



# QuickDraw 3D Accelerator Card

## Features

### Workstation-class 3D acceleration

- Accelerates QuickDraw 3D rendering to speeds as high as 12 times faster
- Renders 10 million trilinearly filtered, mipmapped texture pixels per second
- Renders up to 120,000 triangles per second
- Accelerates Gouraud shading, texture mapping, transparency, and Constructive Solid Geometry (CSG)
- Continually enables trilinear filtering, mipmapping, diffuse and specular lighting, producing very high quality texture mapped images
- Uses high-performance SRAM memory to display up to 12 texture maps in each open window
- Outputs an alpha channel, making it fast and easy to transfer images between applications
- Offers hardware-accelerated per-pixel Z sorting for precise rendering of transparent surfaces or CSG, regardless of submission order or interpenetration

### Affordability

- Offers workstation-class 3D acceleration at a fraction of the price
- Accelerates 3D rendering to all frame buffers in the system with a single card

### Scalability

- Enables you to double hardware rendering performance by simply adding a second card

### Ease of use

- Installs quickly and easily in a single step
- Requires no video connectors
- Provides an easy-to-use, intuitive view of 3D interactions

### Compatibility

- Works with all Macintosh and Performa models with a PCI slot, such as the Power Macintosh 9500/132 and 8500/120
- Works with any computer running the Mac OS that has PCI slots
- Works with any application package that supports QuickDraw 3D

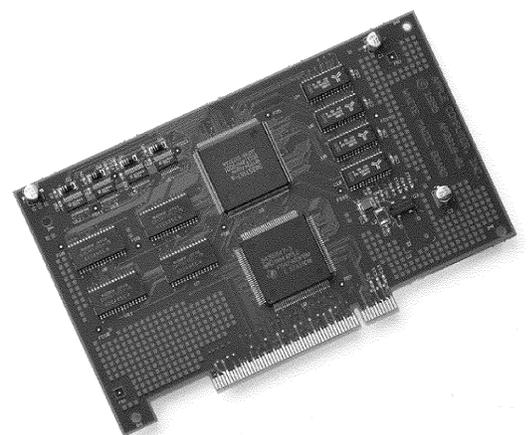
The QuickDraw 3D Accelerator Card brings workstation-class 3D acceleration to any Power Macintosh or Macintosh Performa computer with a Peripheral Component Interconnect (PCI) slot. It's an easy-to-use and affordable solution for anyone who wants to quickly and efficiently create or work with 3D objects and scenes on a desktop computer.

Featuring a compact (6.88-inch) design, the QuickDraw 3D Accelerator Card provides exceptional performance at a highly affordable price. It plugs easily into the PCI slot of your Power Macintosh (or other PCI-equipped computer running the Mac OS) to let you design high-quality 3D scenes and shade and texture objects faster than ever before. You can interact smoothly with 3D models that cover the full screen, even when performing CSG or positioning texture maps. And you'll find that the motion in your 3D animations flows smoothly and looks natural.

To accomplish this workstation-class performance, the QuickDraw 3D Accelerator Card works in conjunction with QuickDraw 3D, a cross-platform application program interface (API) that is an emerging standard in the area of computer-based 3D graphics and animations.

By itself, QuickDraw 3D was designed to take advantage of PowerPC RISC technology to provide real-time, interactive rendering for simple models. The QuickDraw 3D Accelerator Card enhances this capability, enabling you to use your Macintosh computer to work in real time with much larger and more complicated models.

With complex 3D models rapidly becoming the standard in computer-based graphics, high-speed 3D rendering capabilities are increasingly a necessity for many computer users. So whether you're an architect, a graphic artist, a multimedia developer, a scientist who works with visualization, or simply a 3D game enthusiast, the QuickDraw 3D Accelerator Card can make your interactions with on-screen images significantly faster and better—at an affordable price.





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### Ordering Information

Order No. M4333LL/A (U.S.);  
M4333ZM/A (elsewhere)

- QuickDraw 3D Accelerator Card
- CD-ROM containing driver software and sample 3D clip art
- Instruction booklet for easy installation
- Limited warranty

For more information about QuickDraw 3D, visit the QuickDraw 3D home page on the World Wide Web at <http://www.info.apple.com/qd3d/>.

*Product specifications are subject to change.*

*Check with your Apple reseller for the most current information about product specifications and configurations.*

### Technical Specifications

#### Memory

- 128K SRAM cache
- 512K of high-speed SRAM texture memory, for up to 12 texture maps
- Does not include frame buffer

#### ASICs

- Includes two custom ASICs. Rendering engine is based on state-of-the-art 0.5 $\mu$  technology

#### Acceleration capabilities

- Accelerates QuickDraw 3D rendering to speeds as high as 12 times faster
- Renders 10 million trilinearly filtered, mipmapped texture pixels per second
- Renders up to 120,000 triangles per second
- Accelerates Gouraud shading, texture mapping, transparency, and Constructive Solid Geometry (CSG)
- Continually enables trilinear filtering, and mipmapping diffuse and specular lighting producing very high quality texture mapped images
- Uses high-performance SRAM memory to display up to 12 texture maps in each open window
- Outputs an alpha channel, making it fast and easy to transfer images between applications
- Offers hardware-accelerated per-pixel Z sorting for precise rendering of transparent surfaces or CSG, regardless of submission order or interpenetration
- A single card accelerates 3D rendering to all frame buffers in the system

#### Environmental requirements

- Operating temperature: 50° to 104° F (10° to 40° C)
- Humidity: 20% to 95% noncondensing

#### Standards compliance/agency approvals

- PCI 2.1 compliant, IEEE 802.5 and 802.2

#### System requirements

- An Apple Power Macintosh computer with PCI slots or another PCI-equipped computer running the Mac OS
- Macintosh system software version 7.5.2 or later; system enabler 1.1 or later
- At least 16MB of RAM
- A hard disk drive
- A CD-ROM drive for installing software

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