

±Ò¥ÍÄä½tÁúκÆ¼ÒÀÀ;C Direct3D «ü©w¨ ä¡³ Direct3D μwÁé¥[³t¥\¨ à²º NVIDIA  
¹İİ³B²z, Ë, mÀ³, Ó¨ à° ÷ °ö!æ³»ÁÍÄúκÆ©ÍÄä½tÁúκÆ;C

³Æμù;G ¡³¨ Ç¹CÀ, μL²k¥¿½T!a-d, ß Direct3D μwÁé®Ä¨ à;A!ý-O«o»ÝnÄä½tÁúκÆæä´ ©;C  
¿¡¾Ü!¹¿!¶μ¥i¥H½T«O±z²º NVIDIA ¹İİ³B²z¾¹¨ à¥¿½T!a°ö!æ!¹Äp¹CÀ, ;C

±j̄îµwÁé!Û°Ê±N̄ä Z ¶b½w½Ä²²` «x½Ö¾ã-°À³¶íµ{!;©Ò»Ý²²²` «x;C

³Æµù;G °£«D±z²²µs@½T¹ê»Ýn-YÓ-S©w²² Z ¶b½w½Ä²²` «x;AŞ\_ «h±z³!;n̄!¹;î¶µ«O«ù±Ò¶íª-ºA;C  
!p²G°±¶!¹;î¶µ;A«h¶u!³µs@ Z ¶b½w½Ä²²` «x»P¶Ø«eµwÁé²ÖªA-Û²Å²²³¶íµ{!;¶~`à°ð!æ;C

±Ò¥î²`«x½w½Ä³B²z²²'À¥N\$P³N;C

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'yÄ,¼v¹³;C

±Ò¥Í Direct3D ¤¤²º NVIDIA ¼⁄»x;C

!p²G±Ò¥Í!¿i¶μ;A|b°õ|æ Direct3D À³¥Íμ{!; @É;A¿Ã¹õ¤U¤è²º“¤,“ ±N·|Åã¥Ü NVidia ¼⁄»x;C

±z<sup>20</sup> NVIDIA 1ĩšĩ<sup>3</sup>B<sup>2</sup>z, Ę, m¥i¥H!Ū°Ê<sup>3</sup>B<sup>2</sup>z MIP ¶K<sup>1</sup>ĩ;A¥H´£°<sup>2</sup>¶x¬y±Æ<sup>20</sup>§÷½è¶Çzé®Ä<sup>2</sup>v;A`Ä  
´£`Ñšó°<sup>200</sup>À<sup>3</sup>¥ĩµ{!;®Ä`à;C

<sup>3</sup>Æµ<sup>ù</sup>;G |ý-O;A; b±Ö°Ê!Ū°Ê<sup>2</sup>£¥ĩ<sup>20</sup> MIP ¶K<sup>1</sup>ĩ®É;A<sup>2</sup>@`ÇÀ<sup>3</sup>¥ĩµ{!;¥i`àµL<sup>2</sup>k¥z½TÄã¥Ū;C nšó¥  
z!°YÄD;A½Đ°§C;Ū°Ê<sup>2</sup>£¥ĩ MIP ¶K<sup>1</sup>ĩµ¥`Ä<sup>20</sup>¼Æ¶q;A<sup>2</sup>½`ì¼v<sup>13</sup>¥i¥H¥z½TÄã¥Ū¬°<sup>2</sup>ı;C °§C MIP  
¶K<sup>1</sup>ĩµ¥`Ä<sup>20</sup>¼Æ¶q<sup>3</sup>q±`¥i¥H®ø°£§÷½è¶K<sup>1</sup>ĩ<sup>20</sup>ı£ı»ô©!;µe±¼<sup>1</sup>µđ;v°YÄD;]|ý-O<sup>3</sup>o¼E«o|°§C®Ä`à;^;C

½Ö¾ä MIP ¶K¹î²º;uºë²Ó«x;v(LOD) °¾@tÈ;C

„û\$C²º¾@tÈ·|´£¨Ñ\$ó;n²º¼v¹³«~½è;A;Ó„ûº²ºº¾@tÈ«h·|´£æÈ³¥îµ{;²º@Ä-à;C  
±z¥;b³î¨î¼v¹³«~½è»P³î¨îÄ-àæ\$¶;²ºæÓ¹w³]º¾@tÈææ¶;æj³¼Û;C

