

# RADEON PRO WX 9100

得心应手 创意无限



## 让想象力充分释放

Radeon™ Pro WX 9100 工作站显卡是适用于设计渲染、虚拟现实等所有专业工作负载的终极顶尖图形解决方案。它基于“Vega”GPU 架构，引入了大量的尖端前沿技术（如高带宽缓存控制器，一种全新的 GPU 显存层次结构），带来前所未有的灵活性，同时利用超现实渲染技术实现实时可视化。

Radeon™ Pro WX 9100 将有助于推动 GPU 加速的 OpenCL™ 性能达到新高度，动画师和设计师通过使用 Radeon ProRender 等技术获得照片级的非凡渲染效果，轻松制作实时材料，对渲染对象和场景使用复杂的照明变化，并近乎实时地生成照片级的渲染可视化效果演示。

凭借“Vega”架构巨大的吞吐量和优化的负载平衡能力，电影制作人员将能够将游戏引擎集成到工作流程中，生成高保真、实时 VFX 视觉预览，有助于在现场做出明智决策。在后期制作过程中，Radeon™ Pro WX 9100 工作站显卡可轻松处理 8K 分辨率。



## 关键特性

流处理器:	4096
峰值频率:	1500 MHz
基础频率:	945 MHz
单精度浮点运算峰值:	最大 12.3 TFLOPS
图形峰值处理:	6 BT/s
显存大小:	16GB HBC 并支持错误检查和纠正 (ECC) 的显存 <sup>1</sup>
显存接口:	2048 bit
最大显存带宽:	483.84 GB/s
本机显示输出:	6 DisplayPort™ 1.4 HDR Ready <sup>2</sup>
支持 10 位色阶	
支持高带宽缓存控制器 (HBCC)	
支持 8K 显示 (单显示器, 单或双电缆)	
支持帧锁相/同步锁相	
支持的操作系统: Windows® 7、Windows® 10、Linux® (64位)	
支持的 API: OpenCL™ 2.0、OpenGL® 4.5、DirectX® 12.1、Vulkan® 1.0	
典型板卡功率: <230W	
电源要求: 1x6pin, 1x8pin 电源连接	

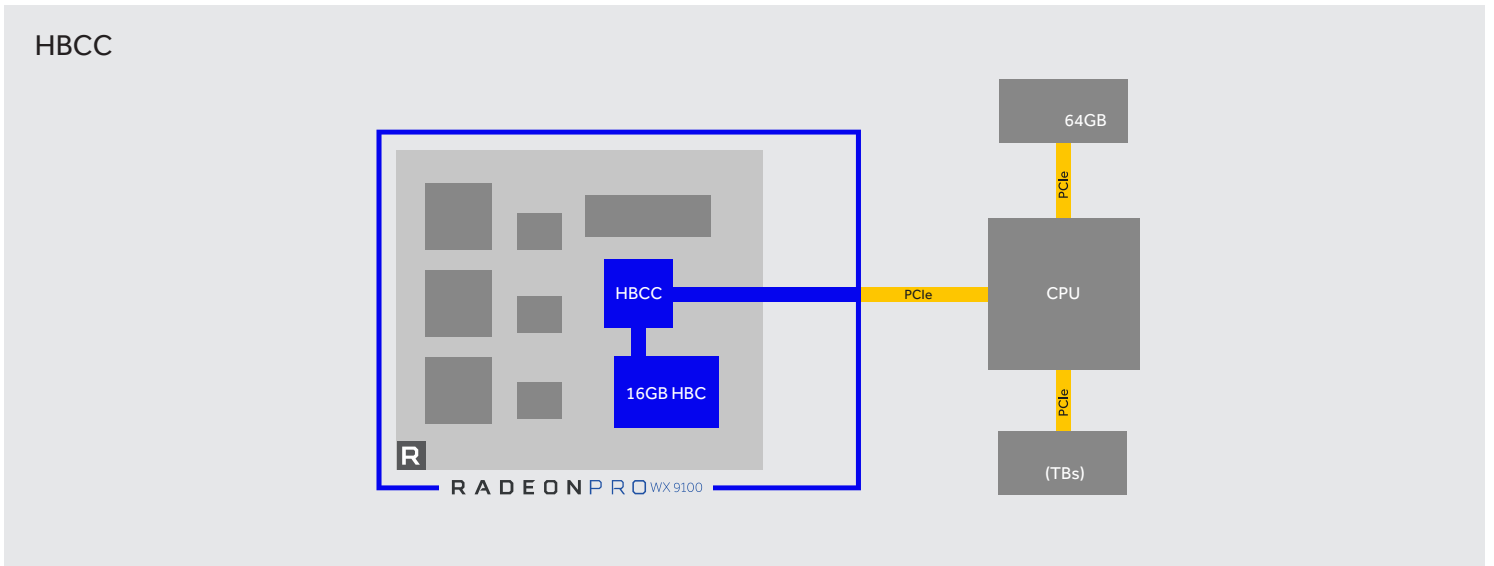
## HBCC

"Vega" GPU

HBCC "Vega" GPU

GPU

HBCC



## AMD

AMD "Vega" GPU 3D  
 AMD Radeon™ Pro WX 9100 2.6  
 AMD Device Guard 4  
 AMD IP 3D

## RADEON™ VR READY CREATOR 5

Radeon™ VR Ready Creator  
Radeon™ Pro WX 9100

LiquidVR™ SDK<sup>3</sup> AMD VR

## FOOTNOTES

1. ECC support is limited to the HBM2 memory and ECC protection is not provided for internal GPU structures.
2. As of June 2017. Product is based on the DisplayPort 1.4 Specification published February 23, 2016, and has passed VESA's compliance testing process (excluding HDR) in June 2017. GD-123
3. For more information, visit [www.amd.com/en/technologies](http://www.amd.com/en/technologies)
4. Data based on AMD Engineering design of "Vega" GPU architecture. Radeon R9 Fury X has 4 geometry engines and a peak of 4 polygons per clock. Vega is designed to handle up to 11 polygons per clock with 4 geometry engines. This represents an increase of up to 2.6x. VG-3
5. Radeon VR Ready Creator Products are select Radeon Pro and AMD FirePro™ GPUs that meet or exceed the Oculus Rift or HTC Vive recommended specifications for video cards/GPUs. Other hardware (including CPU) and system requirements recommended by Oculus Rift or HTC Vive should also be met in order to operate the applicable HMDs as intended. As VR technology, HMDs and other VR hardware and software evolve and/or become available, these criteria may change without notice.

© 2017 Advanced Micro Devices, Inc. All rights reserved. AMD, the AMD Arrow logo, Radeon, LiquidVR, and combinations thereof are trademarks of Advanced Micro Devices, Inc. Windows and DirectX is a registered trademark of Microsoft Corporation in the US and other jurisdictions. OpenCL is a trademark of Apple Inc. used by permission by Khronos. OpenGL is a registered trademark of Silicon Graphics, Inc. used by permission by Khronos. Vulkan and the Vulkan logo are registered trademarks of Khronos Group, Inc. Other product names used in this publication are for identification purposes only and may be trademarks of their respective companies.