

## NVIDIA Quadro P6000/M6000/P5000/M5000 ASSIMILATE® SCRATCH VR Suite

PNY is revolutionizing VR workflows by offering low-latency VR rendering and massively scalable performance with the NVIDIA® Quadro® VR READY professional GPUs. Combined with the SCRATCH VR Suite and the HTC Vive headset, creative professionals now have advanced, yet easy to use, professional VR production workflows.

The SCRATCH VR® Suite 8.5 is the only professional VR end-to-end, real-time workflow with an all-inclusive toolset for working naturally within a 360 environment -- dailies, conform, color grading, playback, compositing, cloud-based review and collaboration finishing, and mastering.

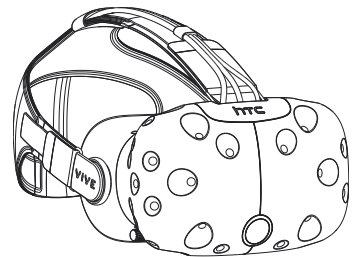
The NVIDIA Quadro graphics large frame buffer enables multi-layer 4K 360 VR timelines, color correction, stabilization, and compositing. Playback in real-time on the HTC Vive has all the player controls showing within the headset. Creators can use the highly reliable and secure SCRATCH Web® for cloud-base VR collaboration, review and feedback.

### NVIDIA Quadro benefits:

- Edit 4K 360° pre-stitched mono or stereo content with multiple layers of color grading, 360/VR motion graphics and titles.
- Go beyond preview in 360/VR video with the HTC Vive – directly interact with SCRATCH VR to color correct, composite, or conduct client reviews in real-time, including remote sessions!
- Deliver sub-20 millisecond response time, 90 FPS and 450MP/s.

NVIDIA QUADRO  
AUTHORIZED PARTNER

PNY®



Model	Part Number	GPU Memory	CUDA Cores
<b>NVIDIA Quadro P6000</b>	VCQP6000-PB	24GB GDDR5X ECC	3840
<b>NVIDIA Quadro M6000 24GB</b>	VCQM6000-24GB-PB	24GB GDDR5 ECC	3072
<b>NVIDIA Quadro M6000 12GB</b>	VCQM6000-PB	12GB GDDR5 ECC	3072
<b>NVIDIA Quadro P5000</b>	VCQP5000-PB	16GB GDDR5X ECC	2560
<b>NVIDIA Quadro M5000</b>	VCQM5000-PB	8GB GDDR5 ECC	2048

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