±zκwÀx!s²º!Ûq³]©wÈ;]©Î;u½Õ¾äÈ;v;^κ§²M³æ;C

Υn±Ò°Ê!¹³]©wÈ;A½Ð±q²M³æκκζĩ"úκ@Ó¶μ¥Ø"Ã¥B«öκ@κU®M¥Î;C

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Àx|s<sup>203</sup>]©wÈÀH«á·|s¼W!Ü¬Û¾F²M³æ;C

|bSä¨ì`S©w Direct3D ¹CÀ,æ<sup>203</sup>]¨î³]©wÈæ§«á;A½Ð±N³]©wÈÀx|s¬°;Ûq½Ö¾äÈ;A³o¼È±z  
´N¥;|b±Ö°Ê¹CÀ,æ§«e¨³³t²Ö<sup>2</sup>A Direct3D;A;ÓµL»ÝæÀ§O³]©w¨CÓ;ï¶µ;C



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«öæ@æU¥H±N©Ò!³³]©wÈÁÙì-°¹w³]È;C

«öæ@æU¥HÅã¥Ûæ@Ó¹ï,Ûæè¶ô;A±z¥i;b¨äææ;ÛqÃB¥~æº Direct3D ³]©wÈ;C

23/4°Ê·Æ±ì¥HÄÜ\$ó¶K¹í¹³~Àj]§÷½è¶K¹íx, ~Àj^æµwÁés÷½è¶K¹í©w;ìxè®x;C

ÄÜ\$ó³o“ÇÈ±N·|ÄÜ\$ó©w, q¶K¹í¹³~Ä·½æ¶ì; m;C **1w³]È²**Ä|X Direct3D æ³W®æ;C |³“Ç³nÁé¥i~à·|-  
n“D; b\$O³B©w, q¶K¹í¹³~Ä·½;C |p²G«·s©w, q¶K¹í¹³~Ä·½;A«h;¹ÄbÄ³¥íµ{;iæ¹/4v¹³«~½è±N·|´£æÉ;C  
±z¥i¥H“í¥í·Æ´í±±“í; b¶K¹í¹³~Ä¥æw“æ»Pææ¥;ì; mæ\$¶i;½Ö³/4ã¶K¹í¹³~Ä·½;C

®e³\ NVIDIA 1[š1³B²z, Ę, m;]; b1[š1¥d¥»"-  
|w, Ę²ºO¾4ĐÁé¥H¥~; ^¥R¥÷\$Q¥í«ü©w²º"t²í°O¾4ĐÁé®e¶q\$@-°\$÷½è!sÀx¾4¹;C  
³Æμù;G ¥i¹w`d¥í©ó\$÷½èÀx!s¾4¹²º³!xj"t²í°O¾4ĐÁé®e¶q;A-O@Ú¾4Ú±z¹q, £xW!w, Ę²º¹éÁé RAM  
®e¶q"Óp²â²º;C "t²í RAM ¶Vxj;A±z¥i¥H³]©w²ºĚ'N¶Vxj;C  
|¹³]©w¥u¾4A¥í©ó PCI 1[š1¥[³t¥d;]©Í!;b PCI -Ú®e¹¼Ò!;xU°đ!æ²º AGP 1[š1¥d;^;C

«ü©w|b Direct3D ȡȡ|p|ó³B²z;u««²½|P"Bi v;C

- ©I²xÃö³¬;C |b Direct3D À³ŸÍµ{;ȡȡÁ`-O°±ŸÍ««²½|P"Bi C
- «ö·Ó¹w³]ÈÃö³¬;C °£«DÀ³ŸÍµ{; ©ú½Tn" D±ÒŸÍ;u««²½|P"Bi v;A§\_«hŸ;±N«O«ù°±ŸÍª-ºA;C
- «ö·Ó¹w³]È¶}±Ö;C °£«DÀ³ŸÍµ{; ©ú½Tn" D°±ŸÍ««²½|P"Bi A§\_«hŸ;±N«O«ù±ÒŸÍª-ºA;C

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³Æμù;G |b-Y“Ç±;²pαU;A®e³\

²²¹w¥ýμÛ;â²²îî®Ø¼⁄Æ¶V;h;A;^À³·n±;B¹CÀ,¥x©ÍÁä½Lμ¥,Ë,m²²;u;éαj©μ½w;v´N¶Vα[;C  
|p²G±z;b²±¹CÀ,®É;A³s±μ;Û±z¹q,£²²;éαj,Ë,m¹³©úÅä;^À³©μ½w²²²{¶H;A½Ð°§C!¹È;C

