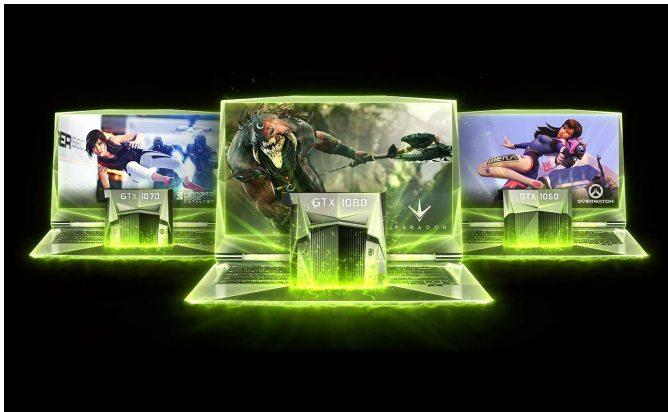


## Nvidia Promises Desktop-Class Graphics on Laptops

Written by Marco Attard  
18 August 2016

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Nvidia announces mobile versions of the [Pascal-based GTX 1000 series GPU](#)s-- graphics cards the company says are near identical to desktop equivalents, allowing for VR-ready laptops.



As a result, the top-of-the-line offering from the series, the 1080, features 2560 CUDA cores, 8GB of 10Gbps GDDR5x RAM and a 1733MHz clock. It also includes all technologies offered by Pascal architecture, such as simultaneous multi-projection, VRWorks and Ansel, among others.

The lesser-specced 1070 runs 2048 CUDA cores at 1645MHz with 8GB GDDR5 memory, while the 1060 offers 1280 CUDA cores, 1670Mhz clock and 6GB GDDR5 memory. The two respectively act as replacements as the previous 980M and 970M cards, and claim performance improvements of up to 150%. As mentioned earlier all cards are VR-ready, although results vary according to the card in use.

"For gamers with work, school, or other away-from-home responsibilities, gaming laptops are the ultimate platform, handing them the keys to a world of high-fidelity gaming and high-resolution entertainment whenever and wherever," Nvidia says.

The company also points out gaming laptops as the next big thing in PCs-- so much so it says gaming notebook installs total 20 million, a number forecast to increase by 30% in 2016.

Gaming notebooks featuring GTX 1000 GPUs should be available from most OEMs and system builders, including Lenovo, EVGA, Alienware, Asus, MSI, HP, Acer and Razer.

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