



Voodoo3™ 3000 PCI

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.

Product Features

- 128-bit 2D, 3D and video accelerator
- Voodoo3 graphics processor
- 16MB high-speed SDRAM memory
- PCI Bus
- MPEG-1, -2 playback
- Connect to PC monitor
- 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

- 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
- 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) RESOLUTIONS | NUMBER OF COLORS | | | | | Recomm. Monitor Size |
|-----------------------------------|------------------|--------|--------|--------|--|----------------------|
| | Aspect Ratio | 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 | | 24"+ |
| 1920x1080 | 16:9 | 60-85 | 60-85 | 60-85 | | |
| 1920x1200 | 16:9 | 60-85 | 60-85 | 60-85 | | |
| 1920x1440 | 4:3 | 60-75 | 60-75 | 60-75 | | |
| 2046x1536 | 4:3 | 60-75 | 60-75 | 60-75 | | |

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

