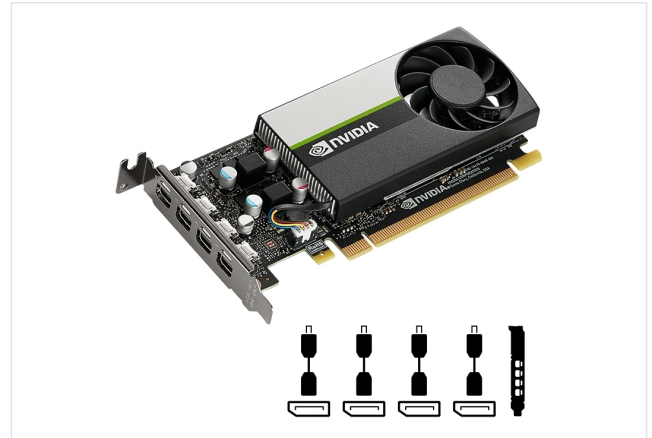


SC-PQT1000+L

PNY nVidia Quadro T1000 4GB GDDR6 PCI-e 3.0 x16 Graphics card low profile, mDP

Product Overview

PNY nVidia Quadro T1000 4GB GDDR6 PCI-e 3.0 x16 Graphics card low profile, 896 CUDA cores, 4GB GDDR6 GPU Memory, 896 CUDA cores, 4GB GDDR6 GPU Memory, 2.50 TFLOPS peak FP32 performance, 128-bit Memory Interface, 160 Gb/s Memory Bandwidth, PCI Express 3.0 x16, 4x mDP Display connectors (Mini Display Port), 7680x4320 at 60 Hz Maximum Digital Resolution, 4x at 5K Maximum displays, HDR support, Quad buffered stereo, Active fansink



Specifications

Overview:

NVIDIA T1000 - Full Performance in a Small Form Factor Solution

NVIDIA GPUs power the worlds most advanced desktop workstations, providing the visual computing power required by millions of professionals as part of their daily workflow. All phases of the professional workflow, from creating, editing, and viewing 2D and 3D models and video, to working with multiple applications across several displays, benefit from the power that only a discreet GPU solution can provide. NVIDIA entry level professional GPUs provide advanced features and performance far beyond what is available with integrated GPU solutions - all in a low-profile package, enabling deployment in a wide range of small form factor workstations. Step up to the power of an NVIDIA discreet professional GPU.

The NVIDIA Turing architecture provides significant performance improvements with NVIDIA T1000, resulting in more than 50% graphics performance, compared to the previous generation P1000 . Ultra-fast GDDR6 graphics memory technology provides twice the memory bandwidth of the previous generation.

Features:

Turing GPU Architecture

Based on state-of-the-art 12nm FFN (FinFET NVIDIA) high-performance manufacturing process customized for NVIDIA to incorporate 896 CUDA cores, the NVIDIA T1000 GPU is the most powerful low-profile single slot professional solution for CAD, DCC, financial service industry (FSI) and visualization professionals in general looking to reach excellence performance in a compact and efficient form factor. The Turing GPU architecture enables the biggest leap in computer real-time graphics rendering since NVIDIA's invention of programmable shaders in 2001.

Advanced Shading Technologies

The Turing GPU architecture features the following new advanced shader technologies.

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Mesh Shading: Compute-based geometry pipeline to speed geometry processing and culling on geometrically complex models and scenes. Mesh shading provides up to 2x performance improvement on geometry-bound workloads.

Advanced Streaming Multiprocessor (SM) Architecture

Combined shared memory and L1 cache improve performance significantly, while simplifying programming and reducing the tuning required to attain best application performance. Each SM contains 96 KB of L1 shared memory, which can be configured for various capabilities depending on compute or graphics workload. For compute cases, up to 64KB can be allocated to the L1 cache or shared memory, while graphics workload can allocate up to 48 KB for shared memory; 32 KB for L1 and 16KB for texture units. Combining the L1 data cache with the shared memory reduces latency and provide higher bandwidth.

