



SPECIFICATIONS

Model Name	GeForce® GTX 1070 SEA HAWK EK X
Graphics Processing Unit	GeForce® GTX 1070
Interface	PCI Express x16 3.0
Cores	1920 Units
Core Clocks	1797 MHz / 1607 MHz (OC Mode) 1771 MHz / 1582 MHz (Gaming Mode) 1683 MHz / 1506 MHz (Silent Mode)
Memory Speed	8108 (OC Mode)
Memory	8GB GDDR5 (256-bit)
Memory Size	8192
Memory Type	GDDR5
Memory Bus	256-bit
Output	DisplayPort x 3 (Version 1.4) / HDMI™ (Version 2.0) / DL-DVI-D
HDCP Support	2.2
Power consumption	150
Power connectors	6-pin x 1, 8-pin x 1
Recommended PSU	500
Card Dimension (mm)	278 x 165 x 20
DirectX Version Support	12
OpenGL Version Support	4.5
Multi-GPU Technology	SLI, 2-way
Afterburner OC	Y
Maximum Displays	4
VR Ready	Y
G-SYNC® technology	Y
Adaptive Vertical Sync	Y
Digital Maximum Resolution	7680 x 4320

CONNECTIONS

FEATURES



MSI Afterburner

Das ultimative OC-Tool mit erweiterten Optionen und einem Hardware Monitor in Echtzeit.



VR Ready

Diese Grafikkarte liefert genügend Leistung für ein flüssiges und aufregendes VR-Abenteuer.



FULL COVER EK WATERBLOCK

Das Kühlsystem verteilt die Wärme mithilfe des zentralen Einlasses effektiv.



VERNICKELTE KUPERBASIS

Die vernickelte Basis verhindert Korrosion und sorgt für mehr Robustheit und langanhaltende Leistung.



MULTI GPU SUPPORT

MSI Grafikkarten unterstützen Multi-GPU-Builds mithilfe der NVIDIA SLI Technik.



MSI Afterburner

The ultimate overclocking software with advanced control options and real-time hardware monitor.



VR Ready

Certified to provide the performance required for a smooth experience in your VR adventures.



FULL COVER EK WATERBLOCK

Central inlet split flow cooling engine design delivers the best cooling performance for liquid cooling systems.



NICKEL-PLATED COPPER BASE

Copper has the best thermal performance and the nickel layer prevents corrosion and increases wear resistance for lasting performance.



MULTI GPU SUPPORT

MSI graphics cards fully support multi-GPU setups using NVIDIA® SLI® technology on eligible GPU's.



1. DisplayPort
2. HDMI™
3. DVI-D