

Global Liquid Cooled Graphics Cards Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Liquid Cooled Graphics Cards market size was valued at US\$ million in 2025 and is forecast to a readjusted size of US\$ million by 2032 with a CAGR of %during review period.

Liquid-cooled graphics cards are graphics processing units (GPUs) that use liquid cooling systems for heat dissipation instead of traditional air cooling methods. These systems typically involve a closed-loop liquid cooling solution to efficiently manage and remove heat generated by the GPU during intensive graphics processing tasks, such as gaming or rendering.

Components include a water block on the GPU, tubing, pump, radiator, coolant, and sometimes fans. Benefits of liquid-cooled graphics cards include improved cooling efficiency, reduced noise, overclocking potential, and appealing aesthetics. They are favored by gaming enthusiasts for high performance but require maintenance to prevent leaks.

This report is a detailed and comprehensive analysis for global Liquid Cooled Graphics Cards market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Liquid Cooled Graphics Cards market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Liquid Cooled Graphics Cards market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Liquid Cooled Graphics Cards market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Liquid Cooled Graphics Cards market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Liquid Cooled Graphics Cards

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Liquid Cooled Graphics Cards market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include NVIDIA, Supermicro, Dell Technologies, Advanced Micro Devices (AMD), HPE, Lenovo, Penguin Computing, Atos, Inspur, GIGABYTE, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Liquid Cooled Graphics Cards market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Cold Plate Liquid Cooling

Immersion Cooling

Spray Cooling

Market segment by Application

Data Center

Financial Industry

Telecommunications Industry

Energy Industry

Others

Major players covered

NVIDIA

Supermicro

Dell Technologies

Advanced Micro Devices (AMD)

HPE

Lenovo

Penguin Computing

Atos

Inspur

GIGABYTE

Inventec Corporation

Quanta Cloud Technology (QCT)

Asetek

ASUS

AMAX Information Technologies

EK

xFusion Digital Technologies

Nettrix

Schneider Electric

Iceotope

BIZON

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Liquid Cooled Graphics Cards product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Liquid Cooled Graphics Cards, with price, sales quantity, revenue, and global market share of Liquid Cooled Graphics Cards from 2021 to 2026.

Chapter 3, the Liquid Cooled Graphics Cards competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Liquid Cooled Graphics Cards breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and Liquid Cooled Graphics Cards market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Liquid Cooled Graphics Cards.

Chapter 14 and 15, to describe Liquid Cooled Graphics Cards sales channel, distributors, customers, research findings and conclusion.

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