High Performance GDDR6 Memory

Built with Turgings vastly optimized 4GB GDDR6 memory subsystem for the industrys fastest graphics the NVIDIA T1000 features 4 GB of frame buffer capacity and 160 GB/s of peak bandwidth for double the throughput from previous generation. NVIDIA T1000 is the ideal platform for 3D professionals working with larger models and datasets and multi display environments.

Single Instruction, Multiple Thread (SIMT)

New independent thread scheduling capability enables finer-grain synchronization and cooperation between parallel threads by sharing resources among small jobs.

Mixed-Precision Computing

With independent parallel integer and floating-point data paths, the Turing SM is more efficient on workloads with a mix of computation and addressing calculations.

Compute Preemption

Preemption at the instruction-level provides finer grain control over compute tasks to prevent long-running applications from either monopolizing system resources or timing out.

H.264 and HEVC Encode/Decode Engines

Deliver faster than real-time performance for transcoding, video editing, and other encoding applications with two dedicated H.264 and HEVC encode engines and a dedicated decode engine that are independent of 3D/compute pipeline.

NVIDIA GPU BOOST 4.0

Automatically maximize application performance without exceeding the power and thermal envelope of the card. Allows applications to stay within the boost clock state longer under higher temperature threshold before dropping to a secondary temperature setting base clock.

Full-Scene Antialiasing (FSAA)

Dramatically reduce visual aliasing artifacts or "jaggies" with up to 64x FSAA (128x with SLI) for unparalleled image quality and highly realistic scenes.

32K Texture and Render Processing

Texture from and render to 32K x 32K surfaces to support applications that demand the highest resolution and quality image processing.

NVIDIA Mosaic Technology

Transparently scale the desktop and applications across up to 4 GPUs and 16 displays from a single workstation while delivering full performance and image quality.

DisplayPort 1.4

Support up to four 5K monitors at 60Hz, or dual 8K displays per card. NVIDIA T1000 supports 4x displays natively, HDR color

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for 4K at 120Hz for 10/12b HEVC decode and up to 4K at 60Hz for 10b HEVC encode. Each DisplayPort connector is capable of driving ultra-high resolutions of 4096 x 2160 at 120 Hz with 30-bit color.

NVIDIA RTX Desktop Manager

NVIDIA RTX Desktop Manager software allows you to manage single or multi-monitor workspaces with ease, giving you maximum flexibility and control over your display real estate and desktops.

OpenGL Quad Buffered Stereo Support

Provide a smooth and immersive 3D Stereo experience for professional applications.

NVIDIA Enterprise Management Tools

Maximize system uptime, seamlessly manage wide-scale deployments and remotely control graphics and display settings for efficient operations.

NVIDIA CUDA Parallel Computing Platform

Natively execute standard programming languages like C/C++ and Fortran, and APIs such as OpenCL, OpenACC and Direct Compute to accelerate techniques such as ray tracing, video and image processing, and computation fluid dynamics.

Unified Memory

Featuring concurrent execution of floating point and integer operations, adaptive shading technology, and a new unified memory architecture with twice the cache of its predecessor, Turing shaders enable awesome performance increases for today's professional applications.

3D GRAPHICS ARCHITECTURE

- Scalable geometry architecture
- Hardware tessellation engine
- NVIDIA GigaThread engine with 3 async copy engines
- Shader Model 5.1 (OpenGL 4.5 and DirectX 12)
- Up to 32K x 32K texture and render processing
- Transparent multisampling and super sampling
- 16x angle independent anisotropic filtering
- 32-bit per-component floating point texture filtering and blending
- 64x full scene antialiasing (FSAA)
- Decode acceleration for MPEG-2, MPEG-4 Part 2 Advanced Simple Profile, H.264, HEVC, MVC, VC1, DivX (version 3.11 and later), and Flash (10.1 and later)
- Dedicated H.264 and HEVC Encoder
- Blu-ray dual-stream hardware acceleration (supporting HD picture-in-picture playback)
- NVIDIA GPU Boost (automatically improves GPU engine throughput to maximize application performance)

NVIDIA CUDA PARALLEL PROCESSING ARCHITECTURE

- SMM architecture (NVIDIA Turing streaming multi-processor design that delivers greater processing and efficiency)
- Dynamic Parallelism (GPU dynamically spawns new threads without going back to the CPU)
- API support includes: CUDA C, CUDA C++, DirectCompute 5.0, OpenCL, Java, Python, and Fortran
- 96 KB of RAM (dedicated shared memory per SM)

