



# Voodoo3™ 3000 AGP

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

Clocking in at over 100 billion operations per second, the Voodoo3 3000 pushes the limits of ultra high-resolution gaming. Delivering liquid smooth frame rates of over 60 frames per second, the Voodoo3 3000 combines the world's fastest 2D with a dual 32-bit pipeline to provide a mind-altering gaming experience. Unleashing an unrivaled 7 million triangles a second, the Voodoo3 3000's Patented Single-Pass, Single-Cycle Multi-Texturing provides breathtaking visual effects at resolutions as high as 2046x1536. Designed to enhance the latest generation of computer hardware, the Voodoo3 3000 provides DVD hardware assist to ensure a seamless 30 frame per second without a framedrop. And the standard TV/S-Video jack on the Voodoo3 3000 instantly allows you to output to a compatible TV or Monitor to create the ultimate home entertainment experience.

## Product Features

- 128-bit 2D, 3D and video accelerator
- Voodoo3 graphics processor
- 16MB high-speed SDRAM memory
- AGP 2x
- MPEG-1, 2 playback
- Connect to PC monitor or TV (S-video)
- 350MHz RAMDAC
- 166 Megapixels/second
- 333 Megatexels/second peak fill rate
- 7 million polygons per second peak processing
- 2.66 GB per second peak bandwidth
- Patented Single-pass multi-texturing



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## Key Features

### VISUALLY STUNNING INTERACTIVE 3D

- Designed for Glide® 3.0 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
- NTSC/S-Video TV output
- CCIR-601 video capture port
- Windows NT 4.0 display drivers
- Windows 95 and 98 Display Drivers, DirectDraw, Direct3D, DirectVideo, ActiveX

## Refresh Rates (Hz)

RESOLUTIONS	Aspect Ratio	NUMBER OF COLORS			Recomm. Monitor Size
		256	65K	16.7M	
640x480	4:3	60-160	60-160	60-160	14" +
800x600	4:3	60-160	60-160	60-160	
1024x768	4:3	60-120	60-120	60-120	17" +
1152x864	4:3	60-120	60-120	60-120	
1280x1024	5:4	60-100	60-100	60-100	21" +
1600x1024	16:10	60-85	60-85	60-85	
1600x1200	4:3	60-100	60-100	60-100	
1920x1080	16:9	60-85	60-85	60-85	24" +
1920x1200	16:9	60-85	60-85	60-85	
1920x1440	4:3	60-75	60-75	60-75	
2046x1536	4:3	60-85	60-85	60-75	

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



Sales Division:  
3400 Waterview Pkwy  
Dallas, TX 75080  
Ph: 972.234.8750  
Fax: 972.497.9554