

GeForce RTX™ 5090 32G SUPRIM SOC







SPECIFICATIONS

Marketing Name	GeForce RTX™ 5090 32G SUPRIM SOC
Model Name	G5090-32SPS
Graphics Processing Unit	NVIDIA® GeForce RTX™ 5090
Cores	21760 Units
Memory	32GB GDDR7
Power connectors	16-pin x 1 (ATX 3.1 PSU recommended)
Bus Standard	PCI Express [®] Gen 5 x16
Memory Interface	512-bit
	Gaming Mode: Extreme Performance: 2580 MHz (MSI Center) Boost: 2565 MHz
Core Clocks	Silent Mode: Extreme Performance: 2527 MHz (MSI Center) Boost: 2512 MHz
Memory Speed	28 Gbps
Maximum Displays	4
Digital Maximum Resolution	7680 x 4320
Output	DisplayPort x 3 (v2.1b) HDMI™ x 1 (As specified in HDMI™ 2.1b: up to 4K 480Hz or 8K 120Hz with DSC, Gaming VRR, HDR)
HDCP Support	Y
Power consumption (W)	Gaming mode: 600 W Silent mode: 575 W
Recommended Power Supply (W)	1000 W
DirectX Version Support	12 Ultimate
OpenGL Version Support	4.6
Card Dimension(mm)	359 x 150 x 76 mm
Weight	2840 g / 3695 g

FEATURES



HYPER FROZR THERMAL DESIGN

An apex evolution of advanced thermal design that delivers unparalleled cooling and quiet operation.



STORMFORCE FAN

Seven fan blades, claw texturing, and a circular arc are designed for optimal airflow with minimal noise.



Advanced Vapor Chamber

Built-in Vapor Chamber swiftly transfers heat from the GPU and VRAM to the core pipe for optimal dissipation.



Optimzed Heat Distribution - Core Pipe

Square-shaped Core Pipes maximize heat dissipation with the Vapor Chamber for superior cooling.



Wave Curved 4.0

Precision-engineered wave edges with a high-low fin design enhance airflow and reduce turbulence.



Air Antegrade Fin 2.0

The fins feature a V-shaped cutout and a high-low design at the airflow passthrough to optimize flow efficiency.



Metal Backplate

A reinforcing metal backplate with airflow vents and thermal pads enhances cooling.



MSI Center

The exclusive MSI Center software lets you monitor, tweak and optimize MSI products in real-time.

CONNECTIONS



GRAPHICS CARDS

GeForce RTX™ 5090 32G SUPRIM SOC



- 1. DisplayPort
- 2. HDMI™