°±¥í¬Y"Ç CPU "ï¥í²º¼W±j«ü¥ÜÅX°Êµ{;;æä´©;C

¬Y"Ç CPU æä´©²¥¥[²º 3D «ü¥Ü;A³o"Ç«ü¥O¥i»²§U NVIDIA ¹Ï§¹³B²z,Ë,m"Ã§iµ½ 3D  
¹CÀ, ©ÍÅ³¥íµ{;;²º®Ä`à;C |¹;ï¥µ¥i¥í"Ó°±¥íÅX°Êµ{;;æ¹;³o"Ç²¥¥[²º 3D «ü¥O²ºæä  
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Ⓜe³\ OpenGL ÅX°Êμ{;i;¥H-Û!P²ºÅã¥Ü³/4¹, Ñ²R«xπÀ°tπ@Ó!±½w½Ä°Ï»Pπ@Ó²`«x½w½Ä°Ï;C

- |p²G±Ö¥!;j|@Öz!i^!¹z!¶μ;A«Ø¥β;h«μøμ;²º OpenGL Å³¥!μ{;i;|  
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- |p²G°±¥!;j"ú@ø@Öz!i^!¹z!¶μ;AOpenGL ÅX°Êμ{;i;±N·|¬°Å³¥!μ{;i;«Ø¥β²º"Óμøμ;πÀ°tπ@Ó!-  
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¬°¿ï©w²º OpenGL À³¥íμ{!;³]©w³ì"í³]©wÈ;C  
«öæ@æU²M³ææè¶ôæW²º½bÀY¥HÅã¥ÜÀ³¥íμ{!;²M³æ;AμM«á¿ï"úæ@ÓÀ³¥íμ{!;C

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- μL½x±z²º@â±³]©wÈ→°|ó;A©I²x“í¥í 16 bpp »P©I²x“í¥í 32 bpp ¿í¶μ³£·|  
±j“í¥í«ü©w²º|â±m²`«x¤§§÷½è¶K¹í;C

¥i\$PÂ\_¥í©ó¥p¿Ã¹õ OpenGL À³¥íμ{||;ªº½w½Ä°íÄ½¶¼Ò!||;C ¥i¥H¿i³¼Ü°í¶¶¶é (block transfer)  
æè||©í!Ü°Ê¿i"ú (auto-select);C  
!Ü°Ê¿i"ú®e³\ÅX°Êμ{||;®Ú³¼ÚμwÅé²ÖºA"Ó¿i³¼Ü³ì"íæè||;C

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- «ö·Ó¹w³]ÈÃö³-;C °£«DÀ³¥Íμ{;|;©ú½Tn"D±Ò¥Íu««²½|P"Bi v;A§\_«h¥|±N«O«ù°±¥Íª-ºA;C
- «ö·Ó¹w³]È¶}±Ö;C °£«DÀ³¥Íμ{;|;©ú½Tn"D°±¥Í««²½|P"Bi A§\_«h¥|±N«O«ù±Ò¥Íª-ºA;C

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´N¥i¥H!b±Ò°ÈÀ³¥!µ{!;æ\$«e"³³t²ÕºA OpenGL;A!ÓµL.»Ý³væ@³]©w"Óó;í!µ;C



$2^{3/4} \cdot \hat{E} \cdot \mathbb{A} \pm i \mathbb{H}^{1/2} \tilde{O}^{3/4} \tilde{a} \ddot{z} i \odot w^{\mathbb{a}0} \hat{a} \pm m \mathbb{A} W^1 D^{\mathbb{a}0} \ll \mathbf{G} \ll x ; B^1 \ddot{i} \mathbb{x} \tilde{n} \ll x \odot \hat{I} \text{Gamma } \hat{E} ; C$

$\{ \hat{a} \pm m, \hat{E} \ddot{z}^3 \} \odot w \hat{E} \ddot{z} i \tilde{I} \tilde{O} \{ b \mathbb{A} \tilde{a} \ddot{z} \ddot{U}, \hat{E}, m \mathbb{x} W^{1/2} \tilde{O}, \hat{E} \tilde{O} \cdot 1/2 \cdot 1/4 v^{13} \} \gg P \tilde{a} \ddot{z} \acute{e} \mathbb{X} \mathbb{x} \mathbb{S} \mathbb{I} i^{\mathbb{a}0} \mathbb{Y} \acute{u} \ll x \otimes t^2 \mathbb{S} ; C$

