



SPARKLE Intel® Arc™ B580 ROC Luna OC Ultra Graphics Card, 12GB GDDR6, ARGB Lighting, 2x 105mm FDB-Fans, Metal Backplate, SB580RW-12GOC

The SPARKLE Intel® Arc™ B580 ROC Luna OC Ultra Graphics Card, offers high-resolution gaming with Intel XeSS AI upscaling, ray tracing, and 8K media support, plus accelerated AI features for enhanced creation and editing through Intel AI Playground.

The new ROC Luna is SPARKLE's first model featuring ARGB lighting. It comes with dual 105mm FDB fans, 2.2-slot design, and a full-metal backplate - delivering high-performance & cooling experience.

SPECIFICATIONS

- Graphics Clock: 2800 MHz
- Xe-Core: 20
- Ray Tracing Units: 20
- Intel® XMX Engines: 160
- GPU Peak Tops (Int8): 233
- Memory Size: 12GB GDDR6
- Graphics Memory Interface: 192-bit
- Graphics Memory Bandwidth: 456 GB/s
- Max Res.: Up to 8K at 120Hz HDR with DSC
- PCI Express Configurations: PCI Express 4.0 x8
- TBP: 210 Watt
- Lighting: ARGB with SPARKLE Software Control
- EAN: 4711342291075

KEY FEATURES

- ARGB Lighting with Software Control
- 2x 105mm FDB Fans
- Metal Backplate, Pre-Installed
- Ray Tracing
- Variable Rate Shading (VSR)
- DirectX 12 Ultimate
- Vulkan 1.3
- OpenGL 4.6 / OpenCL 3.0
- Adaptive Sync
- AV1 Encode / Decode
- VP9 Bitstream & Decoding
- Intel Deep Link Hyper Compute
- Intel Deep Link Hyper Encode
- Intel Deep Link Stream Assist.

RESOLUTION & REFRESH

- HDMI 2.1 (Max): 7680 x 4320 @120Hz
- 3x DisplayPort 2.1 (Max): 7680 x 4320@60Hz

REQUIREMENTS

- 10th Gen Intel® Core™ / AMD Ryzen™ 3000 Series Processors or newer with compatible motherboards supporting Resizable BAR / Smart Access Memory
- PCI-Express® compliant MB with one x16 PCIe slot
- 600W or greater PSU with 2x 8-pin PCIe power connector
- 8GB of system memory minimum, 16GB recommended
- Windows® 11 64-bit or Windows® 10 64-bit

DIMENSIONS

- Dimension: 230 x 128 x 44mm
- Weight: 880 g
- Width: 2.2-Slot