

EVGA Announces EVGA GTS 450

Brea, California - Monday, September 13, 2010 –

The EVGA GTS 450 dominates the competition* with more than 2x the DirectX 11 geometry processing power for unparalleled game realism in the hottest titles. Built on next-generation GeForce "Fermi" architecture, NVIDIA GeForce GTS 450 GPU is designed from the ground up for DirectX 11 tessellation, this lets you dial up the geometric realism with incredibly detailed characters, terrain and game environments.

Also, the EVGA GeForce GTS 450 supports NVIDIA 3D Vision, PhysX, Surround and CUDA technologies meaning your senses will be stunned without depleting your funds.

New and Key features introduced on the EVGA GTS 450:

- * 192 CUDA Cores
- * 11024MB GDDR5
- * DirectX 11 Support Done Right
- * NVIDIA 3D Vision Support
- * NVIDIA PhysX Technology

[Click here for more information on the EVGA GTS 450](#)

The EVGA Difference

Known for offering value and performance, as well as top notch customer service, EVGA is recognized through customer loyalty and the highest levels in customer satisfaction. In addition to the expanded product lines, consumers and channel partners will also benefit from increased sales and technical support programs:

About EVGA

EVGA is the #1 NVIDIA authorised partner in channel sales throughout North America and UK. Based on the philosophy of intelligent innovation, market knowledge, and the real time operation, EVGA continues to identify the need in the market place and providing the solution to that need. By offering product differentiation, a 90 day Step-Up programme, and other customer focused programmes, EVGA is a clear leader in all categories: etail, retail, distribution, and system integration. With headquarters in Brea, CA, EVGA's global coverage includes EVGA GmbH in Munich, EVGA LATAM in Miami, and EVGA Hong Kong. For further information online about EVGA, visit: <http://eu.evga.com>.

For further information, contact:

Joanna Scott
EVGA Europe
+49 89 189 049-0
EVGA USA
714-528-4500 x118
jscott@evga.com