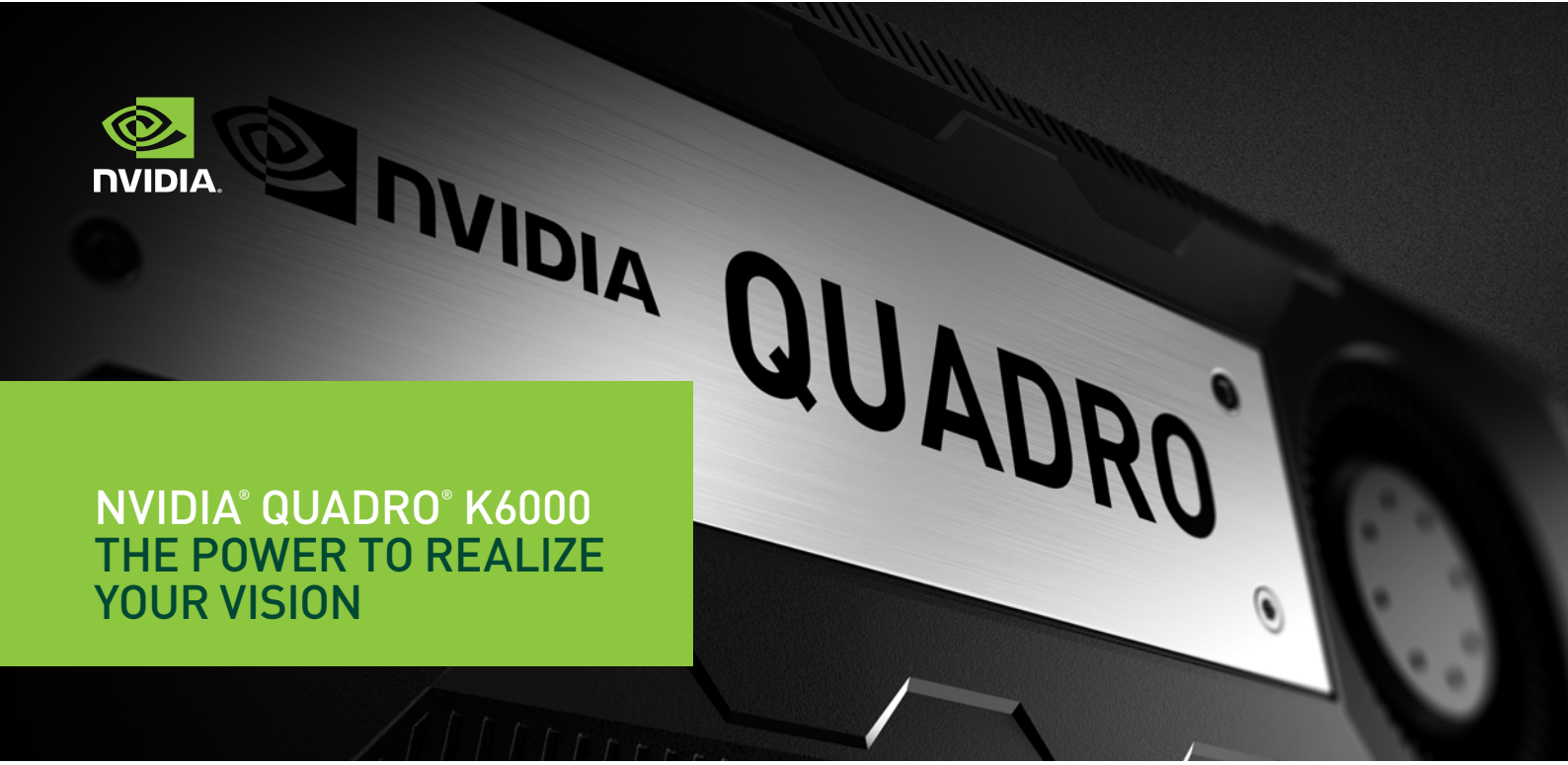

NVIDIA® QUADRO® K6000 THE POWER TO REALIZE YOUR VISION

Unbeatable Memory and Graphics Performance

The NVIDIA Quadro K6000 graphics card is the ultimate expression of NVIDIA's expertise in professional graphics, empowering artists, designers, and engineers to realize their biggest visions. It combines 12 GB of memory, 2880 NVIDIA CUDA® parallel processing cores, accelerated double-precision computation, plus the ability to drive up to four ultra-high-resolution displays or projectors. This makes the Quadro K6000 the superior choice to bring your largest and most complex projects to life.

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.

To learn more about NVIDIA Quadro K6000, go to **www.nvidia.com/quadro**

FEATURES

- DisplayPort 1.2
- DisplayPort with Audio
- DVI-I and DVI-D Dual Link Connectors
- VGA Support[1]
- Professional 3D Support[1]
- NVIDIA 3D Vision™ Pro[1]
- Quadro Sync Compatibility
- HD SDI Capture/Output Compatibility
- NVIDIA GPUDirect™ Support[1]
- NVIDIA nView® Desktop Management Software Compatibility
- Stereo Connector[1]
- HDCP Support
- NVIDIA Mosaic Mode[2]
- Energy Star Enabling

SPECIFICATIONS

GPU Memory	**12 GB GDDR5**
Memory Interface	**384-bit**
Memory Bandwidth	**288 GB/s**
CUDA Cores	**2880**
System Interface	**PCI Express 3.0 x16**
Max Power Consumption	**225 W**
Thermal Solution	**Ultra-quiet active fansink**
Form Factor	**4.4"H × 10.5"L, Dual Slot, Full Height**
Display Connectors	**DVI-I DL + DVI-D DL + 2x DP1.2 + Stereo**
Max Simultaneous Displays	**4**
Max DP 1.2 Resolution	**3840 × 2160 at 60 Hz**
Max DVI DL Resolution	**2560 × 1600 at 60 Hz**
Max DVI SL Resolution	**1920 × 1200 at 60 Hz**
Max VGA Resolution	**2048 × 1536 at 85 Hz**
Graphics APIs	**Shader Model 5.0, OpenGL 4.3, DirectX 11**
Compute APIs	**CUDA, DirectCompute, OpenCL**

[1] Via supplied adapter/connector/bracket | [2] Windows 7 and Linux