



RIVA TNT2™

High-Performance 128-bit Twin Texel 3D Processor



PRODUCT DESCRIPTION

The RIVA TNT2™ sets the standard for high-performance 3D processors. Its Twin Texel architecture is the world's fastest 128-bit 3D processor that delivers 2 pixels-per-clock cycle and single-pass multi-texturing. The RIVA TNT2's 32MB frame buffer, 32-bit color pipeline, and 32-bit Z/stencil buffer deliver unsurpassed quality and performance.

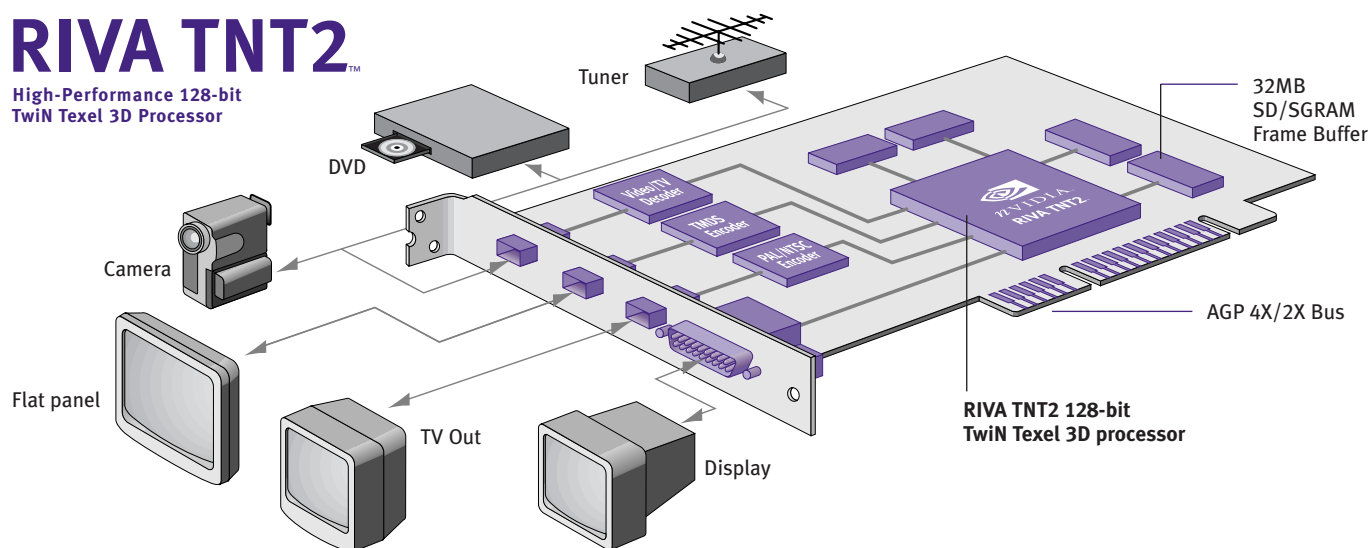
The RIVA TNT2 is the fastest true-color accelerator with Digital Flat Panel and AGP 4X support. The RIVA TNT2 meets all the requirements of the mainstream PC graphics market and Microsoft's PC98, PC99, and DirectX 6.0 initiatives. In addition to DirectX support, the RIVA TNT2 provides a complete high-performance professional-grade OpenGL ICD, included in the standard software package. The RIVA TNT2 delivers the industry's fastest Direct3D™ acceleration, leadership VGA, DirectDraw and video performance. These exciting features enable a range of applications from the hottest 3D games to full-screen, 30fps DVD playback.

1999 Performance Quality Features

- 32MB frame buffer
- 32-bit color
- 32-bit Z/stencil buffer
- AGP 4x/2x
- AGP Texturing
- Digital Flat Panel support with scaling, centering, and filtering
- World's fastest 3D and 2D Processor
- World's fastest 32bpp rendering
- 2nd Generation 128-bit Twin Texel architecture
- 2 Pixels/Clock
- Single-pass multi-texturing
- Optimized Direct 3D and OpenGL acceleration
- Pentium III and K6-2/K6-3 3DNow! Optimization
- Maximum 3D/2D resolution of 2048 x 1536
- Complete DirectX 6.0 and OpenGL support
- WHQL certified for Windows NT 4.0, Windows NT 3.5, Windows 98, and Windows 95 display drivers

RIVA TNT2™

High-Performance 128-bit
Twin Texel 3D Processor



Award-Winning 3D/2D TNT2 Architecture

| | TNT2 |
|------------------|-------------|
| Triangles/sec | 9 Million |
| Pixels/sec | 300 Million |
| Memory Bandwidth | 2.9GB/sec |
| RAMDAC | 300MHz |
| Max Resolution | 2048x1536 |

Visually stunning interactive 3D

- Optimized Direct3D and OpenGL acceleration
- Complete DirectX 5.0, 6.x, and OpenGL support
- 2nd Generation 128-bit Twin Texel architecture
 - 2 texture-mapped, lit pixels-per-clock cycle
 - Single-pass multi-texturing
- 32-bit Z/stencil Buffer
- Anti-aliasing: full scene, order independent
- 32-bit ARGB rendering with destination alpha
- Anisotropic filtering
- TextureBlend support
 - Multi-texture
 - Bump map
 - Texture modulation
 - Light maps
 - Reflection maps
 - Detail textures
 - Environment maps
 - Procedural textures
- Per-pixel perspective correct texture mapping
 - Fog, light, mip mapping

High performance 128-bit 2D acceleration

- Hardware acceleration for all Windows GDI operations
- Optimized for multiple color depths including 32, 24, 16, 15, and 8-bits per pixel
- True-color hardware cursor
- Hardware color dithering
- Multi-buffering (up to quad buffering) for smooth animation and video playback
- Fast 32-bit VGA/SVGA support

High quality video playback

- 30fps full screen DVD playback
- DVD sub-picture alpha-blended compositing
- Video acceleration for DirectShow, MPEG-1, MPEG-2, and Indeo®
- Advanced support for DirectDraw
- Back-end hardware video scaling for video conferencing and playback
- Hardware color space conversion (YUV 4:2:2 and 4:2:0)
- Multi-tap X and Y filtering
- Per-pixel color keying

Robust system interface

- Comprehensive AGP 4x/2x/1x interface with full sideband support
- NTSC and PAL TV digital output
- Digital Flat Panel interface
- Bidirectional Media Port and CCIR-656 video capture port
- Flexible memory configurations, up to 32MB of SDRAM/SGRAM

Designed to WHQL compatibility standards

- Windows 2000, Windows NT 4.0, Windows NT 3.5, Windows 98, and Windows 95 display drivers
- Complete support for DirectDraw, Direct3D, DirectShow, and ActiveX
- OpenGL ICD for all operating systems listed above
- OS/2 display driver
- Window 3.x display driver
- Fully PC98 and PC99 compliant

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