



**UNMATCHED POWER.
UNMATCHED CREATIVE
FREEDOM.**
NVIDIA® QUADRO® P2000

The Perfect Balance of Superb Performance, Compelling Features, and Compact Form Factor.

The Quadro P2000 is the perfect balance of performance, compelling features, and compact form factor delivering incredible creative experience and productivity across a variety of professional 3D applications. It features a Pascal GPU with 1024 CUDA cores, large 5 GB GDDR5 on-board memory, and the power to drive up to four 5K (5120x2880 at 60Hz) displays natively. This makes it an excellent choice for accelerating product development and content creation workflows that demand fluid interactivity with large, complex 3D models and scenes.

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.

FEATURES

- > Four DisplayPort 1.4 Connectors¹
- > DisplayPort with Audio
- > NVIDIA RTX Desktop Manager Software
- > HDCP 2.2 Support
- > NVIDIA Mosaic²

PACKAGE CONTENTS

- > NVIDIA Quadro P2000 Professional Graphics Board

WARRANTY AND SUPPORT

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



SPECIFICATIONS

| | |
|---------------------------|---|
| PNY Part Number | VCQP2000-SB |
| GPU Memory | 5 GB GDDR5 |
| Memory Interface | 160-bit |
| Memory Bandwidth | Up to 140 GB/s |
| NVIDIA CUDA® Cores | 1024 |
| System Interface | PCI Express 3.0 x16 |
| Max Power Consumption | 75 W |
| Thermal Solution | Active |
| Form Factor | 4.4" H x 7.9" L, Single Slot |
| Display Connectors | 4x DP 1.4 |
| Max Simultaneous Displays | 4 direct, 4 DP 1.4 Multi-Stream |
| Display Resolution | 4x 4096 x 2160 at 120Hz 4x 5120 x 2880 at 60Hz |
| Graphics APIs | Shader Model 5.1, OpenGL 4.5³, DirectX 12.0⁴, Vulkan 1.0⁵ |
| Compute APIs | CUDA, DirectCompute, OpenCL™ |

¹ VGA/DVI/HDMI support via adapter/connector | ² Windows 7, 8, 8.1, 10 | ³ 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 | ⁴ GPU supports DX 12 API Hardware Feature Level 12_1

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