VOODOO 5 5500 PCI

2D/3D ACCELERATOR   64MB DUAL-CHIP SLI

Voodoo5 5500 PCI from 3dfx™ is the next stage in the evolution of ultra-high resolution gaming. Utilizing a revolutionary scalable architecture, Voodoo5 5500 PCI features dual 3dfx VSA-100™ processors for more 3D horsepower. Working in parallel, these processors combine to render over 667 Megapixels per second to create extraordinary 3D worlds in vivid 32-bit color. Boasting state-of-the-art Real-Time Full-Scene Hardware Anti-Aliasing, the exclusive T-Buffer™ Digital Cinematic Effects engine, 64MB of graphics memory for top performance and support for 2D resolutions as high as 2048x1536, Voodoo5 5500 PCI gives today's PC gamers the raw 3D power and premium 2D performance they crave.

Product Features

- Fully-integrated 128-bit 2D/3D/Video Accelerator
- 64MB of Graphics Memory
- 667 Megapixels per Second Fill Rate
- 32-bit Color Rendering
- 2, 4 - Sample Real-Time Hardware Full-Scene Anti-Aliasing
- Exclusive T-Buffer™ Digital Cinematic Effects
- 3dfx FXT1™ and DirectX® Texture Compression
- 2K x 2K Textures
- 350MHz RAMDAC for resolutions up to 2048 x 1536
- Windows® 95, 98 and 2000 Drivers

3dfx

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VOODOO5 5500 PCI™

2D/3D ACCELERATOR 64MB DUAL-CHIP SLI

3D Acceleration

- 4 Fully-Featured Pixels/Clock
- Real-Time Full-Scene Anti-Aliasing in Hardware
- Exclusive T-Buffer™ Digital Cinematic Effects
  - Depth of Field Blur
  - Motion Blur
  - Soft Shadows
  - Soft Reflections
- 32-bit RGBA Color Rendering
- 24-bit Floating Point Depth Buffer (Z and W)
- 8-bit Stencil Buffer
- 32-bit Textures
- 2K x 2K Texture Size

- DirectX® and FXT1™ Texture Compression Support
- Supports Multi-triangle Strips and Fans
- Transparency/Chroma-key with Dedicated Color Mask
- Alpha Blending of Source and Destination Pixels
- Sub-Pixel and Sub-Texel Correction to 0.4 x 0.4 Resolution
- Per-Pixel Atmospheric Fog with Programmable Fog Zones
- Dynamic Environment Mapping
- Perspective-Correct True Divide-per-Pixel 3D Texture Mapping and Gouraud Shading
- Single-Cycle Bump Mapping
- Single-Cycle Trilinear Mip-Mapping

Video Acceleration and Features

- Planar-to-Packed-Pixel Digital Video Format Conversion
- Industry Standard VMI 1.4 (ITU601) and VIP 1.1 (ITU656) Video Input Port
- 350MHz RAMDAC for Refresh Rates Up to 160Hz
- FIFO Optimized for High-Speed Bursting of Geometry and Texture Data
- Bi-Endian Byte Ordering Support
- 1555 Color Support

Refresh Rates (Hz)

RESOLUTION	Aspect Ratio	256	65K	16.7M	Recomm. Monitor Size
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	
1600x1024	16:10	60-85	60-85	60-85	21"+
1600x1200	4:3	60-100	60-100	60-100	
1920x1080	16:9	60-85	60-85	60-85	
1920x1200	16:10	60-85	60-85	60-85	24"+
1920x1440	4:3	60-75	60-75	60-75	
2048x1536	4:3	60-75	60-75	60-75	

NUMBER OF COLORS

Software Support

- Windows® 95, 98 and 2000 Device Drivers
- Industry's Most Comprehensive 3D API Support: Microsoft DirectX®, OpenGL®, Glide 2.x and 3.x
- MPEG-2: Support for Hardware and Software MPEG-2 Encoders and Decoders from Leading Suppliers Via Microsoft DirectShow®

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