



Voodoo3 3500 TV AGP

16 MB 2D/3D Accelerator with TV and Advanced Digital Video

Based on the acclaimed Voodoo3 graphics accelerator technology from 3dfx, the Voodoo3 3500 TV fuses the industry's most powerful 2D and 3D graphics with innovative multimedia capabilities – all in a single AGP board. Running at a core clock speed of 183MHz, the Voodoo3 3500 TV is capable of producing an amazing of 8 million triangles per second to provide gamers with truly immersive entertainment experience. Featuring a state-of-the-art TVTuner and Digital VCR, the Voodoo3 3500 TV also transforms any computer into cutting-edge multimedia center. With support for real-time MPEG-2 video capture*, DVD playback and 2D resolutions as high as 2046x1536, the Voodoo3 3500 TV is the most feature filled video solution available for today's home PC's.

Product Features

- Integrated Voodoo3 2D, 3D and video accelerator
- Real-Time MPEG-2 Video and Audio Capture
- VisualReality Multimedia control application w/ Skin Technology
- 8 million polygons per second peak processing
- 183MHz Core Clock Speed
- 366 Megatexels/second peak fill rate
- 2.92GB per second peak bandwidth
- 350MHz RAMDAC
- 16MB high-speed SDRAM memory
- MPEG-1, 2 Playback
- AGP 2x



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*Pentium III Required

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Key Features

VISUALLY STUNNING INTERACTIVE 3D

- 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
 - 32-bit ARGB rendering
- 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
 - Point-sampled, Bilinear, Trilinear Mip-mapping
- Per pixel perspective correct texture mapping
 - Fog
 - Light
 - Mip-mapping
- 16-bit Depth buffer (floating point or integer)
- 8-bit palletized textures

Video Support

- Intelligent TV Tuner and Digital VCR
- 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
- PAL TV input via external A/V Pod
- PAL TV output via external A/V Pod
- Stereo Audio with dbx™, NICAM support
- Digital Video Input Port (CCIR 601/656)
- Windows® 95 and 98 Display Drivers, DirectDraw, Direct3D, DirectVideo, ActiveX
- AVI, MPEG-2 video capture. video editing
- VisualReality TV/VCR control application with skin technology
- DVD Playback via Intervideo WinDVD
- OpenGL® ICD for Windows® 95, 98. (Passes compliance tests)
- Teletext decode for Europe

NUMBER OF COLORS

Refresh Rates (Hz) RESOLUTIONS	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	60-85	60-85	
	1600x1200	4:3	60-100	60-100	24"+
	1920x1080	16:9	60-85	60-85	
	1920x1200	16:9	60-85	60-85	
	1920x1440	4:3	60-75	60-75	
	2046x1536	4:3	60-75	60-75	

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

