



## GAMINGPRO



Powering Advanced AI

### NV Features

- Dedicated Ray Tracing Cores
- Dedicated Tensor Cores
- NVIDIA DLSS
- Game Ready and NVIDIA Studio Driver
- NVIDIA® APP
- NVIDIA Broadcast
- NVIDIA G-SYNC®
- PCI Express® Gen 5
- Microsoft DirectX® 12 Ultimate
- Vulkan 1.4, OpenGL 4.6
- HDCP 2.3
- DisplayPort 2.1b with UHBR20: up to 4K 480Hz or 8K 165Hz with DSC
- As specified in HDMI 2.1b: up to 4K 480Hz or 8K 120Hz with DSC, Gaming VRR, HDR

### Minimum System Requirements

- PCI Express-compliant motherboard with one tri-width x16 graphics slot
- 750 W or greater PSU with ATX 3.X spec
- One 16-pin PCIe 12VHPWR or two 8-pin supplementary power connectors
- Microsoft Windows® 11, Windows® 10 64-bit, Linux 64-bit

Part Number	NE7507T019T2-GB2031Y
EAN Code	4710562245486
GPU	GeForce RTX 5070 Ti
CUDA Core	8960
Core Clock	2295 MHz
Boost Clock	2452 MHz
DRAM Type	GDDR7
DRAM Amount	16 GB
DRAM Interface	256 bits
DRAM Speed	28 Gbps
DRAM Bandwidth	896 GB/s
Board Power	300 W
Output	DP 2.1b x 3 HDMI 2.1b x 1
Bracket	2 slots
Cooler	3 slots
Board size	331.9 x 127.1 x 60 mm
Box size	426.5 x 213.5 x 103.5 mm
Retail Pack	5 pcs per carton
Accessories	➤ Power Cable



## TurboFan4.0

Inspired by jet engines and aircraft wings, TurboFan4.0 optimizes airflow dynamics for outstanding cooling efficiency.

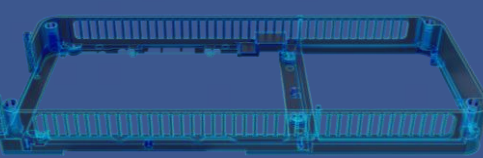
This design achieves a total of 33% boost in noise and thermal optimization.

## Air Deflector

The 30° fin angle deflects airflow precisely across the surface, maximizing contact with the fins for a total of 16% noise and airflow optimization.

## Superior Rigidity

The die-casting frame is redesigned to a full-cover version, now 3.6 times larger for comprehensive protection. Its rounded corner design perfectly matches the board shape, providing anti-bending durability and a premium feel.



## ARGB Sync EVO

Plug and Play. Shine in Harmony.

The universal 5V ARGB connector makes lighting synchronization effortless. Simply plug and play to sync your board's lighting with the rest of your PC—no additional software needed.

