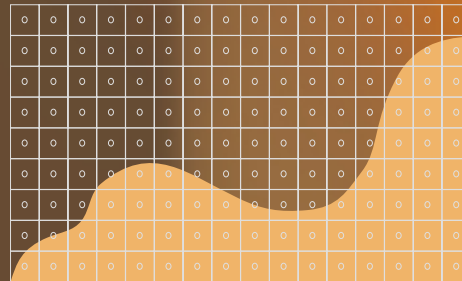
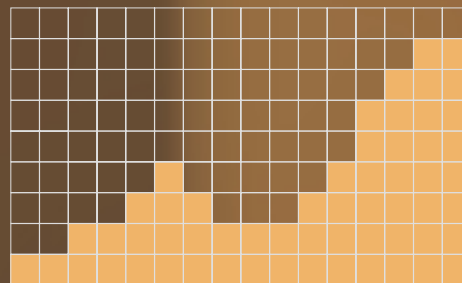


THE PROBLEM...

ILLUSTRATION OF "JAGGIES" CAUSED BY SAMPLING



a - intended curve



b - sampled approximation

For years, computer based graphics have been plagued by visual artifacts created when the processor attempts to render ultra smooth curves, or gently sloping straight lines.

These artifacts, known as aliasing, are generated when the computer is forced to choose between two discrete values (all or nothing), when the hoped for result is actually somewhere in between.

The limitations of these conventional sampling techniques result in a rough approximation of the intended image, and this roughness is perceived as an undesirable "jagginess." 3dfx has solved this problem with the introduction of its revolutionary hardware based Full-Scene Anti-Aliasing, or FSAA.

THE SOLUTION...



VOODOO5 5500
2D/3D ACCELERATOR
64MB DUAL CHIP SLI



Corporate Headquarters: 4435 Fortran Drive, San Jose, CA 95134 • 408 935 4400 Retail Sales Headquarters: 3400 Waterview Parkway, Richardson, TX 75080 • 972 234 8750

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FSAA

REAL-TIME FULL-SCENE ANTI-ALIASING

SEE THE DIFFERENCE

Real-Time Full-Scene Anti-Aliasing (FSAA) has long been the "Holy Grail" in 3D computer graphics. The VSA-100™ architecture brings useable, fully compatible and absolutely amazing Full-Scene Anti-Aliasing to the PC for the first time.

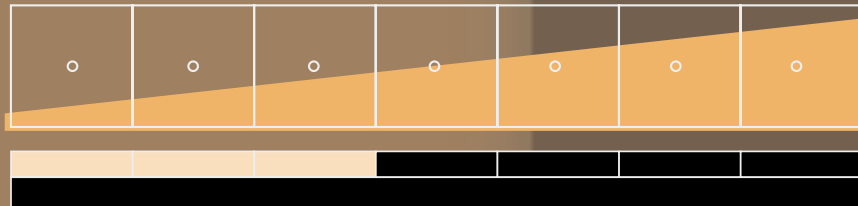
3dfx™

FSAA

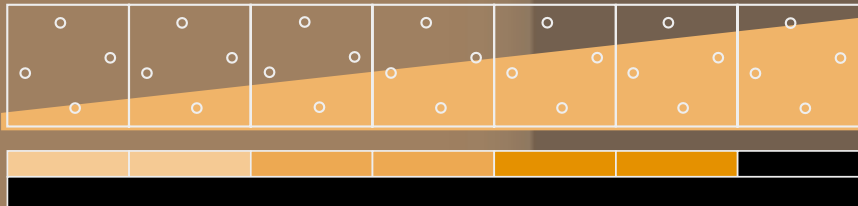
FULL-SCENE ANTI-ALIASING

3dfx's revolutionary 4 sample Full-Scene Anti-Aliasing, as available on dual VSA-100 based products, such as Voodoo5™ 5500, delivers breathtaking visual quality at astounding frame rates.

FULL-SCENE ANTI-ALIASING ANALYZED Near Horizontal Edge Case Comparison



a - Single Sample



b - Full-Scene Anti-Aliasing

The diagrams above demonstrate the difference between standard, single-sample performance and 3dfx's 4 sample Full-Scene Anti-Aliasing. This example clearly shows how a line at a slight angle (roof top, fence, wing, gun sight, etc.) will break up and appear jagged when there are only two possible values to choose from. By allowing each pixel to be represented by one of 4 different values, the gradation can be much finer, and the resulting image will be much cleaner, with fewer "jaggies" to get in the way of your performance.

REAL-TIME FULL-SCENE ANTI-ALIASING

SEE THE DIFFERENCE...

IN EVERY GAME
YOU OWN



OFF

Motorcross Madness2 - FSAA ON



ON



Motorcross Madness2 - FSAA OFF

TECHNOLOGY
HAS NEVER BEEN
SO BEAUTIFUL

The VSA-100

featured in Voodoo5 5500

It is the incredible power of the 3dfx VSA-100 processor which allows Full-Scene Anti-Aliasing be done in real time, without slowing game play down to a crawl. After all, what good is a feature if you can't use it? Most importantly, 3dfx's hardware Full-Scene Anti-Aliasing is a global technology and is completely API and application independent.

That means it works with Every Game You Own.

Just turn it on, and all of your games will look cleaner, better, and more realistic. One look, and you'll never go back.

Get your free 3dfxgamers email account at www.3dfxgamers.com
Interested in learning more about Full-Scene Anti-Aliasing? Visit www.3dfx.com

