

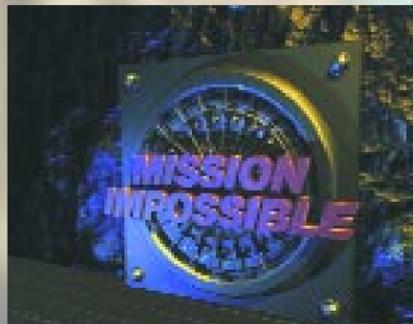
Workstations? Admit it. They Byte.

Software manuals can kill. They can scramble the mind, stifle creative growth, and suffocate morale. The easiest way to kill enthusiasm is to force creatives into reading through volumes of software manuals. And until recently, that's exactly what creatives had to do. The next logical hardware upgrade from a Power Macintosh in 3D development was, at one time, an expensive workstation with proprietary and pricey hardware. Learning an alien workstation operating system is the most effective project killer available. Keep yourself and your people happy by staying with the Power Mac platform. You'll then hear remarks like 'now that's what 3D ought to be like' instead of 'what's UNIX for, byte me?!'.



Might As Well Scrub The Parking Lot With A Toothbrush.

Show your employees that you value their time as much as they do. Why? Because time spent waiting on the computer is wasted - like watching your most creative and talented people wash the parking lot with a toothbrush. Wasted time curtails creativity and that dulls the final quality of any project. Faster hardware means more time to explore creative options. It can also allow more to be done in the same work day. Maximizing the creative process maximizes the profit margin. Therefore, the RenderPIX accelerator card can maximize your bottom line, which, in all honesty, is much better than a sparkling parking lot.



But Don't Take Our Word For It...

Take MacWEEK's. "If you want the fastest QuickDraw 3D card currently available, the RenderPIX PCI/502 is the clear choice" was the conclusion made in two 3D accelerator reviews (April 14, '97 and June 11, 1997). The RenderPIX 502 went head-to-head with the competition, and was only truly challenged by one other great accelerator: the RenderPIX 500. The RenderPIX family scored high marks in MacWEEK's benchmark tests, including acceleration speed with high resolution, complex models. The reviews substantiate a claim we've made for a long time. The RenderPIX accelerator cards are the fastest cards on the market. Period.

Now For The Killer Numbers...

NewerTECH's RenderPIX 500 and 502 accelerators add serious QuickDraw 3D processing power to any PCI-based Apple Power Macintosh or clone computer. The single processor RenderPIX 500 can render up to 800,000 triangles/second, while the dual processor RenderPIX 502 offers twice that. Both cards feature a Glint Delta preprocessor, full hardware texture mapping, hardware Gouraud shading, anti-aliasing and hardware Z (depth) buffering. Those features generate the kind of speed that was previously only available in workstations costing thousands more than a Power Mac.

The 100MFlops Glint Delta is a geometry pipeline preprocessor chip that takes the 3D geometry load off the CPU, which in turn improves performance of the RenderPIX by as much as 300%. That's right. 300%. The combination of the Delta and the 500TX chip(s) applies hardware acceleration across the entire spectrum of 3D rendering - from geometry to rasterization.

RenderPIX performs its QuickDraw 3D magic in up to 32-bit color. Video access is 64-bit while a blistering 128-bit VRAM access (standard on the 502) is available with the optional memory upgrade.



Content Development Workhorse

If you are developing QuickDraw 3D content, you will find that RenderPIX makes short work of Trimesh and Ordered Trimesh constructions. With the dual processor RenderPIX 502 card, you can expect performance up to 10 times greater than software-only rendering, with even larger improvements in performance as applications

incorporate QuickDraw 3D even more tightly. If you develop games, Web or multimedia content, the processing power of RenderPIX is unequaled.

100% Compatibility

The RenderPIX Family of QuickDraw 3D cards are 100% compatible with applications that use Apple's QuickDraw 3D libraries. RenderPIX installs into any PCI-based Apple Power Macintosh or Power Mac clone including computers from Power Computing Corp., Daystar Digital and SuperMac.

Memory Configurations

The RenderPIX 500 comes with 2MB of VRAM and 8MB of DRAM. Two memory upgrades offer either: 2MB more VRAM; or 6MB of VRAM and 8MB of DRAM. The RenderPIX 502 is not upgradeable and comes already maxed out with 8MB of VRAM and 32MB of DRAM.

It Only Makes Sense...

Some QuickDraw 3D cards only help with rendering. RenderPIX 502 not only accelerates QuickDraw 3D but also provides the video acceleration you need to get up to 1,600 x 1,200 resolution in 32-bit color - that's Millions of colors on some of the largest monitors we can find. 16-bit double buffered. Video access is an ultra-fast 128-bit. Even the RenderPIX 500 is capable of driving display resolutions up to 832 x 624 16-bit double buffered, all done without additional memory. RenderPIX is the 3D solution that completes the entire 3D design process. Besides, why create the perfect 3D document only to view it on a substandard video card? It only makes sense to design the fastest accelerator card as an unparalleled video card. It only makes sense.

The Bottom Line.

The bottom line? That's simple. The RenderPIX 3D accelerator card is the premiere QuickDraw 3D card available today. And tomorrow. It is the fastest card on the market. And we've got the numbers to prove it (thanks, MacWEEK - twice). It decreases turn-around time, therefore increasing profits. And that's always good. It is a high-performance video card. And that lets you know exactly what your 3D image looks like.

