



## THE POWER TO REALIZE YOUR VISION NVIDIA® QUADRO® K2000D

### Outstanding NVIDIA Kelper™ Architecture Performance Optimized for Medical Imaging Solutions and DVI Display Users

The NVIDIA Quadro K2000D graphics board 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. With two DVI-DL connectors, and the ability to drive a third DVI-SL display, the K2000D is an ideal choice for medical imaging 10- or 12-bit grayscale displays. You also get 2GB of GDDR5 GPU memory, 384 SMX CUDA parallel processing cores, 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 demanding needs – whether it's product design, visualization and simulation, or medical and diagnostic imaging.

#### FEATURES

- > Two DVI Dual-Link Connectors
- > Mini-DisplayPort 1.2 Connector
- > DisplayPort with audio
- > 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 + DVI-D DL + mini-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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