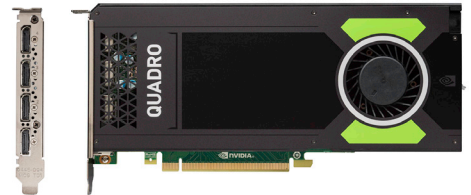# REAL INTERACTIVE EXPRESSION
NVIDIA® QUADRO® M4000

Get real interactive expression with NVIDIA® Quadro®—the world's most powerful workstation graphics.

The NVIDIA Quadro M4000 is accelerated by NVIDIA Maxwell™ GPU architecture, letting you easily tackle your most demanding visualization workloads with extreme performance and the flexibility of a single-slot form factor. 8 GB of GDDR5 GPU memory with fast bandwidth allows you to create and render large, complex models and compute massive datasets. Plus, there's a new display engine that drives up to four 4K resolution displays natively with DisplayPort 1.2 support for ultra-high resolutions like 4096 x 2160 @ 60 Hz with 30-bit color. Pair up two or more outputs to drive displays greater than 4K, and take advantage of NVIDIA Quadro Sync support to frame-lock up to 16 4K displays in a single system[1].

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 1.2 Connectors
> DisplayPort with Audio
> VGA Support[2]
> 3D Stereo Support[2]
> NVIDIA GPUDirect™ Support
> Quadro Sync Compatibility
> Stereo Connector
> NVIDIA nView® Desktop Management Software Compatibility
> HDCP Support
> NVIDIA Mosaic[3]

SPECIFICATIONS

GPU Memory	**8 GB GDDR5**
Memory Interface	**256-bit**
Memory Bandwidth	**192 GB/s**
NVIDIA CUDA® Cores	**1664**
System Interface	**PCI Express 3.0 x16**
Max Power Consumption	**120 W**
Thermal Solution	**Active**
Form Factor	**4.4" H × 9.5" L, Single Slot, Full Height**
Display Connectors	**4x DP 1.2**
Max Simultaneous Displays	**4 direct, 4 DP 1.2 Multi-Stream**
Max DP 1.2 Resolution	**4096 × 2160 at 60 Hz**
Max VGA Resolution	**2048 × 1536 at 85 Hz**
Graphics APIs	**Shader Model 5.0, OpenGL 4.5[4], DirectX 12.0[5]**
Compute APIs	**CUDA, DirectCompute, OpenCL™**