Advanced Display Features

- Support for any combination of four connected displays
- Four DisplayPort 1.4 outputs (supporting resolutions such as 3840 x 2160 at 120 Hz and 5120 x 2880 at 60 Hz)
- HDR support over DisplayPort 1.4 (SMPTE 2084/2086, BT. 2020) (4K at 60 Hz 10b/12b HEVC Decode, 4K at 60 Hz 10b HEVC Encode)

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- HDCP 2.2 support over DisplayPort, DVI, and HDMI adapters
- 12-bit internal display pipeline (hardware support for 12-bit scanout on supported panels, applications, and connection)
- Full OpenGL quad buffered stereo support
- Underscan/overscan compensation and hardware scaling
- NVIDIA RTX Desktop Manager
- Support for Nvidia Mosaic

DisplayPort and HDMI Digital Audio

- Support for the following audio modes: Dolby Digital (AC3), DTS 5.1, Multi-channel (7.1) LPCM, Dolby Digital Plus (DD+), and MPEG-2/MPEG-4 AAC
- Data rates of 44.1 KHz, 48 KHz, 88.2 KHz, 96 KHz, 176 KHz, and 192 KHz
- Word sizes of 16-bit, 20-bit, and 24-bit
- The mini-DisplayPort connectors are designed with a custom retention mechanism to firmly secure its connection with the display cable.

AVAILABLE ACCESSORIES

- DP-HDMI-THREE-PCK connects the NVIDIA T1000 to HDMI displays at resolutions up to 4K with PNY Part Number DP-HDMI-THREE-PCK. The three included DisplayPort to HDMI adapters are recommended by NVIDIA, provide outstanding image quality, and are built to professional standards.
- DP-HDMI-SINGLE-PCK connect the NVIDIA T1000 to an HDMI display at resolutions up to 4K with PNY Part Number DP-HDMI-SINGLE-PCK. The included DisplayPort to HDMI adapter is recommended by NVIDIA, provides outstanding image quality, and is built to professional standards.

SUPPORTED PLATFORMS

- Microsoft Windows 10 (64-bit)
- Red Hat Enterprise Linux 7.x
- SUSE Linux Enterprise Desktop 15.x
- OpenSuse 15
- Fedora 31
- Ubuntu 18.04
- FreeBSD 11.x
- Solaris 11

Minimum System Requirements

- Intel Core i5, i7, i9, or Xeon processor or later
- AMD Ryzen or Epyc class processor or later
- PCI Express 4.0 x16 (preferred) expansion slot
- System memory greater than or equal to GPU memory, twice the GPU memory recommended
- Internet connection for driver installation
- DisplayPort 1.4a (preferred), HDMI, or DVI compatible display(s)

PACKAGE CONTAINS

- NVIDIA T1000 professional graphics card
- Attached low-profile (SFF) bracket
- Unattached full-height (ATX) bracket
- NVIDIA Turing Quick Start Guide
- NVIDIA Turing Support Guide
- 4x mDP to DisplayPort adapters

Specifications:

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Product Specification Sheet

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Specifications

Product Code	SC-PQT1000+L
CUDA Cores	896
GPU Memory	4 GB GDDR6
Peak FP32 Performance	2.50 TFLOPS
Memory Interface	128-bit
Memory Bandwidth	160 GB/s
Max Power Consumption	50 W
System Interface	PCI Express 3.0 x16
Display Connectors	4x mDP
Max Digital Resolution	7680 x 4320 at 60 Hz
Max Displays	4x at 5K, 5120 x 2880 at 60 Hz
HDR Support	Yes
Quad Buffered Stereo	Yes
NVENC, NVDEC	2x H.264 and HVEC Encoders
	1x Decode Engine
Form Factor	Low-Profile Single Slot
Thermal Solution	Active Fansink

Product Information Online

For the latest product information, availability and purchasing details, please visit the product page:

Product page:

<https://www.comx-computers.co.za/SC-PQT1000-L-PNY-nVidia-Quadro-T1000-4GB-GDDR6-PCI-Buy-p-259761.php>

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