$\cdot \acute{I} \pm z \tilde{I} \tilde{I} \tilde{I}^{1/4} v^{133} B^2 z \mathbb{A}^3 \mathbb{Y} \acute{\mu} \{ i ; \otimes \hat{E} ; A^{1/2} \tilde{O}^{3/4} \tilde{a} \{ \hat{a} \pm m, \hat{E} \ddot{z}^3 \} \odot w -$

$\hat{E} \mathbb{H} \{ b \mathbb{A} \tilde{a} \ddot{z} \ddot{U}, \hat{E}, m \mathbb{x} W \mathbb{S} e^2 \{ \mathbb{X} \mathbb{S} \acute{o} \acute{e}^{1/2} T^{\mathbb{a}0} 1/4 v^{13} ; i \} \tilde{O} \{ p \cdot \acute{O} \mathbb{x} \acute{u} ; \hat{I} \hat{a} \pm m \ll^2 \{ i ; C$

$\{ \acute{O} \mathbb{Y} B ; A \ll \ddot{U} \{ h \tilde{I} \tilde{I} \tilde{I} 3D \mathbb{Y} [^3 t \mathbb{Y} \tilde{a}^{\mathbb{a}0} 1 C \hat{A}, \mu e \pm^3 \mathbb{F} \ll \ddot{U} \cdot t ; A \ll \ddot{U} \mathbb{A} \emptyset - \acute{Y} \pm o^2 M \cdot i ; C \} b \odot \acute{O} \{^3 \mathbb{A} W^1 D \mathbb{x} \mathbb{x} 1/4 W \mathbb{Y}$

$[- \acute{U} \{ P^{\mathbb{a}0} \ll \mathbf{G} \ll x \odot M ; i \} \odot \hat{I} ; \wedge \text{Gamma } \hat{E} \pm N \mathbb{Y} i \tilde{I}^3 o \tilde{I} \mathbb{C}^1 C \hat{A}, \mu e \pm \mathbb{S} \acute{o} \ll \mathbf{G} \mathbb{x} \otimes \tilde{I} ; A \tilde{I} \mathbb{A} \mathbb{S} \acute{o} \tilde{a} \mathbb{Y} i^{\mathbb{a}0} \pm \odot \hat{E} ; C$

«öæ@æU²M³ææè¶ô²²½bÀY¥Hjï"ú¥Ñ·Æ±ì±±"î²²;â±mÀW¹D;C  
±z¥i¥HæÀŞO©î²;P®É½Ö³¼ă¬õ;â;B²ñ;â©îÂ;âÀW¹D;C

¼Æ;ì«G«x¥iÁý±zšó;n|a±±"î|â±m±ÀÂ±»P±j«x;A±q!Ó"ï©Ò!³À³¥íμ{|;±±²º¼v¹³šó«GÄR~Â²b;C  
"í¥í·Æ±ì"Ó³]©w¥H±U±£|P²º;u¼Æ;ì«G«x;vμ¥~Å;R Äö³¬;BšC;B±±μ¥;B°²©M³ì±j

!â±m!±½u<sup>a</sup>îš!ÄãŸÜ;C !±½u±N·|!b±z½Ö¾ä¹!æñ«x;B«G«x©!±º;È®ÉSY®ÉÄÜšó;C

|p²G·Qn|bαUα@Ó Windows ¨î¥î¥¬¬q;]|p-  
«·s±Ò°Ê¹q, f«á; ^|Û°Ê®M¥Í©Ò°μ²²;â±m½Ö¾ã;A½D±Ò¥Í¹¿îμ;C  
³Æμù;G |p²G±z²²¹q, f»P²δ, δ³s½u;A«h¨t²Î±N·|;b±zμnαJ Windows «á½Ö¾ã;â±m;C

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Yn±Ò°Ê³]©wÈ;A½D±q²M³æææ;üüúæ@Ó¶µæØ;C

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1. ±q²M³ææç;¼Ü±znÅãÿÜ²²¹ÿÜ;C
2. µM«á«ö@U@M¥î¥H§ó·su\$@!Cæ²²¹ÿÜ;C



|b±Ò¥í±Ò¥í@à±ºP²zûj¶µξ«á;A«öæ@æU¥H¶}±Ò;unView ®à±ºP²zû;væº®e±ºO;C  
;unView ®à±ºP²zû;væº®e±ºO¥í¥í“Ó¬º³ææ@©M;h«®à±æíÅã¥Ü¾¼¹;]ºÊµø¾¼¹; ^³]©w;UºØ;u®à±ºP²z-  
û;væ\`à;C

