



## NVIDIA® NVS™ 810 BRILLIANTLY SIMPLE DIGITAL SIGNAGE

### Build brilliant digital signage solutions easily and cost-effectively with NVS 810.

The NVIDIA NVS 810 graphics board delivers exceptional display connectivity, cost-effective scalability, and image management capabilities that make it easy to drive any kind of multi-display digital signage setup. It's the first of its kind to offer eight display outputs, plus the world's most advanced GPU architecture— NVIDIA Maxwell™—all in a single-slot form factor. This makes it ideal for creating dense signage solutions, delivering the uncompromised performance and reliability required to deploy demanding content in mission-critical signage installations.

### KEY FEATURES

#### Eight Display Outputs

The NVS 810 leverages a dual GPU design to offer eight mini-DisplayPort 1.2 connectors capable of driving true 4K displays at 30 Hz. Plus, it provides advanced features like multi-streaming and stream cloning that enable extremely efficient cable management in complex installations.

#### Extreme Scalability

The NVS 810 gives you the best mix of performance, single-slot form factor, quiet operation, and power efficiency. Simply combine multiple NVS 810 cards in a single system to create cost-effective, massive signage walls with extreme screen resolution.

#### Advanced Image Management

Tap into the NVIDIA DesignWorks™ suite of powerful tools to manage images on complex multi-display configurations. Technologies like NVIDIA Mosaic and Warp & Blend help you achieve even the most demanding display configurations with ease.



### SPECIFICATIONS

NVIDIA CUDA® Parallel Processing Cores	1024 (512 cores per GPU)
Frame Buffer Memory	4 GB DDR3 (2GB per GPU)
Memory Interface	128-bit (64-bit per GPU)
Memory Bandwidth	28.8 GB/s
Max Power Consumption	68 W
Graphics Bus	PCI Express 3.0 x16
Display Connectors	Mini DP 1.2 (8)
Max Display Support	8x 4096x2160@30Hz, 4x 4096x2160@60Hz,
Form Factor	4.4" H x 7.8" L Single Slot
Thermal Solution	Active
Product Weight	468g

# TECHNICAL SPECIFICATIONS

## Supported Platforms

- > Microsoft Windows 10 (64-bit and 32-bit)
- > Microsoft Windows 8.1 (64-bit and 32-bit)
- > Microsoft Windows 7 (64-bit and 32-bit)
- > Linux®- Full OpenGL implementation, complete with NVIDIA and ARB extensions (64-bit and 32-bit)

## 3D Graphics Architecture

- > Scalable geometry architecture
- > Hardware tessellation engine
- > NVIDIA FXAA/TXAA dedicated anti-aliasing engine<sup>1</sup>
- > Shader Model 5.0 (OpenGL 4.5 and DirectX 12)
- > Up to 16K x16K texture and render processing
- > Transparent multisampling and super sampling
- > 16x angle independent anisotropic filtering
- > 32-bit per-component floating-point texture filtering and blending
- > Up to 64x full scene antialiasing (FSAA)
- > Decode acceleration for MPEG-2, MPEG-4 Part 2 Advanced Simple Profile, H.264, MVC, VC1, DivX (version 3.11 and later), and Flash (10.1 and later)
- > Dedicated H.264 Encoder<sup>1</sup>
- > NVIDIA GPU Boost™ (Automatically increases GPU engine throughput to maximize application performance.)

## Parallel Computing Capabilities

- > Streaming Multi-Processor Design (SM 5.0) delivers high performance and energy efficiency
- > Support for all the latest NVIDIA® CUDA® 7.5 features
- > Programming support for CUDA C, CUDA C++, DirectCompute 5.0, OpenCL, Python, and Fortran

## Advanced Display Features

- > Simultaneously drive up to eight displays when connected natively or when using DisplayPort 1.2 Multi-Stream
- > Eight DisplayPort 1.2 outputs including Multi-Stream and HBR2 support (capable of supporting resolutions such as 4096x2160@30 Hz when all eight displays are connected)
- > DisplayPort to VGA, DisplayPort to DVI (single-link and dual-link), and DisplayPort to HDMI cables available (resolution support based on dongle specifications)
- > DisplayPort 1.2, HDMI, and DVI support HDCP
- > 12-bit internal display pipeline (hardware support for 12-bit scanout on supported panels, applications and connection)
- > Underscan/overscan compensation and hardware scaling
- > Support for NVIDIA Mosaic, NVIDIA nView® multi-display technology, and NVIDIA Enterprise Management Tools

## DisplayPort and HDMI Digital Audio

- > Support for the following audio modes:
  - > Dolby Digital (AC3), DTS 5.1, Multi-channel (7.1) LPCM, Dolby Digital Plus (DD+), DTS-HD, TrueHD
  - > Output data rates of 44.1 KHz, 48 KHz, 88.2 KHz, 96 KHz, 176 KHz (HDMI only), and 192 KHz (HDMI only)
- > Word sizes of 16-bit, 20-bit, and 24-bit

## NVIDIA nView Desktop Management Software

- > Boosts productivity by delivering maximum flexibility for single and multi-display set-ups, and provides unprecedented end-user control of the desktop experience.
- > Seamless integration within the Windows environment
- > Easy to use Setup Wizard
- > Extended Windows Taskbar to spread the application buttons across displays
- > Get virtual sub-displays with gridlines to make best use of large display setups
- > Create virtual desktops to maximize work area and reduce application clutter
- > Complete set of hot keys
- > User Profiles for easier system deployments

## NVIDIA Mosaic Technology

- > Enhance your workspace over multiple displays (up to 16 displays when used with multiple NVS 810 graphics cards)
- > Enables seamless taskbar spanning as well as transparent scaling of any application over multiple displays

## NVIDIA Enterprise Management Tools<sup>2</sup>

- > Monitor, access, and configure graphics and display information of remote machines using industry standard WMI interface
- > Scriptable using WMI command line interface for integration with system-level management tools
- > Scalable enterprise-class tools to remotely install and configure graphics drivers across your entire organization

To learn more about NVIDIA NVS, go to [www.nvidia.com/nvs](http://www.nvidia.com/nvs)

<sup>1</sup> This feature requires implementation by software applications and is not a stand-alone utility. Please contact [quadrohelp@nvidia.com](mailto:quadrohelp@nvidia.com) for details on availability. | <sup>2</sup> Supported in Microsoft Windows 7 and later only