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November 8, 2006 Nvidia launched a graphics card that would change gaming and computing forever. The G80 came in two new cards, GeForce 8800 GTX and 8800 GTS. It included Nvidia’s first unified shader architecture and DirectX10-compatible GPU. The specs compared to current times seem poor, with 128 shader cores, 32 texture mapping units, and 24 Render Outputs, backed by 768MB of RAM. Moving forward engineers have made great improvements in developing graphics cards.

10 years later Nvidia has recently launched its newest graphics card, GeForce GTX 1080 Ti. This model has reached far greater than the 8800 and includes DirectX12 to compliment the GPU. The specs of the 1080 Ti are 3584 CUDA cores, 1582 MHz boost clock,11Gbps memory speed, backed by 11GB GDDR memory. Devlopments graphics cards has opened user to interesting features, capable of multi monitoring, Virtual Reality, and GameStream ready.