

A New Era of  
Professional  
Mobile Graphics

# Intel® Arc™ Pro A30M GPU



With built-in ray tracing hardware, graphics acceleration, and machine learning capabilities, the **Intel® Arc™ Pro A30M Mobile GPU** unites fluid viewports, the latest in visual technologies, and rich content creation in a high-performing Mobile Graphics Chip.

- Ray Tracing Hardware Acceleration
- Dedicated AI Acceleration
- AV1 Hardware Encode and Decode Support
- 4GB High Speed Memory
- Software Certifications
- Support for Up To 4x Displays<sup>2</sup>
- Mobile Graphics Chip
- Premium Components

[Intel.com/ArcProA30M](https://www.intel.com/ArcProA30M)



# A New Era of Professional Mobile Graphics

Intel for many professional users equates to years of extensive trust and outstanding reliability, and this latest range of professional graphics continue to build on that. It's likely you have been using Intel Integrated graphics for years, which makes moving to more powerful, dedicated graphics from Intel a wise and easy choice.

This isn't just a new range of GPU's, it's bringing competition and innovation back to your favorite software tools.



Key Features

**4GB**  
GDDR6

High-Speed Memory

Up To  
**4.2**  
TFLOPS

Peak FP32  
Throughput<sup>1</sup>

**112**  
GB/s

Memory Bandwidth

**8x**  
RAY TRACING

Dedicated Units

Up To  
**4x**  
OUTPUTS

Supported.<sup>2</sup>



## General Performance<sup>3</sup> Guide

■ ■ ■ ■ ■	2D CAD
■ ■ ■ ■ ■	3D Design
■ ■ ■ ■ ■	Office Productivity
■ ■ ■ ■ ■	Video Conferencing
■ ■ ■ ■ ■	Image Editing
■ ■ ■ ■ ■	Video Editing
■ ■ ■ ■ ■	Real-time Rendering

## Intel GPU Architecture

X<sup>e</sup> HPG microarchitecture is engineered from the ground-up to deliver high performance, efficiency, and scalability for creators and professional workloads.

- New X<sup>e</sup>-cores with built-in XMN AI capabilities
- Advanced 3D acceleration hardware
- Ray tracing units

If you require more mobile graphics performance then explore the Intel<sup>®</sup> Arc<sup>™</sup> Pro A60M GPU.

# Intel<sup>®</sup> Arc<sup>™</sup> Pro A30M GPU

## Specifications

PERFORMANCE	Peak FP32 Throughput <sup>1</sup>	Up to 4.20 TFLOPS (Single Precision)
	X <sup>e</sup> -cores	8 X <sup>e</sup> -HPG
	XMN Engines	128
	Ray Tracing (RT) Units	8
MEMORY	Dedicated Memory	4GB of GDDR6
	Bandwidth	112 GB/s
	Interface	64-bit
DISPLAY	Outputs	Support for up to 4x Outputs <sup>2</sup>
	Display and Resolution Support <sup>2</sup>	Up to 2@ 7680x4320 (8K UHD, 60Hz) 1@ 5120x1440 (5K Ultrawide, WUHD, 240Hz) 2@ 5120x2880 (5K UHD, 120Hz) 4@ 3840x2160 (4K UHD, 60Hz)
	API Support	DirectX <sup>®</sup> 12 Ultimate, oneAPI, OpenCL <sup>™</sup> 3.0, OpenGL <sup>®</sup> 4.6, OpenVINO <sup>™</sup> , Vulkan <sup>®</sup> 1.3
HARDWARE ACCELERATION	Full Encode and Decode	AV1, HEVC, H.264, VP9
	Ray Tracing	Yes
	AI Engine	Yes
	VR Ready	Yes
POWER	Consumption <sup>2</sup>	35-50w Total Graphics
	Connector	Not Applicable
GENERAL	Form Factor	Mobile Graphics Chip
	Dimensions	29mm x 29mm / 1.14" x 1.14"
	OS Support	Microsoft Windows <sup>®</sup> 10 and 11 Linux <sup>®</sup> Ubuntu
	Warranty	Subject to OEM Laptop Warranty

<sup>1</sup> As defined by maximum clock frequency and peak single precision operations throughput. Performance may vary.  
<sup>2</sup> Laptop implementations may vary.