3o"Çjîµ®e³\±z"Mcw¼v¹³;b¥HŞC©ó³ì°²ää´©,Ñ²R«x"ï¥î®É;A©ó¥±Åä¥Ü³¼¹κW²ºÅä¥Ü;ì,m;C

½Ð`îŕî½bÀY«öŕs½Ö³4ãºÊµø³4¹κWºº@à±Åã¥Ü;ì,m;C

«öæ@æU¥H®Ú¾¼Ú¥Ø«e²º,Ñ²R«x»PŞó·s²v;A±N®à±«³]!Ü¨ä¹w³]!ì,m;C



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|<sup>12</sup>M<sup>3</sup>æ®e<sup>3</sup>\±z®Ú¾Ú!Ûπv©Ò©~|í<sup>20</sup>ê®aj]a°İi^"Ói"ú<sup>1</sup>qμø¿é¥X®æ!i;C

<sup>3</sup>Æμù;G |p<sup>2</sup>G±z©Ò|b<sup>20</sup>ê®aj]a°İi^"S|<sup>3</sup>C|b<sup>2</sup>M<sup>3</sup>æππ;A½Đi"úÁ+;Ûπv©Ò|b|a°İ|<sup>3</sup>ñ<sup>20</sup>ê®aj]a°İi^;C



«öæ@æUæè!VÁä`Ó½Ö¾ä¹qμøæWæº@à±ÁäæÛ;ì,m;C

<sup>³</sup>Æμù;G |p²G¹qμøμe±;]½Ö¾ä¹L«x|ÓæX²{ÁäæÛÁø¶Ä©î²ÁæÖæº°ÝÄD;A«h½Dμæ«Ý 10 -íÁÁ;C μe±·|  
|Û°Êæð|^`ä¹w³];ì,m;A±z\$Yæi«·s¶i|æ½Ö¾ä¹;C æ¿½T©w;ì@à±æ\$«á;Aæ²¶·;b 10  
-íÁÁæº«öæ@æU@M¶î¶HÄx;s\_Ó³]©wÊ;C

«öæ@æU¥H®Ú¾¼Ú¥Ø«e²º,Ñ²R«x;A±N®à±«³]!Ü¨ä;b¹qμøæW²º¹w³]!ì,m;C



23/4°Ê·Æ±i¥H1/2Ö3/4đ1qμø1/4v13a0«G«xjC

23/4°Ê·Æ±i¥H1/2Ö3/4đ1qμø1/4v13a01iñ«x;C

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2¾°Ê·Æ±ì¥H½Ö¾ãñ®M¥î!Ü¹qμø°T,¹ºº°{Ã{¹LÂομ{«×¡C

³Æμù¡G ¡b"ï¥îμwÂé,Ñ½X¾¹"Ó¼½©ñ DVD ¹q¼v®É¡A«ØÄ³§¹¥pÃö³-°{Ã{¹LÂο¡C

½D̄̄îŷî³ō̄Ç±±̄̄îz̄̄îŷ̄̄µ̄̄Ó½Ö¾äÄäŷÜ,Ë,mj]ºÊµø¾¹;^ºº¼v¹³©Î DVD ¼¼½©ñºº«~½è;C  
±zŷiŷHæÀŞO±±̄̄î«G«x;B¹îæñ«x;B;â-Ûæ¹;©M«x;AŷH«K;b±z¹q,£æW¼¼½©ñ¼v¹³©Î DVD  
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¥H|Ê,U»® ÷ ñ°³æ;ì"Ó²í¥Ü¥Dn®É³t«x;C



³]©w¹ĩšĩŷdαW²ººO¾⁄₄ĐÁéα¶±α\$@É⁻β³t«x;C

¥H|Ê,U»® ÷ ñ°³æ;ì"Ó²í¥Ü°O¾DÁéπ¶±²º®É³t«×;C

|b®M¥Í«e;A¥ý'ú\_Ö·s®É~BÀW²v³]©wÈ²ºÃ©w©Ê;C

³Æμù;G ±z¥²¶·¹i¥ô|ó»P»s³y¼t°Ó¹w³]Èæ£|P²º·s³]©wÈ¶i;æ'ú\_Ö;AμM«áæ~¥i¥H±Næ\$¥Áæ[®M¥Í;C

