



SPECIFICATIONS

Marketing Name	GeForce RTX™ 5080 16G VENTUS 3X OC PLUS
Model Name	G5080-16V3CP
Graphics Processing Unit	NVIDIA® GeForce RTX™ 5080
Interface	PCI Express® Gen 5
Core Clocks	Extreme Performance: 2655 MHz (MSI Center) Boost: 2640 MHz
CUDA® CORES	10752 Units
Memory Speed	30 Gbps
Memory	16GB GDDR7
Memory Bus	256-bit
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	360 W
Power connectors	16-pin x 1 (ATX 3.1 PSU recommended)
Recommended PSU	850 W
Card Dimension (mm)	303 x 121 x 49 mm
Weight (Card / Package)	1105 g / 1618 g
DirectX Version Support	12 Ultimate
OpenGL Version Support	4.6
Maximum Displays	4
G-SYNC® technology	Y
Digital Maximum Resolution	7680 x 4320

CONNECTIONS



1. DisplayPort
2. HDMI™

FEATURES



Triple Fan

Three fans and a huge heatsink ensure a cool and quiet experience for you.



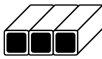
TORX FAN 5.0

Fan blades linked by ring arcs and a fan cowl work together to stabilize and maintain high-pressure airflow.



Nickel-plated Copper Baseplate

Heat from the GPU and memory is swiftly captured by a nickel-plated copper baseplate and transferred.



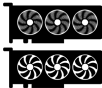
Core Pipes

Core Pipes feature a square design to maximize contact with the GPU baseplate for optimal thermal management.



Metal Backplate

A sturdy metal backplate strengthens the graphics card while the airflow vent design reduces excess heat.



Zero Frozr

The fans completely stop when temperatures are relatively low, eliminating all noise.



DrMOS

DrMOS power stage solutions provide great efficiency with low power loss and enhanced voltage controls.



Fuse

Additional fuses built into the custom PCB provide additional safeguards against electrical damage.



MSI Center

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



Afterburner

Take full control with the most recognized and widely used graphics card overclocking software in the world.