



Power3D™ graphics accelerator

Powered by 3Dfx Voodoo™ Graphics

Power to play, power to create, power to accelerate your imagination. It's not just about polygons. It's about graphics quality, realism, performance and cost! Most 3D computer graphics solutions try to be all things to all people. But for 3D games and animation, great performance isn't about benchmarks or how fast a spreadsheet scrolls.

Mind-blowing gameplay comes from interactivity and visual realism, and today's graphics hardware has got to do both. If you've played Mac Marathon™ or Descent™, you've seen the state-of-the-art in software-only 3D texture mapping. But to render complex scenes at 30+ Hz, 640 x 480 double buffered, in 64k dithered colors without blocky textures and texture aliasing, software-only solutions just aren't enough! Next-generation games need 3D graphics hardware that delivers perspective corrected, Z-buffered, LOD MIP mapped, bi-linear or advanced filtered textures in real time - and that's just for starters. For even greater realism, the coolest games deserve special effects: per-pixel fog, translucency, transparency, and texture compositing, animation and morphing. So if you've dreamed of having an SGI Reality Engine™ in your PowerPC MacOS system but haven't yet won the lottery, check out Power3D, featuring Voodoo Graphics™ from 3Dfx Interactive.

Standard 3D Features

- Perspective correct texture mapping
- Bi-linear and advanced texture filtering
- Level of detail (LOD) MIP mapping
- Sub-pixel correction
- Polygon-based Gouraud shading and texture modulation
- 24-bit internal, 16-bit dithered RGB frame buffer
- Multiple format texture buffer (8-bit and 16-bit)
- 1, 2, and 4 Mbytes of frame/aux buffer memory per pixel fx
- 1, 2, and 4 Mbytes of texture memory per texelfx



Scalable Performance

- Mpixels/sec sustained fill rate for bi-linear or advanced filtered textures
- Over 1M triangles/sec for filtered, LOD MIP-mapped, Z-buffered, alpha-blended, fogged, textured 25-pixel triangles

Additional Features

- Anti-aliasing
- Depth buffering (16-bit)
- Alpha blending
- Per-pixel special effects: fog, transparency, translucency
- Texture compositing, morphing, animation
- Linear frame buffer access

Compatibility

- Industry-standard PowerPC PCI bus compatible card
- Support for full-screen games under MacOS, including support for QuickDraw™ 3DRAVE™ API
- Operates transparently with most PowerPC MacOS systems via analog 2D pass through cable
- Glide™ register level compatibility software library for full screen arcade quality games



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