½T«O`Cα@! , ±Ò°Ê Windows ®É±N·|;Û°Ê®M¥î¹;®É`ΒΑW²v©Ò°μ²º¥ò;óÅÛ§ó;C

³Æμù;G ¥i¥H;b±Ò°Ê Windows ®É«ö;í **Ctrl** Áä;A¥H«K;b±Ò°Ê¹Lμ{αα,δ¹L;Û°Ê®É`Β³]©wÈ;C  
|p²G¹q, £»Pºδ, δ³s½u;A½D;bμnπJ Windows «á¥β§Y«ö;í **Ctrl** Áä;C

«³]©Ò|³®É~ß½Ö¾ä¥\`à;A`Ã;ß¥i¥H«·s±ò°Ê±±`î¥§«e±j`î«·s°»´ú¹Ï§ÎµwÃé;C

³Æµù;G «ØÃ³±z`C|,`îÏî¥w§ó·s²º BIOS ¼v¹³`Ó§Ö°{§ó·s¹Ï§Îµ¶±¥d²º BIOS «á;A´N°ö;æ¥@|,«³]¾P§@;C

nView ¼Đ•Ç-Ox@ºØ³æx@Åã¥Ü¼Ò!;C !p²G¥u!³x@ÓÅã¥Ü,Ë,m³s±µ!Ü±z²º NVIDIA  
¹İš¹³B²z,Ë,m¹İš¹¥d;A½Đ"İ¥İ¹¼Ò!;C

nView ½Æ»s¼Ò;·|;b|,nÅã¥Ü,Ë,m¼WÅã¥Ü»P¥DnÅã¥Ü¾¼¹º¼v¹³¼@¼Ò@¼ËººÆ¥»|C

nView xôŶÂX®i¼Ò!j¥iŶî"Ó±N Windows ®à±xôŶÂX®i;Ü"âÓÂãŶÜ,Ë,mxW;C |b;¼¼Ò!j;mx  
jA"âŶxÂãŶÜ¾¼±N²Õ;X;"x@Ó¼e'T²²ÂX®iÂãŶÜ²¡±  
jA³o|bÀËμø¼e«x;xj©ó³æx@ÂãŶÜ¾¼¹²²¶μŶØ®É«Ü;³Ŷî;C



nView ««²½ÂX®i¼Ò;ï¥î"Ó±N Windows ®à±««²½ÂX®i;Û"âÓÃ¥Û,Ë,mæW;C ;b;¹¼Ò;ææ  
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;A³o;bÀËµ°æ«xæj©ó³ææ@Ã¥Û¾¼¹æ°¶µ¥Ø®É«Û;³¥î;C

¥H¹ĩşî²ºæè;ĴĂă¥Û nView ²ºĂă¥Û²ÖºA;C

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æ¹/₂Ö³/₄ă¬ÛĂö²ºĂă¥Û,Ē,m"Ă¥BĴs"úĴuĴâ±m,É¥Ĵ;v¹/₄ĐĂÖ;C

«ö@U¥H±N¥Ø«e²º¥p´º±½´yì,mÂê©w!b½Æ»s¼Ò!;!nÅãÛ¼¹W;C

³o¼Ë¥iÅý±z!³@Ä|a±NμêÀÀ@à±áμ²|b-YÓ!;m;A³o¹i©óÂ²³Ø©î²{À³¥íμ{!;¥±±N«Ü!³¥í;C

Ynġĩ"únÁY©ñªº¼v¹³¿Ã¹ð°ĵ°i;A½Đ«öæ@æUæææß©Î½bÀY¹ĩÏÜ;C  
¿ĩ©wæ§«á;AÏiÏH²³⁄⁴°ÊæUæèªº·Æ±ĩ"ÓÁY©ñ!¹³;Ï÷¿Ã¹ð;C

2<sup>3</sup>/<sub>4</sub>°Ê·Æ±i¥H«K©ñxj©ÍÁYαp¼v<sup>131</sup>/<sub>4</sub>½©ñ¿Ã<sup>1</sup>õ<sup>20</sup>¿i©w<sup>3</sup>i¥÷;C

«ö@U²M³æè¶ô²¹²bÀY;AµM«á@Ú¼Ú·Qn;bp@ÓÅÿÜ¼¹æ§W¥H¥p¿Ã¹ð¼Ò;¼½©ñ¼v¹³;A¿ĩ"ú¥D-  
nÅÿÜ¼¹©Î; nÅÿÜ¼¹;C Yn°±¥Ï¥p¿Ã¹ð¼Ò;¼½A½Đ¿ĩ"ú°±¥Ï;C

