



THE WORLD'S FIRST RAY TRACING GPU NVIDIA QUADRO RTX 6000

REAL TIME RAY TRACING FOR PROFESSIONALS

NVIDIA[®] Quadro RTX[™] 6000, powered by the NVIDIA Turing[™] architecture and the NVIDIA RTX[™] platform, brings the most significant advancement in computer graphics in over a decade to professional workflows. Designers and artists can now wield the power of hardware-accelerated ray tracing, deep learning, and advanced shading to dramatically boost productivity and create amazing content faster than ever before. Equipped with 4608 CUDA cores, 576 Tensor cores, 72 RT Cores and massive 24GB GDDR6 memory, Quadro RTX 6000 can render complex models and scenes with physically accurate shadows, reflections, and refractions to empower users with instant insight. Support for NVIDIA NVLink¹ enables applications to scale memory and performance with multi-GPU configurations². And with the industry's first implementation of the VirtualLink®3 port, Quadro RTX 6000 provides simple connectivity to the next-generation of high-resolution VR head-mounted displays to let designers view their work in the most compelling virtual environments possible.

Quadro cards are certified with a broad range of sophisticated professional applications, tested by leading workstation manufacturers, and backed by a global team of support specialists. This gives you the peace of mind to focus on doing your best work. Whether you're developing revolutionary products or telling spectacularly vivid visual stories, Quadro gives you the performance to do it brilliantly.

¹ NVIDIA NVLink sold separately | ² Connecting two RTX 6000 cards with NVLink to scale performance and memory capacity to 48 GB is only possible if your application supports NVLink technology. Please contact your application provider to confirm their support for NVLink | ³ In preparation for the emerging VirtualLink standard, Turing GPUs have implemented hardware support according to the "VirtualLink Advance Overview". To learn more about VirtualLink, please see www.virtuallink.org | 4 Via adapter/connector/bracket | ⁹ Quadro Sync II card sold separately | ⁶ Windows 7, 8, 8, 1, 10 and Linux | ⁷ GPU supports DX 12.0 API, Hardware Feature Level 12, 1 | ⁹ Product is based on a published Khronos Specification, and is expected to pass the Khronos Conformance Testing Process when available. Current conformance status can be found at www.khronos.org/conformance

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FEATURES

- > Four DisplayPort 1.4 Connectors
- > VirtualLink Connector³
- > DisplayPort with Audio
- > VGA Support⁴
- > 3D Stereo Support with Stereo Connector⁴
- > NVIDIA GPUDirect[™] Support
- > Quadro Sync II⁵ Compatibility
 > NVIDIA nView[®] Desktop
- Management Software
- > HDCP 2.2 Support
- > NVIDIA Mosaic⁶

PACKAGE CONTENTS

- > NVIDIA Quadro RTX 6000
- > Quadro RTX Quick Start Guide
- > Quadro Support Guide
- > 1 DisplayPort to DVI Adapter1 Auxiliary Power Cable (8-pin to dual 6-pin adapter)

WARRANTY AND SUPPORT

- > 3-Year Warranty
 > Pre- and Post-Sales Technical Support
- Dedicated Field Application Engineers
- > Direct Tech Support Hot Lines



| SPECIFICATIONS GPU Memory 24 GB GDDR6 Memory Interface 384-bit Memory Bandwidth Up to 672 GB/s ECC Yes NVIDIA CUDA Cores 4,608 NVIDIA CUDA Cores 576 NVIDIA Tensor Cores 576 NVIDIA Torsor Cores 72 Single-Precision Performance 16.3 TFLOPS Tensor Performance 130.5 TFLOPS NVIDIA NVLink Connects 2 Quadro RTX 6000 GPUs ¹ NVIDIA NVLink bandwidth 100 GB/s (bidirectional) System Interface PCI Express 3.0 x 16 Power Consumption Total board power: 295 W Total graphics power: 260 W Thermal Solution Active Form Factor 4.4" H x 10.5" L, Dual Stot, Full Height Display Connectors 4xDP 1.4, 1x USB-C Max Simultaneous Displays 4x 4096x2160 @ 120 Hz, 4x 5120x2880 @ 60 Hz Encode / Decode Engines 1X Encode, 1X Decode VR Ready Yes Graphics APIs DirectX 12.0", Shader Model 5.1", OpenGL 4.5*, Vulkan 1.0* Compute APIs CUDA, DirectCompute, OpenCL" | PNY PART NUMBER | VCQRTX6000-PB |
|---|------------------------------|------------------------------|
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| VR Ready Yes Graphics APIs DirectX 12.0 ⁷ , Shader Model 5.1 ⁷ , OpenGL 4.5 ⁹ , Vulkan 1.0 ⁹ | Max Simultaneous Displays | 4x 5120x2880 @ 60 Hz, |
| Graphics APIs DirectX 12.0 ⁷ , Shader Model 5.1 ⁷ , OpenGL 4.5 ⁸ , Vulkan 1.0 ⁸ | Encode / Decode Engines | 1X Encode, 1X Decode |
| OpenGL 4.5 ⁸ , Vulkan 1.0 ⁸ | VR Ready | Yes |
| Compute APIs CUDA, DirectCompute, OpenCL™ | Graphics APIs | |
| | Compute APIs | CUDA, DirectCompute, OpenCL™ |



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