INTENSE3D

Wildcat™ 3510
AGP-Based 3D Graphics Accelerator - Designed for AGP 2X and AGP 4X!

For users on a budget: the industry's most advanced 3D rendering and texturing engine

Intense3D Wildcat 3510 graphics advantage ...

- Large dedicated 16 MB frame buffer and 16 MB of texture memory support rich, photorealistic shading and highly detailed textures-always at true color, with maximum depth accuracy, and with double buffering enabled
- Wide, independent buses connect frame buffer and texture memory to the graphics chipset for maximum performance
- Advanced 2D and 3D rendering functionality guarantees maximum acceleration of the most advanced professional 3D applications
- Designed for both AGP 2X and AGP 4X

The Wildcat 3510 stands above its peers in its ability to sustain real-time on-screen response for photorealistic output, including images with extensive textures. This graphics card also satisfies the cost concerns of users on a budget, providing a computing experience afforded only by much more expensive cards. Users working with graphics of moderate to high complexity can expect a real-time graphics experience with the Wildcat 3510. A large, dedicated frame buffer supports true-color output at high resolution; dedicated texture memory supports large and intricate textures with no impact to real-time performance. The Windows NT drivers for the Wildcat 3510 are optimized to support the new Streaming SIMD extensions incorporated in Intel's latest Pentium III processors. These driver enhancements deliver much improved 3D geometry processing performance for mainstream 3D graphics applications.

Intense3D Wildcat 3510 graphics chips, exclusively developed by Intense3D, provide industry-leading hardware acceleration of ...

- Triangle setup, texturing, and pixel operations
- The Intense3D Wildcat 3510 also specifically accelerates the following features in hardware:

  - 2D and 3D vectors
  - 2D and 3D triangles
  - Rectangle fills
  - BitBlit (screen-to-screen copy)
  - Anti-aliased vectors
  - Get block (screen-to-system copy)
  - Put block (system-to-screen copy)
  - Clipping
  - Fast window clears
  - Put bit map (for drawing text)
  - Alpha blending

  - Masking
  - Fog effects
  - Texture mapping
  - Gouraud shading
  - Stenciling and overlays
  - Z-buffering
  - Fast window clears
  - Fast window-mode double-buffering

In addition, the Intense3D Wildcat 3510 supports ...

- All standard graphics APIs, including OpenGL, 2D GDI, and RenderGL
- 10-bit gamma correction
- Four video look-up tables
- Eight stencil planes
- Eight overlay planes
- 32-bit Z buffer at resolutions up to 1 M pixels; 24-bit Z buffer at 1.3 M pixels

- High-performance DACs that directly drive display devices
- YUV-to-RGB color conversion
- Hardware cursor
- DDC2B Display Data Channel standard
- DPMS (Display Power Management Signaling)
- Frame sequential and interlaced stereo required for head-mounted displays and shutter glasses

Intense3D Wildcat 3510 texturing hardware features ...

- 16 MB of dedicated texture memory (standard at no extra cost)
- Bilinear and trilinear MIP-mapped filtering with full 32-bit texels

Intense3D Wildcat 3510 performs 3D and 2D operations at the following rates ...

• 3D performance with Z buffering* :

Gouraud-shaded triangles, 25-pixel (tri/sec)	2.4 M
Gouraud-shaded triangles, 50-pixel (tri/sec)	1.6 M
Textured Gouraud-shaded fill, 32-bit (RGBA) texels, trilinear-interpolated (pixels/sec)	68.0 M
Vectors, 10-pixel, solid-color (vec/sec)	5.6 M
Gouraud-shaded vectors, 10-pixel (vec/sec)	5.0 M
Anti-aliased vectors, 10-pixel (vec/sec)	2.5 M

•2D performance:

Vectors, 10-pixel, solid-color (vec/sec)	6.1 M
Anti-aliased vectors, 10-pixel (vec/sec)	3.1 M
Blit, screen-to-screen (pixels/sec)	98.4 M
Area clears (pixels/sec)	4.3 G
Solid fills (pixels/sec)	257.0 M
Text, 9x13 (chars/sec)	1,294 K

* Performance numbers reflect maximum hardware rate. Numbers may vary depending on application.

Intense3D Wildcat 3510's superb display capabilities support double-buffered, 24-bit true color at the following resolutions/refresh rates ...

Resolution	Monitor Format	Refresh Rates
1280 x 1024	5:4	60, 60i, 70i, 72i, 74, 75, 76, 85 Hz
1280 x 960	4:3	60, 60i, 75, 79, 81, 85 Hz
1152 x 864	4:3	60, 60i, 70, 75, 85 Hz
1024 x 768	4:3	60, 60i, 70, 75, 85, 98, 99, 122 Hz
800 x 600	4:3	60, 60i, 72, 75, 85, 123, 126, 153 Hz
640 x 480	4:3	60, 60i, 72, 75, 85, 151, 154, 185 Hz
1440 x 900	16:10	60, 75, 85, 90 Hz
1280 x 800	16:10	60, 75, 85, 90 Hz
1520 x 856	16:9	60, 60i, 70, 75, 85, 90 Hz
1360 x 766	16:9	60i, 72, 75, 85, 90 Hz
1280 x 720	16:9	50, 60, 75 Hz
856 x 480	16:9	50, 60, 75 Hz

System requirements for the Intense3D Wildcat 3510 include ...

• One AGP 2X or AGP 4X slot

• 25 W of available power

• Windows NT 4.0, or later

For information call:

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