

# **GeForce RTX™ 5080 16G VENTUS 3X OC**









# **SPECIFICATIONS**

Marketing Name	GeForce RTX™ 5080 16G VENTUS 3X OC PLUS
Model Name	G5080-16V3CP
Graphics Processing Unit	NVIDIA® GeForce RTX™ 5080
Interface	PCI Express <sup>®</sup> Gen 5
Core Clocks	TBD
CUDA® CORES	10752 Units
Memory Speed	30 Gbps
Memory	16GB GDDR7
Memory Bus	256-bit
Output	DisplayPort x 3 (v2.1a) HDMI <sup>™</sup> x 1 (As specified in HDMI <sup>™</sup> 2.1b: up to 4K 480Hz or 8K 120Hz with DSC, Gaming VRR, HDR)
HDCP Support	Y
Power consumption	TBD
Power connectors	16-pin x 1
Recommended PSU	TBD
Card Dimension (mm)	303 x 121 x 49 mm
Weight (Card / Package)	1105 g / TBD
DirectX Version Support	12 Ultimate
OpenGL Version Support	4.6
Maximum Displays	4
G-SYNC® technology	<u>Y</u>
<b>Digital Maximum Resolution</b>	7680 x 4320

# CONNECTIONS



- 1. DisplayPort
- 2. HDMI™

## **FEATURES**





Three fans and a huge heatsink ensure a cool and quiet experience for you.



## **TORX FAN 5.0**

Fan blades linked by ring arcs and a fan cowl work together to stabilize and maintain high-pressure airflow.



# Nickel-plated Copper Baseplate

Heat from the GPU and memory is swiftly captured by a nickelplated copper baseplate and transferred.



#### **Core Pipes**

Core Pipes feature a square design to maximize contact with the GPU baseplate for optimal thermal management.



### Metal Backplate

A sturdy metal backplate strengthens the graphics card while the airflow vent design reduces excess heat.



#### Zero Frozr



The fans completely stop when temperatures are relatively low, eliminating all noise.



#### **DrMOS**

DrMOS power stage solutions provide great efficiency with low power loss and enhanced voltage controls.



Additional fuses built into the custom PCB provide additional safeguards against electrical damage.



#### **MSI Center**

The exclusive MSI Center software lets you monitor, tweak and optimize MSI products in real-time.



Take full control with the most recognized and widely used graphics card overclocking software in the world.