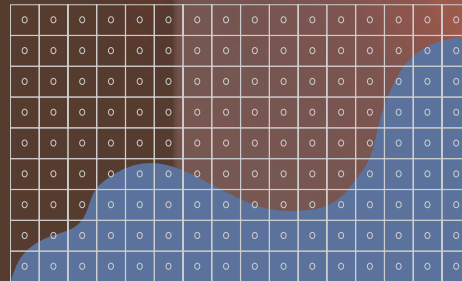


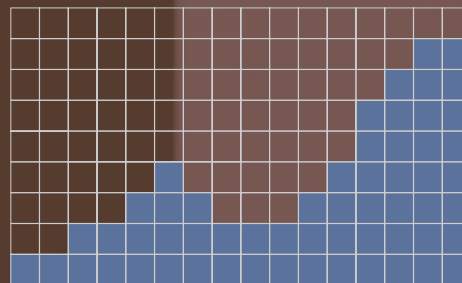
FOR MACINTOSH

## THE PROBLEM...

ILLUSTRATION OF "JAGGIES" CAUSED BY UNDER-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 PCI  
2D/3D ACCELERATOR  
FOR MACINTOSH  
64MB DUAL CHIP SLI



# 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 Mac for the first time.*



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# REAL-TIME FULL-SCENE ANTI-ALIASING

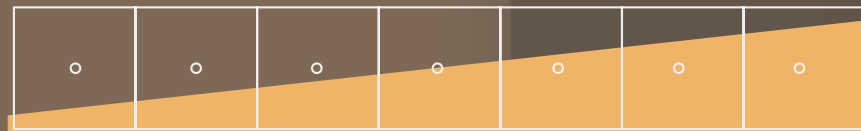
SEE THE DIFFERENCE...

# FSAA

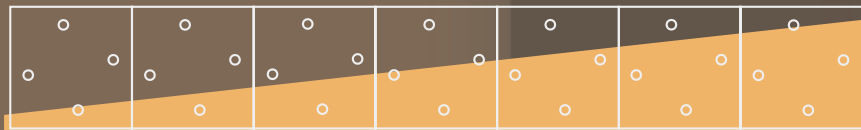
## FULL-SCENE ANTI-ALIASING

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

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

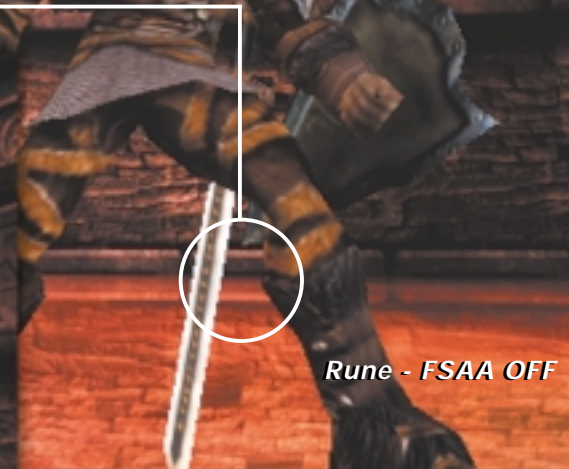
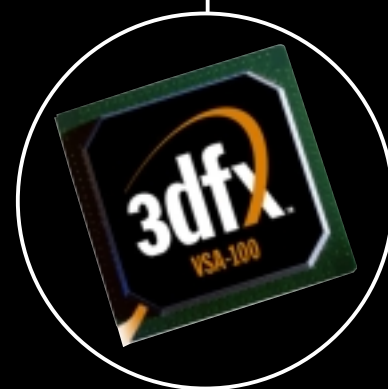
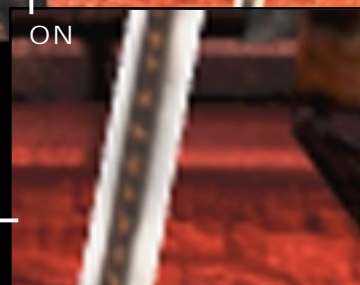


a - Single Sample



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.



TECHNOLOGY  
HAS NEVER BEEN  
SO BEAUTIFUL

## The VSA-100

featured in Voodoo5 5500  
for Macintosh

*The incredible power of the 3dfx VSA-100 processor allows Full-Scene Anti-Aliasing (FSAA) to be done in real time, without slowing game play. Besides, what good is a feature if you can't use it? Most importantly, 3dfx's hardware FSAA is fully compatible with all 3D APIs.*

*That means it works with Every Full-Screen 3D Game You Own. Just turn it on, and all of your 3D games will look cleaner, smoother, and more realistic. One look, and you'll never go back.*

Get your free 3dfxgamers email account at [www.3dfxgamers.com](http://www.3dfxgamers.com)  
Interested in learning more about Full-Scene Anti-Aliasing? Visit [www.3dfx.com](http://www.3dfx.com)