

# Voodoo 5™ 5000 PCI

## 32MB Dual-Chip SLI 2D/3D Accelerator

### Preliminary Specifications

Voodoo 5 5000 from 3dfx is the next stage in the evolution ultra-high resolution gaming.

Utilizing a revolutionary scalable architecture, the Voodoo 5 5000 features dual 3dfx VSA-100 processors for more 3D horsepower. Working in parallel these processors combine to produce over 667 Megatexels per second to create extraordinary 3D worlds in vivid 32-bit color.

Boasting state-of the art Real-Time Full-Scene HW Anti-Aliasing, the exclusive T-Buffer™ Digital Cinematic Effects engine and support for 2D resolutions as high as 2048x1536, the Voodoo 5 5000 raises the standard against which all other 2D/3D PCI accelerators are judged.

### Product Features

- Fully-integrated 128-bit 2D/3D/Video Accelerator
- 667-733 Megapixels/second
- 32MB of Graphics Memory
- 32-bit color rendering
- Real-Time Full-Scene HW Anti-Aliasing
- Exclusive T-Buffer™ Digital Cinematic Effects
- 3dfx FXT1™ and DirectX® Texture Compression
- 2K x 2K Textures
- PCI Local Bus Support
- 350MHz RAMDAC for resolutions up to 2048 x 1536
- Windows 95, 98, NT4.0, Windows 2000 drivers
- Fully software-compatible with 3dfx Voodoo3



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### Preliminary Specifications

#### 3D Acceleration

- 4 fully-featured pixels/clock
- Real-Time Full-Scene Anti-Aliasing in hardware
- Exclusive T-Buffer™ Digital Cinematic Effects
  - Depth of Field
  - Motion Blur
  - Soft Shadows
  - Soft Reflections
- 32-bit RGBA
- 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
- Dual 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 0.4x0.4 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					
	Aspect Ratio	256	65K	16.7M	Recomm. Monitor Size
RESOLUTION	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 60:100	60:100	60:100	
	1600x1200	4:3 60:100	60:100	60:100	
	1920x1080	16:9 60:85	60:85	60:85	24"+
	1920x1200	16:10 60:85	60:85	60:85	
	1920x1440	4:3 60:75	60:75	60:75	
2048x1536	4:3 60:75	60:75	60:75		

#### Software Support

- Forward and backward compatible with Voodoo3 drivers
- Windows 95, 98, Windows 2000, and Windows NT4.0 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



Corporate Headquarters: 4435 Fortran Drive, San Jose CA 95134

Sales Division: 3400 Waterway Parkway, Richardson, TX 75080 Ph: 972.234.8750

www.3dfx.com