

GeForce GTX 1080 Ti SEA HAWK









SPECIFICATIONS

Model Name	GeForce® GTX 1080 Ti SEA HAWK
Graphics Processing Unit	NVIDIA® GeForce® GTX 1080 Ti
Interface	PCI Express x16 3.0
Core Clocks	1620 MHz / 1506 MHz (OC Mode) 1607 MHz / 1493 MHz (Gaming Mode) 1582 MHz / 1480 MHz (Silent Mode)
CUDA® CORES	3584 Units
Memory Speed	11016 MHz (OC / Gaming / Silent)
Memory	11GB GDDR5X
Memory Bus	352-bit
Output	DisplayPort x 3 / HDMI™ / DL-DVI-D
HDCP Support	2.2
Power consumption	250 W
Power connectors	8-pin x 1 ,6-pin x 1
Recommended PSU	600 W
Card Dimension (mm)	Card: 269 x 111 x 35 mm Cooler: 151 x 120 x 52 mm Tube: 330 x 10.6 mm
Weight (Card / Package)	1363 g / 2318 g
DirectX Version Support	12
OpenGL Version Support	4.5
Multi-GPU Technology	SLI, 2-way
Afterburner OC	<u>Y</u>
Maximum Displays	4
VR Ready	Y
G-SYNC® technology	Y
Adaptive Vertical Sync	Υ

CONNECTIONS



- 1. DisplayPort
- 2. HDMI™
- 3. DVI-D

FEATURES



MSI Gaming App

One-click performance profiles and many other premium features to get the most out of your MSI GAMING card.



Solid Black Backplate

Increases toughness of the card to prevent bending while complementing the sleek MSI GAMING design.



SUPREME LIQUID COOLING PERFORMANCE

The GPU is kept cool by closed loop liquid cooler while the memory and VRM's are cooled by a radial fan.



MICRO-FIN COPPER BASE

The copper coldplate with internal micro-fin design draws heat directly from the GPU into the circulating coolant.



HARNESS MAGNETIC LEVITATION

PWM fan using magnetic levitation technology and custom engineered rotors provide great performance and low noise.



HIGH PERFORMANCE 120MM RADIATOR

The 120mm TORX fan provides both ample cooling area and wide case compatibility.



Cool LED Effects

Featuring a premium LED illuminated MSI logo which can be controlled in MSI Gaming App.



VR Ready

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



QUICK AND EASY INSTALLATION

Upgrade to the power of liquid-cooled graphics in one minute or less.