b>CUDA, DirectCompute, OpenCL</b>

<sup>1</sup> Via supplied adapter/connector/bracket | <sup>2</sup> Windows 7, 8 and Linux

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