

VOODOO5 6000 AGP

2D/3D ACCELERATOR 128MB QUAD-CHIP SLI

Voodoo5 6000 AGP from 3dfx™ represents the pinnacle of Voodoo5 technology. Taking advantage of the revolutionary scalable architecture of the 3dfx VSA-100 chip, Voodoo5 6000 AGP features four processors working together to be the world's first 3D accelerator to break the Gigapixel barrier. Clocking in at over 1.33 Gigapixels per second, the Voodoo5 6000 AGP can create breathtaking 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, 2D resolutions as high as 2048x1536 and a whopping 128MB of graphics memory, the Voodoo5 6000 AGP is the ultimate 2D/3D accelerator for the hard-core PC enthusiast.

Product Features

- Fully-integrated 128-bit 2D/3D/Video Accelerator
- 128MB of Graphics Memory
- 1.33 Gigapixels per Second Fill Rate
- 32-bit Color Rendering
- 2, 4, 8-Sample Real-Time Full-Scene Hardware Anti-Aliasing
- Exclusive T-Buffer™ Digital Cinematic Effects
- 3dfx FXT1™ and DirectX® Texture Compression
- 2K x 2K Textures
- External Power Supply
- 350MHz RAMDAC for resolutions up to 2048 x 1536
- Windows 95, 98, and 2000 drivers



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3D Acceleration

- 8 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
- Quad triangle setup engines
- 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
- Full VMI 1.4 video port support with CCIR-656 extension
- 350MHz RAMDAC for refresh rates up to 160Hz
- CCIR-601 video input port
- FIFO optimized for high-speed bursting of geometry and texture data
- Bi-endian byte ordering support

Refresh Rates (Hz)

NUMBER OF COLORS					
RESOLUTION	Aspect Ratio	256	65K	16.7M	Recomm. Monitor Size
	640x480	4:3	60-160	60-160	14"+
	800x600	4:3	60-160	60-160	
	1024x768	4:3	60-120	60-120	17"+
	1152x864	4:3	60-120	60-120	
	1280x1024	5:4	60-100	60-100	21"+
	1600x1024	16:10	60-100	60-100	
	1600x1200	4:3	60-100	60-100	24"+
	1920x1080	16:9	60-85	60-85	
	1920x1200	16:10	60-85	60-85	
	1920x1440	4:3	60-75	60-75	
	2048x1536	4:3	60-75	60-75	

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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