



# GEFORCE® GT 630 SYNERGY EDITION

GRAPHICS CARD

CARTE GRAPHIQUE

GRAFIKKARTE

TARJETA GRAFICA



Get a taste of Microsoft DirectX 11 and hardware tessellation technologies with the class-leading ZOTAC GeForce GT 630 graphics card. The ZOTAC GeForce GT 630 delivers an outstanding visual computing experience with perfect high-definition video playback capabilities.

Hardware Blu-ray decoding capabilities enable flawless Blu-ray 3D playback while Dolby TrueHD and DTS-HD Master Audio bitstreaming enables bit-perfect audio output for the ultimate audio and visual experience with the ZOTAC GeForce GT 630 graphics card. HDMI 1.4 support ensures the ZOTAC GeForce GT 630 is compatible with the latest generation of 3DTV displays.

SKU: ZT-60412-10L | EAN: 4895173602535 | UPC: 816264014116

# ZOTAC®

*It's Time to Play*



## TECHNICAL SPECIFICATIONS

### FEATURES

- NVIDIA Adaptive Vertical Sync technology
- NVIDIA Unified Architecture
- NVIDIA PhysX technology
- NVIDIA CUDA technology
- Hardware Video Decode Acceleration
- Blu-ray 3D ready
- HDMI xvYCC Color & DeepColor technologies
- Lossless audio bitstream capable

### SPECIFICATIONS

- NVIDIA GeForce GT 630 GPU
- 96 processor cores
- 1GB DDR3
- 128-bit memory bus
- Engine clock: 700 MHz
- Shader clock: 1400 MHz
- Memory clock: 1333 MHz
- PCI Express 2.0 [compatible with 1.1]\*

### CONNECTORS

- Dual DVI (Up to 2560x1600)
- mini-HDMI 1.4a (w/audio [8-channel])
- VGA (with included adapter)
- Dual simultaneous display capable
- HDCP compliant

### POWER REQUIREMENTS

- 300-watt power supply recommended
- 65-watt max power consumption

### HDTV READY

- ED 480p
- HD 720p
- HD 1080i
- Full HD 1080p

### SOFTWARE COMPATIBILITY

- NVIDIA GeForce driver
- Microsoft DirectX 11
- OpenGL 4.3
- Microsoft Windows 7/8 x86/x64

### DIMENSIONS

- Height: 111.15mm [4.376in]
- Width: 149.86mm [5.69in]
- Box
  - Height: 260mm [10.236in]
  - Width: 165mm [6.496in]
  - Depth: 56mm [2.205in]

### INSIDE THE BOX

- ZOTAC GeForce GT 630
- DVI-to-VGA adapter
- User manual
- Driver disc