±j"î«Å|³nÅé"ï¥î¶×¬y±Æ¥D±±¥\`à;C

³Æμù;G «ØÄ³±z±£n®Öçî¹çî¶μ;A°£«D±z¹j"î³Äö¼v¹³¼½©ñ²º°ÝÄD;A"Ò;p¼v¹³.ı.´©Î§¹¥βμL¼v¹³;C

j]°Êμø¾¹Ãþ«¬j^Åä¥Ü»Pzi©w²º¹i§i¥[³t¥d°t;X`i¥i²ººÊμø¾¹Ãþ«¬jC



«öæ@æU¥HÅä¥Ü;¹ºÊµø¾¹ºº,Ë,m»PÅXºÊµ{!;æº®e;C

|C¥X|¹ÄÿÛ¾¼¹¥ÿîªº§ó·s²v¡C ,ûªªº¿Ä¹õ§ó·sÀW²v¥¡°§C¿Ä¹õ°{Ä{¡C

«ü©w;Ã¹õ§ó·sÀW²vπU²²M³æ-O§\_¥]-A°Êμø³/4¹π£πä´©²²¹/4Ò!;C  
æ`·NjR çï³/4Ûπ£³/4A¥Í©óÅã¥Û³/4¹²²¹/4Ò!;¥i`à·|³/4ÉPÄY«²²Åã¥Û°ÝÃD;A`·|·´μwÅé;C

±N±z!bκWκèjī©w¹ÏÛ©Ò-ÛÀ³²ºÅãÛ³/₄¹«ü©w-°ÏDnÅãÛ³/₄¹;C  
|b±z±Ò°Ê¹q,£®É;AÏDÅãÛ³/₄¹κW·|ÏX²{μnζý¹i,Ûκè¶ô;C @Ú³/₄Ú¹w³];A|b±z²i,±Nμ{;¶¶}  
±Ò®Éκj|h³/₄ÆÈ³Ïμ{;μøμ;³£·|ÏX²{|bÏDnÅãÛ³/₄¹κ§κW;C ÏDnÅãÛ³/₄¹¹;©M®à±²ºÏÏ²κW''κ;C

ÅãÿÜ©Ò!³ÿØ«e²º nView ÅãÿÜ³/4¹;C !p²G³s±µ²F|hÓ,Ë,m"Ã²w²Á´«!Ü«D¼Ð·Ç¼Ò!;;AÿiÿHj"ú-  
n°µ¬°ÿØ«eÅãÿÜ³/4¹²ºÅãÿÜ³/4¹;C

²]ÿiÿH«ö²@²U²W±²ººÊµ³/4¹¹/4v¹³ÿHj"i©wÿ!°µ¬°ÿØ«e²ºÅãÿÜ³/4¹;C

«ö¥HαU¥H³]©w©îÄÜ§ó»P¥Ø«eÅã¥Ü³/4¹©Ò·î¥í²º¿é¥X,Ë,m¬ÛÃö²º³]©wÈ;C

«ö@U¥H°»´ú»P¹îſî¥d¬Û³s²²©Ò³Åã¥Û,Ë,m;C

³Æμù;G |p²G|b¶|}±Ò±±´´î¥xα§«á³s±μ¥F¥ô;óÅã¥Û³/4¹;A½D´´î¥î!¹¥\`à;C

!p²G±z±N°Êμø³/4!;]Äã¥Ü,Ë,m;^³s±μ;Ü!,Äã¥Ü³s±μ³/4!;ý¥¹/4³Q°»´ú";A½D®Ö;î!¹æè¶ô;C  
³o!î©óÄÄ!;Äã¥Ü³/4¹©Î!î¶! BNC ³s±μ³/4¹¶!;æ³s±μ²ºÄã¥Ü³/4¹«Ü!³¥!;C



