NVIDIA Quadro 1000M

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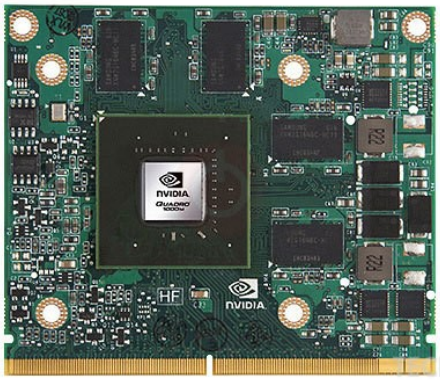
GF108	96	16	4	2048 MB	DDR3	128 bit
GRAPHICS PROCESSOR	CORES	TMUS	ROPS	MEMORY SIZE	MEMORY TYPE	BUS WIDTH



The Quadro 1000M was a professional graphics card by NVIDIA, launched in January 2011. Built on the 40 nm process, and based on the GF108 graphics processor, in its N12P-Q1 variant, the card supports DirectX 12.0. The GF108 graphics processor is an average sized chip with a die area of 116 mm² and 585 million transistors. It features 96 shading units, 16 texture mapping units and 4 ROPs. NVIDIA has placed 2,048 MB DDR3 memory on the card, which are connected using a 128-bit memory interface. The GPU is operating at a frequency of 700 MHz, memory is running at 900 MHz.

We recommend the NVIDIA Quadro 1000M for gaming with highest details at resolutions up to, and including, 1024x768.

Being a mxm module card, its power draw is rated at 45 W maximum.

Graphics Processor

GPU Name:	GF108
GPU Variant:	N12P-Q1
Architecture:	Fermi
Process Size:	40 nm
Transistors:	585 million
Die Size:	116 mm²

Memory

Memory Size:	2048 MB
Memory Type:	DDR3
Memory Bus:	128 bit
Bandwidth:	28.80 GB/s

Reviews

Our review database contains 25 reviews of the Quadro 1000M.

Graphics Card

Released:	Jan 13th, 2011
Production Status:	End-of-life
Bus Interface:	MXM-A (3.0)

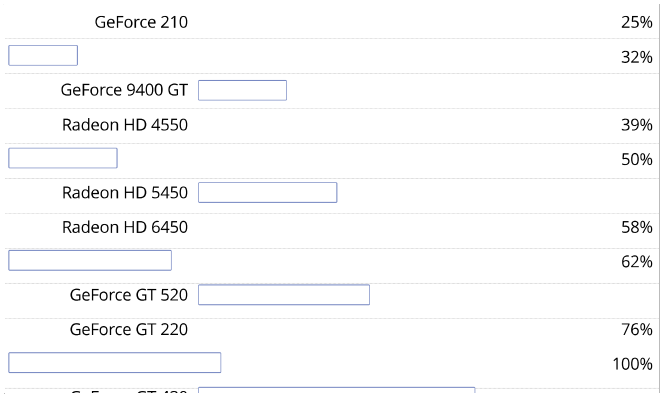
Clock Speeds

GPU Clock:	700 MHz
Shader Clock:	1400 MHz
Memory Clock:	900 MHz 1800 MHz effective

Render Config

Shading Units:	96
TMUs:	16
ROPs:	4
SM Count:	4
Pixel Rate:	5.600 GPixel/s
Texture Rate:	11.20 GTexel/s

Relative Performance



Based on TPU review data: "Performance Summary" at 1920x1080
Quadro 1000M performance estimated based on architecture, shader count and clocks.

Board Design

Slot Width:	MXM Module
TDP:	45 W

Graphics Features

DirectX:	12.0
OpenGL:	4.6
OpenCL:	1.1
CUDA:	2.1
Shader Model:	5.0

Floating-point performance:	268.8 GFLOPS