

GEFORCE RTX 5090





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
- 1200 W or greater PSU with ATX 3.X spec
- One 16-pin PCIe 12VHPWR or four 8-pin supplementary power connectors
- Microsoft Windows[®] 11, Windows[®] 10 64-bit, Linux 64-bit

GAMEROCK

D PALIT

Part Number	NE75090S19R5-GB2020G
EAN Code	4710562244847
GPU	GeForce RTX 5090
CUDA Core	21760
Core Clock	2017 MHz
Boost Clock	2527 MHz
DRAM Type	GDDR7
DRAM Amount	32 GB
DRAM Interface	512 bits
DRAM Speed	28 Gbps
DRAM Bandwidth	1792 GB/s
Board Power	600 W
Output	DP 2.1b x 3 HDMI 2.1b x 1
Bracket	3 slots
Cooler	3.5 slots
Board size	331.9 x 150 x 70.4 mm
Box size	460 x 290 x 115 mm
Retail Pack	5 pcs per carton
Accessories	 Power Cable ARGB SYNC Cable VGA Holder Holder Extender

Product Specifications and Features are for reference only and are subject to change without prior notice.

GAMEROCK

Chameleon Panel

The GameRock's chameleon-inspired panel features dazzling, ever-changing colors that shift with different viewing angles.

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.

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.

