GPUpartner

VALIDATION REPORT · VIDEO GENERATION

# Wan 2.2 TI2V-5B

on DGX Station GB300 · 16-bit (BF16)

STATUS · OCT 22, 2026

**Validated**

3 of 3 checks pass

**Wan 2.2 TI2V-5B at 16-bit runs on the DGX Station GB300, about 53 s per clip.**

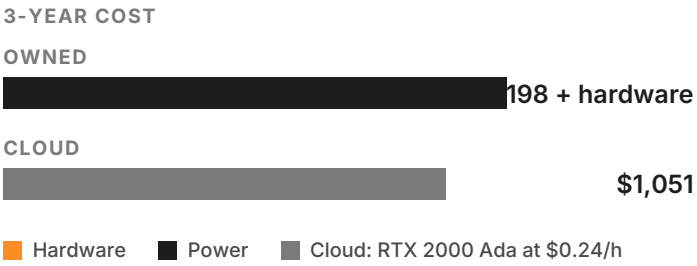
## VALIDATION

| CHECK | TARGET | RESULT | STATUS |
|---|---|---|---|
| Fits in GPU memory | 252 GB usable | 11.4 GB needed | PASS |
| Headroom | 5% free | 241 GB free (95%) | PASS |
| Time per clip | under 15 min | 53 s | PASS |

Targets: a clip in under 15 min, and 5% of memory left free. Calculated from published specs, not benchmarked.

## BUDGET

| | |
|---|---|
| HARDWARE, ONE-TIME | MSRP not entered |
| POWER, PER YEAR | $399 · 1520 W at the wall |
| CLOUD INSTEAD, PER YEAR | $350 |
| 3-YEAR TOTAL, OWNED | Hardware + $1,198 power |
| 3-YEAR TOTAL, CLOUD | $1,051 |
| BREAK-EVEN | Needs the hardware MSRP |




Budget basis: 4 h a day, power at $0.18 per kWh, cloud at RunPod on-demand prices as of Oct 22, 2026. Hardware at the MSRP entered in the calculator, not a GPU Partner quote. A 3-year view; resale value, staff time and taxes aren't counted.

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TECHNICAL DETAIL · VIDEO GENERATION

# Wan 2.2 TI2V-5B

on DGX Station GB300 · 16-bit (BF16)

## SETUP

| | |
|---|---|
| PARAMETERS | 5B |
| PRECISION | 16-bit (BF16) |
| OUTPUT | 1248 × 704, 121 frames |
| STEPS | 50 |
| HARDWARE | DGX Station GB300 |
| GPU CAN USE | 252 GB of 252 GB |
| SPILL SPACE | 480 GB LPDDR5X on the Grace CPU |

## SAME MODEL, OTHER MACHINES

| | |
|---|---|
| RTX 4090 | 16-bit · 8.6 min |
| RTX 5090 | 16-bit · 6.9 min |
| RTX PRO 6000 BLACKWELL | 16-bit · 3.1 min |
| M5 MAX 128 GB | 16-bit · 26 min |
| M3 ULTRA 256 GB | 16-bit · 50 min |
| DGX SPARK 128 GB | 16-bit · 22 min |
| RYZEN AI MAX+ 395 128 GB | 16-bit · 40 min |

## MEMORY

| | |
|---|---|
| WEIGHTS | 9.3 GB |
| WORKING | 1.2 GB |
| RUNTIME | 819 MB |
| SYSTEM | 0.0 GB |
| FREE | 241 GB |

## WHERE TO GET IT

| | |
|---|---|
| GGUF | huggingface.co/QuantStack/Wan2.2-TI2V-5B-GGUF |
| OFFICIAL | huggingface.co/Wan-AI/Wan2.2-TI2V-5B |

## METHOD AND ASSUMPTIONS

Memory is the denoiser's weights at the chosen precision plus the bigger of one transformer block's working set and the VAE decode, plus the runtime; the text encoders run first and then wait in system RAM. Time is the denoising FLOPs per step times the steps, against the chip's dense 16-bit TFLOPS, scaled to published GeForce runs of this model. Running cost is power at the wall at your rate and hours; the cloud figure is the cheapest RunPod on-demand GPU that runs the same job. Accuracy: memory lands within about a gigabyte; speeds and times are rough, about ±25%. Model data and hardware specs checked Oct 2026; cloud prices are RunPod's on-demand list as of Oct 22, 2026. Report VR-02H546L, generated October 22, 2026.