

Righteous 3D

The Ultimate 3D Accelerator for PC Games

FEATURES

- Dedicated 3D accelerator that delivers true arcade quality graphics in real-time
- Full motion frame rate performance with all 3D features simultaneously accelerated
- Operates transparently with 2D adapters for maximum graphics performance
- 4MB EDO DRAM configuration with dual 64-bit memory architecture
- Windows® 95 Direct3D™ support

Encounter The World Where PC Graphics Meets Visual Reality

Enter another dimension in PC graphics — three dimensional graphics with Orchid Technology's Righteous 3D™. Righteous 3D, designed for the game enthusiast, delivers "Righteous Results." Brace yourself for revolutionary performance that produces explosive 3D images. Complex 3D environments are rendered at full speed to transport you into realistic 3D worlds. Impressive full motion fill rates accelerate all 3D features simultaneously without compromising visual detail. The only station you'll play is your computer with Righteous 3D.

The Power Of 3D Acceleration With Enhanced Visual Realism

Enhanced visual realism can't be measured, it has to be experienced. Righteous 3D's next-generation technology delivers complete performance compared to other 3D solutions. Advanced filtering and anti-aliasing techniques produce smooth textured images. High precision 3D accuracy generates realistic three dimensional objects. Transparent and translucent effects like fog, smoke and haze create stunning atmospheric conditions. Other special 3D features include morphing textures, animated surfaces and incredible lighting effects. Experience a new level of total 3D immersion with entertainment titles.

Interactive Performance With Simultaneous Acceleration

It's not just about 3D performance. It's about full feature performance with full speed interactivity. Other accelerators lack the power to perform multiple 3D functions while maintaining full motion frame rates. They are forced to compromise visual quality for real-time interactivity. Based on 3Dfx Interactive Voodoo Graphics™, Righteous 3D's dual 64-bit memory architecture provides direct access to the frame buffer and texture memory. This advance design accelerates all 3D features simultaneously without sacrificing frame rate performance. There's no trade off between visual realism and interactivity with Righteous 3D.

Effective 3D Solution With Plug And Play Operation

Worried about 2D acceleration? Don't be. Righteous 3D operates transparently with existing Windows accelerators without impacting 2D performance. Plug and Play compatibility with Microsoft Windows 95 features automatic configuration and trouble free operation. Righteous 3D supports Windows 95 Direct3D API to provide compatibility with a wide range of future 3D software titles.



Righteous 3D

The Ultimate 3D Accelerator for PC Games



FEATURES

- Dedicated 3D accelerator that delivers true arcade quality graphics in real-time
- Full motion frame rate performance with all 3D features simultaneously accelerated
- Operates transparently with 2D adapters for maximum graphics performance
- 4MB EDO DRAM configuration with dual 64-bit memory architecture
- Windows® 95 Direct3D™ support

Advanced 3D Features

- Perspective correct texture mapping
- Bi-linear and advanced texture filtering
- Level of Detail (LOD) MIP mapping
- Double and triple buffering
- Gouraud modulated textures
- Z-buffering
- Anti-aliasing
- Alpha blending

Advanced Special Effects

- Per-pixel fog, smoke and haze effects
- Texture compositing
- Texture morphing
- Texture animation
- Texture modulation

Acceleration Performance

- Full motion frame rates
- Up to 4.5 million pixels per second fill rates
- Up to 2 million triangles rendered per second

3D API Compatibility

- Microsoft® Windows® 95 Direct3D™
- Intel® 3DR™
- Argonaut BRender™
- Criterion™ RenderWare®
- Gemini Technology OpenGVS™

Graphics Processor

- 3Dfx Interactive Voodoo Graphics™

Bus Interface

- PCI 2.0 and 2.1 compliant

Memory Configuration

- 4MB EDO DRAM memory
- Dual 64-bit memory architecture

Connectors

- VGA DB-15 monitor connector
- VGA DB-15 pass through connector

Minimum System Requirements

- Pentium PCI system or compatible (90 MHz required for some bundled titles)
- 8 MB of system memory (16 MB required for some bundled titles)
- MS-DOS 6.0 or later (Windows 95 required for Direct3D support)
- VGA display adapter
- VGA compatible monitor
- CD-ROM drive

Regulatory Compliance

- FCC Class B
- CE conformity

Warranty

- 2 years parts and labor

Orchid On-line Services

- World Wide Web: www.orchid.com
- Compuserve: GO ORCHID
- Bulletin Board Service: (510) 651-6837

Award Winning Performance



45365 Northport Loop West, Fremont, California 94538
(800) 577-0977 - www.orchid.com

Orchid (Europe) Ltd
Unit 3/4 Woodlands Business Village
Coronation Road, Basingstoke
Hampshire, RG21 4JX
United Kingdom
Tel: +44 (0) 1256 479 898

Micronics/Orchid (Benelux)
Fortranweg 7
NL-3821 BK Amersfoort
Netherlands
Tel: +31 33 4562814

Micronics/Orchid (Germany)
Landsberger Strasse 408
D-81241 Munich
Germany
Tel: +49 (0) 89 58098 235

Micronics Computers, Inc. (Taiwan)
7F, No. 3, Lane 235
Pao Chiao Road
Hsintien City, Taipei Hsien
Taiwan, R.O.C.
Tel: 886 2 918 5005

©1997 Orchid Technology, Inc. Orchid, Righteous 3D and the Orchid logo are trademarks of Orchid Technology, Inc. All other trademarks or registered trademarks are the property of their respective owners who are not associated with Orchid Technology. Specifications are subject to change without notice. All rights reserved.