

3D Blaster® Voodoo2™

The Fastest 3D Gameplay. Period.

Are you serious about your gaming hardware? Do you dream of sustained frame rates of up to 30, 40, or even 60 frames per second? How about single-pass trilinear filtering? Level of Detail (LOD) Mip-mapping? Perspective correct texture mapping with sub-pixel and sub-texel accuracy? Texture modulation and compositing? Maybe you've even wished for environmental effects like reflections and shadows that don't slow your system to a crawl. What you've really been dreaming about is the fastest, best looking 3D ever, right?

Your dreams just came true.

Introducing the new 3D Blaster® Voodoo2™. This is simply the fastest 3D game accelerator ever created for the PC. Using not one, not two, but three separate processors and 12MB of ultra high-performance, single-cycle DRAM, the 3D Blaster Voodoo2 delivers dual-texture fill rates as high as 90 million texels per second, resolutions as high as 1024x768, and a 3D gaming experience never before seen on a PC.

And if you want the ultimate in 3D gaming, you can add a second 3D Blaster Voodoo2 to your system and double your performance—that's an insanely fast fill rate of up to 180 million texels per second! Imagine what that will do for your gameplay. Whether you're in the middle of a hairy multi-player rocket joust, flying through a blanket of anti-aircraft fire at the Battle of Midway, or passing a line of cars on the high-side going into the number three turn at Daytona, you'll have the horsepower you need for liquid-smooth, incredibly realistic 3D.

When it comes to performance, image quality, and just plain fun, nothing else even comes close to the 3D Blaster Voodoo2. Get one or get your butt kicked by someone who did.

3D Blaster Voodoo2

- ★ Based on the revolutionary new Voodoo2 chipset from 3Dfx Interactive®
- ★ Loaded with 12MB of super high-performance memory for maximum performance
- ★ Up to 50 billion operations and 3 million triangles per second for 3D processing as much as 3 times faster than the original Voodoo Graphics chipset!
- ★ Works with your existing graphics card to deliver the fastest 3D gameplay ever



3D Blaster®
Voodoo2™



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SPECIFICATIONS

Hardware

- ★ Total of 8MB or 12MB high-performance single-cycle DRAM
- ★ 12MB model arranged in a 4MB frame buffer and two 4MB texture stores
- ★ 8MB model arranged in a 4MB frame buffer and two 2MB texture stores
- ★ 1 Pixelfx² and 2 Texelfx² processors
- ★ 192-bit, multi-way interleaved memory interface providing more than 2.2G/second total bandwidth
- ★ Works with any graphics card, including AGP cards, using video pass-through
- ★ Single-slot PCI card capable of 33MHz and 66MHz operation
- ★ Can be connected to a second card for 2x performance (SLI mode)

Performance

- ★ 90 million two-texture, bilinear-filtered, Mip mapped texel/second fill rate
- ★ 180 million two-texture, bilinear-filtered, Mip mapped texels per second in dual-board configuration
- ★ As high as 3 million triangles per second with real game triangles

3D Rendering

- ★ Triangle-based raster engine with Gouraud modulation
- ★ 16-bit integer and floating point Z-buffering with biasing
- ★ Full hardware setup of triangle parameters
- ★ Automatic hardware-based back-face culling
- ★ Support for multi-triangle strips and fans
- ★ Transparency and chroma-key support with dedicated color mask
- ★ Alpha blending on source and destination pixels
- ★ Sub-pixel and sub-texel correction to 0.4x0.4 resolution
- ★ 24-bit color scaling to native 16-bit RGB buffer using 4x4 or 2x2 ordering dither matrix
- ★ Per-pixel and per-vertex atmospheric fog and haze effects simultaneous with alpha blending
- ★ Polygon edge anti-aliasing

3D Modes Supported

Resolution	Colors	Maximum Refresh Rate
640x480	65,000	120Hz
800x600	65,000	120Hz
1024x768	65,000	85Hz

The 640x480 and 800x600 modes use a 16-bit Z-buffer. When using one 3D Blaster Voodoo2, the 1024x768 mode does not use a Z-buffer. Using two 3D Blaster Voodoo2 cards in SLI mode adds a Z-buffer to the 1024x768 resolution.

3D Texture Mapping

- ★ First PC-based 3D game accelerator with *single-pass* trilinear filtering
- ★ True, divide-per-pixel perspective correction
- ★ True, per-pixel level-of-detail Mip mapping, with biasing and clamping
- ★ RGB modulation, addition, and blending to combine textures and shaded pixels
- ★ Texture compositing for multi-texture special effects
- ★ Support for 14 texture map formats
- ★ 8-bit paletted textures with full-speed bilinear filtering
- ★ Texture compression through narrow-channel YAB format

One-year limited hardware warranty covering parts and labor.

Technical Support

Telephone and facsimile support is available seven days a week, 8:00 am to midnight Central Time. Automated technical support and Bulletin Board service is available 24 hours a day, seven days a week.

Minimum System Requirements

- IBM® PC or 100% compatible
- Genuine Intel® Pentium®, Pentium Pro, or Pentium II processor running at 90MHz or higher
- Existing graphics card
- CD-ROM or DVD drive
- One available PCI 2.1 bus slot
- MS-DOS® 5.0 or later, or Windows® 95
- Standard VGA or multi-frequency monitor

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Fax Back Service: 405-372-5227
Information Hotline: 800-998-5227
CompuServe: Go Blaster
BBS: 405-742-6660

Voodoo2 • 8MB



Voodoo2 • 12MB



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