



The EVGA GeForce RTX 20-Series Graphics Cards are powered by the all-new NVIDIA Turing architecture to give you incredible new levels of gaming realism, speed, power efficiency, and immersion. With the EVGA GeForce RTX 20-Series gaming cards you get the best gaming experience with next generation graphics performance, ice cold cooling, and advanced overclocking features with the all new EVGA Precision X1 software.

The new NVIDIA GeForce RTX GPUs have reinvented graphics and set a new bar for performance. Powered by the new NVIDIA Turing GPU architecture and the revolutionary NVIDIA RTX platform, the new graphics cards bring together real-time ray tracing, artificial intelligence, and programmable shading. This is not only a whole new way to experience games - this is the ultimate PC gaming experience.

## SPECIFICATIONS

- Boost Clock: 1755 MHz
- Memory Clock: 14000 MHz Effective
- CUDA Cores: 1920
- Bus Type: PCIe 3.0
- Memory Detail: 6144MB GDDR6
- Memory Bit Width: 192 Bit
- Memory Bandwidth: 336 GB/s
- UPC: 843368060923
- EAN: 4250812432360

## DIMENSIONS

- Height: 4.38in - 111.15mm
- Length: 10.55in - 267.97mm
- Width: Dual Slot



## KEY FEATURES

- Real-Time Ray Tracing
- NVIDIA® GeForce Experience
- NVIDIA® Ansel
- NVIDIA® Highlights
- NVIDIA® G-SYNC™ Compatible
- Game Ready Drivers
- Microsoft® DirectX® 12 API, Vulkan API, OpenGL 4/5
- Built for EVGA Precision X1
- HDMI 2.0b, DisplayPort 1.4 and Dual-Link DVI
- HDCP 2.2
- NVIDIA® GPU Boost™

## REQUIREMENTS

- 500 Watt or greater power supply.
- PCI Express, PCI Express 2.0 or PCI Express 3.0 compliant motherboard with one graphics slot.
- One available 8-pin PCIe power dongle
- Windows 10 64bit, Windows 7 64bit

## PRODUCT WARRANTY

This product is covered under EVGA's 3 year warranty year limited warranty which covers parts and labor. Further warranty extension is available upon registration within 90 days of purchase. For more details please visit [www.evga.com/warranty](http://www.evga.com/warranty).



# HDMI™

HIGH-DEFINITION MULTIMEDIA INTERFACE