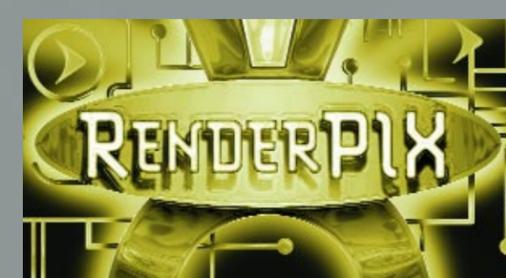
It is Newer Technology's RenderPIX 500 and 502 accelerators. The bottom line in 3D performance.

Online

Artiquate

Reason





QuickDraw 3D
Hardware
Accelerator



RenderPIX PCI/500

Interface

Power Macintosh & clone 9.5" PCI slot

Hardware

Glint 500TX 3D processor
Glint Delta 3D preprocessor
(floating-point 3D geometry pipeline acceleration)

Memory

2MB VRAM, 8MB DRAM
2MB VRAM upgrade
6MB VRAM, 8MB DRAM upgrade

3D

Full hardware texture mapping
Hardware Gouraud shading
Anti-aliasing
Hardware Z (depth) buffering

Color Graphics capability

8-bit to 32-bit color
64-bit video access
128-bit video access
(available with memory upgrade)

Energy Star compliant

FCC Class B, CE certified

RenderPIX PCI/502

Interface

Power Macintosh & clone 9.5" PCI slot

Hardware

Two Glint 500TX 3D processors
Glint Delta 3D preprocessor
(floating-point 3D geometry pipeline acceleration)

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8MB VRAM, 32MB DRAM

3D

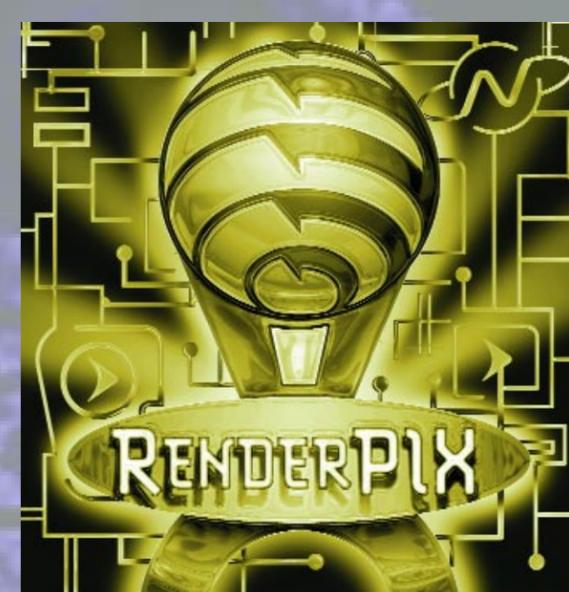
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QuickDraw 3D
Hardware
Accelerator

Put A Little Lightning In Your CPU.

It's fast.
Real Fast.
Actually, it's the fastest 3D accelerator card available.
Honest.
NewerTECH's RenderPIX is a lightning-fast QuickDraw 3D accelerator. It's also a high performance, accelerated 32-bit color video card. This is not some cheap game playing card we're talking

about here. This is the only 3D card available that provides the truly serious 3D content developers with power and performance. In other words, Doom players need not apply. Apple Computer created the high-speed QuickDraw 3D RAVE interface that works specifically with hardware accelerators. RenderPIX cards use this RAVE interface to provide dramatic acceleration for QuickDraw 3D. And if that's not enough, when your not using QuickDraw 3D, the RenderPIX card also provides the fastest 2D graphics video acceleration. RenderPIX. Canned lightning for your computer.



Take Heart, For Help Has Now Arrived...

Developers know that working in three dimensions is a challenge. Building images today for tomorrow's hottest games and entertainment titles is a daunting task. Rendering complex images, mapping intricate textures onto irregular surfaces, correctly shading entire scenes and building entirely new environments are just some of the chores facing 3D developers. But for those who strive to push the limits of 3D creativity, take heart, for help has arrived. RenderPIX is the hardware accelerator that was designed expressly for 3D graphic masters working on:

- Multimedia Developers
- Entertainment CD titles
- 3D Illustrators
- Game Developers
- Designers
- Edutainment

Spend Time Doing, Not Waiting.

Don't spend time waiting. Spend time doing. Spend time trying options, looking at alternatives, considering different lighting, shading, or textures to get that perfect effect. Don't let the hardware be a limiting factor. Make the hardware do the work, providing options, not headaches. Remove the frustration and creative-killing hardware limitations that could flatten your next project.

The RenderPIX 502 and 500 QuickDraw 3D hardware accelerators shorten the development cycle for you. Using either RenderPIX card, any QuickDraw 3D project can now be completed in record time. So quit waiting. And start doing.



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Fantastic 3D images: "Antiquated Reasoning", courtesy of Henk Dawson; "Cyber Angel", courtesy of Patrick Gehlen; "Tomb of the Middle Kingdom", courtesy of View by View, published by LTI-TWEP; Remainder courtesy of Traylor Woodall Median Graphics.

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