



A Quantum Leap for Every Gamer: NVIDIA Unveils the GeForce GTX 1060

Powered by Pascal, Delivers GTX 980 Gaming Performance at Twice the Energy Efficiency

SANTA CLARA, CA--(Marketwired - Jul 7, 2016) - NVIDIA (NASDAQ: NVDA) today added the [NVIDIA® GeForce® GTX 1060](#) to its Pascal™ family of gaming GPUs, complementing the [GTX 1080](#) and [1070](#), which have set records for speed and power efficiency following their launch two months ago.

Like the entire [Pascal architecture](#) GPU lineup, and with a starting price of only \$249, the GTX 1060 has been crafted for speed and optimized for performance per watt. Manufactured on the leading-edge FinFET 16nm process, the GTX 1060 delivers GTX 980-level performance and twice the energy efficiency in VR. It consumes only 120 watts of power while driving the latest VR and DirectX 11/12 PC games at blistering speeds.

The GTX 1060 features 1,280 CUDA cores, 6GB of GDDR5 memory running at 8Gbps and a boost clock of 1.7GHz, which can be easily overclocked to 2GHz for further performance. Across the top gaming titles, GTX 1060 is on average 15 percent faster and over 75 percent more power efficient than the closest competitive product at stock speeds.⁽¹⁾

GTX 1060 for Every Gamer, Everywhere -- Starting at \$249

GTX 1060 custom boards will be available starting July 19 from NVIDIA GeForce Partners, including ASUS, Colorful, EVGA, Gainward, Galaxy, Gigabyte, Innvision 3D, MSI, Palit, PNY and Zotac. The NVIDIA GeForce Partners represent a global network that will deliver GTX 1060 to gamers in 238 countries and territories. The MSRP will start at \$249.

SMP Technology Integrated into Top Game Engines; More Than 30 Titles in Development

The GTX 1060 supports [NVIDIA VRWorks™](#), a software developer kit that allows developers to intertwine what users see, hear and touch with the physical behavior of the environment -- convincing them that their virtual experience is real.

Included with VRWorks is NVIDIA Simultaneous Multi-Projection technology, which allows the GTX 1060 to seamlessly project a single image simultaneously to both eyes, yielding a 3x VR graphics performance improvement over previous generation GPUs. This allows GTX 1060 users to play VR games with higher levels of detail, without sacrificing performance or quality, for a more realistic, immersive experience.

Simultaneous Multi-Projection is being integrated into the world's biggest game engines, *Unreal Engine* and *Unity*. More than 30 games are already in development, including *Unreal Tournament*, *Poolnation VR*, *Everest VR*, *Obduction*, *Adr1ft* and *Raw Data*.

NVIDIA Ansel Integrated into 'Mirror's Edge: Catalyst' and 'Witcher 3'; Available this Month

The GTX 1060 also supports [NVIDIA Ansel™](#) technology, a powerful game-capture tool that allows gamers to explore, capture and share the artistry of gaming in ways never before possible. With Ansel, users can compose the gameplay shots they want, pointing the camera in any direction, from any vantage point within a gaming world, and then capture 360-degree stereo photospheres for viewing with a VR headset or Google Cardboard.

Gamers will be able to experience Ansel for themselves with *Mirror's Edge: Catalyst* next week, and *Witcher 3: Wild Hunt*, later this month. Many more Ansel-enabled games are in development, including Epic Games' [Fortnite](#), [Paragon](#) and [Unreal Tournament](#); Cyan Worlds' [Obduction](#); Thekla's [The Witness](#); Boss Key Productions' [Lawbreakers](#); Ubisoft's [Tom Clancy's The Division](#); and the highly anticipated [No Man's Sky](#) from Hello Games.

VR Funhouse Available This Month on Steam, Adds GTX 1060 Support

[NVIDIA VR Funhouse](#) -- the company's VR carnival game -- will be available for free later this month from Valve's Steam digital distribution service. Developed on Epic Games' *Unreal Engine 4*, VR Funhouse will work on GTX 1080, 1070 and 1060 GPUs and HTC Vive VR headsets. It will also be open sourced to developers and artists so they can create their own VR Funhouse attractions.

Special Limited Founder's Edition, Direct from NVIDIA

The GeForce GTX 1060 Founder's Edition board -- designed and built by NVIDIA -- will be available starting July 19 for \$299 at [www.nvidia.com](#) only. The GeForce GTX 1060 Founder's Edition is crafted with premium materials and components, including a faceted die-cast aluminum body machine finished for strength and rigidity and a thermal solution designed to run cool and quiet.

Like the GeForce GTX 1080 and GTX 1070 Founder's Edition boards, a dual-FETs power supply is used to improve power efficiency, along with a low impedance power delivery network and custom voltage regulators.

The [NVIDIA Flickr page](#) hosts the entire lineup of GeForce product photos.

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About NVIDIA

[NVIDIA](#) (NASDAQ: NVDA) is a computer technology company that has pioneered GPU-accelerated computing. It targets the world's most demanding users -- gamers, designers and scientists -- with products, services and software that power amazing experiences in virtual reality, artificial intelligence, professional visualization and autonomous cars. More information at <http://nvidianews.nvidia.com/>.

(1) Game list includes *BioShock Infinite*, *Crysis 3*, *Grand Theft Auto V*, *Rise of the Tomb Raider*, *Star Wars Battlefront*, *Witcher 3*, *Ashes of the Singularity*, *The Division*, and more. All games tested at 1080p resolution. GTX 1060 was tested with driver version 368.64 with a TGP measured at 120 watts. As of July 5, 2016, AMD RX480 competitive product was tested with driver version 16.6.2 across the same games and resolution with a measured TGP of 185 watts.

Certain statements in this press release including, but not limited to, statements as to: the features, performance, benefits and impact of NVIDIA GeForce GTX 1060, Pascal, NVIDIA VRWorks and Ansel technology; and the pricing and availability of NVIDIA GeForce GTX 1060 are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners' products; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission, or SEC, including its Form 10-Q for the fiscal year ended May 1, 2016. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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