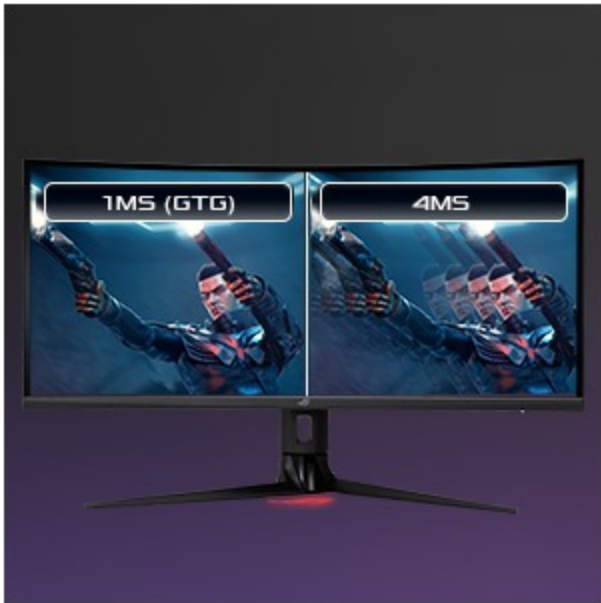




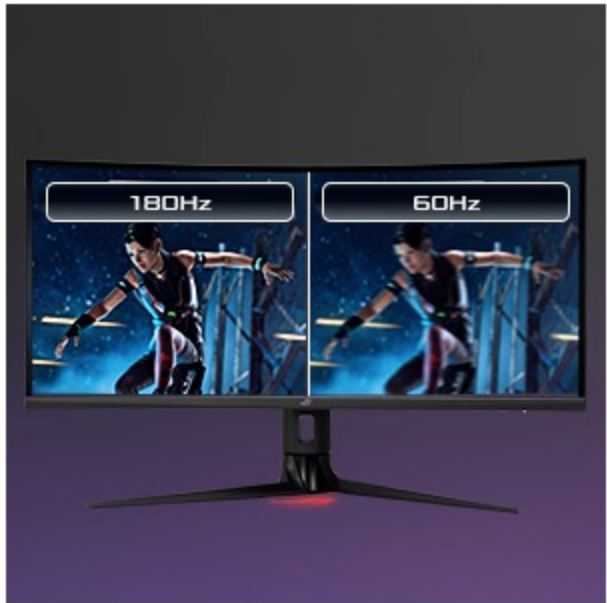
Experience the ultra wide

The ROG Strix XG349C gaming monitor features a 34-inch 3440 x 1440 ultra-wide QHD panel with pixel density of 109 pixels per inch (PPI) so you enjoy greater detail when playing games or watching movies. Its ultra-wide 21:9 aspect panel gives you 35% more onscreen desktop space than a WQHD display, so there's even more room for your various application windows when it's time to get work done.



FAST, RESPONSIVE & VIVID 1ms GTG display

ASUS Fast IPS technology allows display to turn on and off up to four times faster than conventional IPS panels, giving XG349C a 1 ms GTG response time and little-to-no smearing or motion blur.



INCREDIBLY FAST 180HZ REFRESH RATE

You'll experience amazingly -fluid gaming visuals, giving you the upper hand in first-person shooters, racing, real-time strategy and sports titles.



USB Type-C hub

It supports video transmission in DisplayPort signal; can serve as a USB hub, meaning that you can connect your device to your wired peripherals with clutter-free set-up. It can also use to charge your mobile device. The reversible USB Type-C connector design makes connecting any device effortless and quick.



HIGH DYNAMIC RANGE (HDR) WITH DISPLAYHDR 400

HDR technology supports a range of luminance to deliver a wider color range and higher contrast than traditional monitors. The brightest whites and the darkest blacks bring out details like never before. Also, it can get peak brightness of 400 nits to meet the requirement for DisplayHDR 400 certification.



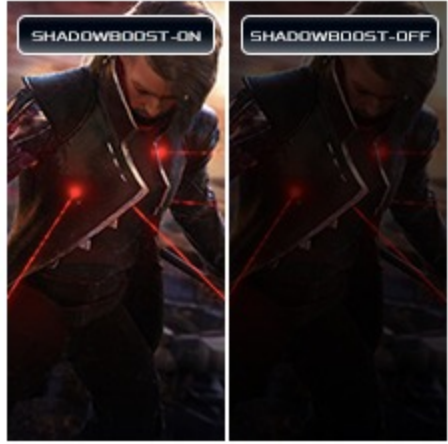
NVIDIA G-SYNC Compatible

Delivers a seamless, tear-free gaming experience by enabling VRR by default on NVIDIA GeForce GTX 10-Series and NVIDIA GeForce RTX 20-Series graphics cards.



Extreme Low Motion Blur (ELMB) SYNC

With ELMB Sync, low-motion-blur technology and adaptive-sync can be enabled simultaneously to eliminate ghosting and tearing for super-sharp, high-frame rate gaming.



Asus Dynamic Shadow Boost

This technology automatically clarifies dark areas of the image without changing other areas. It makes it easier to spot enemies hidden in dark areas of the map and improves the overall viewing experience.

