



Voodoo3™ 2000 AGP

From 3Dfx Interactive, the architect of the 3D revolution, comes a new dimension of high-resolution gaming. A snap to install, the Voodoo3 2000 replaces tired, old 2D cards in just a matter of minutes. Fusing the world's fastest 2D with a dual 32-bit pipeline, the Voodoo3 2000 pumps out over 100 billion operations per second to bring you resolutions as high as 2046x1536 and speeds of up to 60 frames per second. Generating 6 million triangles per second to bring to life 500 of the hottest titles, the Voodoo3 2000's patented Single-Pass, Single-Cycle, Multi-Texturing delivers the brilliant color and amazing clarity that has made it the standard in PC entertainment.

16MB High Speed,
High-Resolution
2D/3D Accelerator

Product Features

- 128-bit 2D, 3D and video accelerator
- Voodoo3 graphics processor
- 16MB high-speed SDRAM memory
- AGP 2x
- MPEG-1, 2 playback
- 300MHz RAMDAC
- 143 Megapixels/second
- 286 Megatexels/second peak fill rate
- 6 million polygons per second peak processing
- 2.29 GB per second peak bandwidth
- Patented Single-pass multi-texturing



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Key Features

VISUALLY STUNNING INTERACTIVE 3D

- Designed for Glide® acceleration
- Optimized Direct3D acceleration
- Optimized OpenGL Support
- Complete DirectX 5.0 and DirectX 6.0 support
- 100% hardware triangle setup
- 32-bit graphics pipeline
 - 2 texture-mapped, lit pixels per clock
 - Single pass multi-texturing support (DirectX 6.0 and OpenGL)
 - Square and non-square texture support
- TextureBlend support examples:
 - Multi-texture
 - Bump map
 - Texture modulation
 - Light maps
 - Reflection maps
 - Detail textures
 - Environmental maps
 - Procedural textures
- Backend blend
 - DirectX 5.0: 121 modes supported for source and destination and alpha blending
 - 32-bit ARGB rendering with destination alpha
 - Point-sampled, Bilinear, Trilinear Mip-mapping
- Per pixel perspective correct texture mapping
 - Fog
 - Light
 - Mip-mapping
- 24-bit or 16-bit Z buffer (floating point or integer)
- 8-bit palletized textures

Video Support

- Video Acceleration for DirectShow; MPEG-1, 2 and Indeo®; Planar 4:2:0 and packed 4:2:2 Color Space Conversion; Smooth up and down scaling with X and Y filtering; DVD sub-pictures alpha blend YUV
- CCIR-601 video capture port
- Windows NT 4.0 display drivers
- Windows 95 and 98 Display Drivers, DirectDraw, Direct3D, DirectVideo, ActiveX

Refresh Rates (Hz)

NUMBER OF COLORS

	Aspect Ratio	256	65K	16.7M	Recomm. Monitor Size
640x480	4:3	60-160	60-160	60-160	14"+
	4:3	60-160	60-160	60-160	
800x600	4:3	60-120	60-120	60-120	17"+
	4:3	60-120	60-120	60-120	
1024x768	5:4	60-100	60-100	60-100	21"+
	16:10	60-85	60-85	60-85	
1280x1024	4:3	60-100	60-100	60-100	24"+
	16:9	60-85	60-85	60-85	
1600x1024	16:9	60-85	60-85	60-85	24"+
	4:3	60-75	60-75	60-75	
1600x1200	4:3	60-75	60-75	60-75	24"+
	16:9	60-75	60-75	60-75	
1920x1080	4:3	60-75	60-75	60-75	24"+
	16:9	60-75	60-75	60-75	
1920x1200	4:3	60-75	60-75	60-75	24"+
	16:9	60-75	60-75	60-75	
1920x1440	4:3	60-75	60-75	60-75	24"+
	16:9	60-75	60-75	60-75	
2046x1536	4:3	60-75	60-75	60	24"+
	16:9	60-75	60-75	60	

* Not all monitors support all modes and refresh rates. Check your manual or with your monitor manufacturer.



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