«ö@U¥H!s´ú NVIDIA 1í§î³B²z,Ë,mªªp¥[¥\`à;C

«ö@U¥H|s´ú NVIDIA ¢¢¢¢ ,;A¥HÀò±o NVIDIA ¹î§î³B²z,Ë,m¢¢¢}·s,ê°T»PÅX°Êµ{!;C

¡,ê°T,Ô²Ó»¡©úαF¥Ø«e¿¡©wªª NVIDIA ¡ĩſî³B²z,Ë,mªªµwÁé~S©Ê¡C

!1,ê°T,Ô²Ó»j©úxƒˆˆt²îxƒxîˆà·|¼vÅTÁ`Áé¹jſî®Äˆàººjï©w³j¥÷jC

NVIDIA 1jŝî³B²z,Ë,m©Ò¥îººÀÉ® x²M³æ;A¥]¬A¨ä»¡©ú©Mº©¥»\_ê°T¡C

·|°±¥Í 3D À³¥Íμ{|;αα²ºαİ ÷¾¼!¥·Æ³B²z¥\~à;C

³Æμù;G |p²G±z»ÝnÀò±oÀ³¥Íμ{|;²º³|º²ºδ;æ@Ä~à;A½D±Ò¥Í!¹¿i¶μ;C

¥iÁý±z“Ï¥í 2x ¼Ò!j¶!ææí¿÷¾!¥·Æ³B²z;C

³Æμù;G ¥|¥i¥H´£°ª 3D À³¥Íμ{!jææªª¼v¹³μe½zè»P°ð!æ@Ä-à;C

±Ò¥Î NVIDIA GeForce 1İŞİ³B²z, Ę, m ¨t;Cσσ©Ò´£¨Ñªºκİç÷¾¼ı¥·Æ³B²z±MŞQŞP³NıC

³ÆμùıG Quincunx κİç÷¾¼ı¥·Æ³B²zıı´£¨Ñ, ûºCªº 4x κİç÷¾¼ı¥·Æ³B²z¼Öıı;κŞ«~½èıAıÖ¨ä@ÄªG»P, ûŞÖªº 2x  
¼Öıı;¬Û@tμL´XıC



±Ò¥í 4x ¼Ò;í;í;ææí;÷¾;¥·Æ³B²z;C

<sup>3</sup>Æμù;G ¥;¥;¥H;|b 3D À³¥íμ{;ææ²£¥í§ó"í²º¼v¹³μe½è;A;ý«o·|°§C¬YºØμ{«x²ººõ|æ®Ä-à;C



±Ò¥Í 4xS ¼Ò;¶i;ææÍ;÷¾¼¥·Æ³B²z;C |¹¼Ò;¶i;¶i;b 3D À³¥Íµ{;¶æ²£¥Íæñ 4x ¼Ò;¶i;§ó"Íæº¼v¹³µe½è;A;ý·|  
µy·L°§C 3D À³¥Íµ{;¶æºδ;æ@Ä`à;C

**³Æµù;G** |¹³]©w¥u·|¼vÅT Direct3D À³¥Íµ{;¶i;C |b°δ;æ OpenGL À³¥Íµ{;¶i;@É;AOpenGL ±N"Í¥ÍæUæ@-  
Ó¥;ææºæÍ;÷¾¼¥·Æ³B²z³]©w —} "Ò;¶i;AæñæWz 6x ³]©wÈ°ææ@`Åæº;¶i;µ³]©wÈ;C

·|-°ä´©äĭ÷¾!¥·Æ³B²z²º 3D À³¥îµ{!;!Û°Ê±Ò¥î³!îÆÆäĭ÷¾!¥·Æ³B²z³]©wÈ;C

® e³\±z¥Hκâ°Êªºκè!;ζĩ ú;b°ð!æ 3D À³¥îμ{!; ® Én`ĩ¥îªºκĩζ ÷¾¥·Æ³B²z¼Ò!;C

ÅäÿÜ!³Ãö¹q.£xxÿØ«e²º AGP ³]©wÈ,ê°T;C

¥Hαâ°Êααè|;çĩ"ú¹ĩ§ĩα|"t²í©Ò¥íαα AGP ³t²v;C

³Æμù;G |pαGμLαk½T©wn"ĩ¥íαα AGP ³t²v;A½DαÁ@Öç;¹@Öç;αè¶δ;C "t²í±N·|;Ú°Ê"Μ©w³|"íαα AGP  
³t²v;C

23/4 °Ê·Æ±ì¥H«K¥Hαâ °Êººæè;¿ĩ ú¹j§ĩæĩ t²ĩ ©Ò¥ĩºº AGP ³t²v;C



ξῖ ῡΆΧ°Êμ{;°p²z±q ῖt²î°O¾ΔΆέκκκÀ°tψX ῖÓ²º¼v¹³ºO¾ΔΆέ²ºκè²k;C

«ü©w»P¥Ø«e¹ï©Ø½w½Ä°ï¼ò¡¡«ü©wªºæèªk°t¡X¨ï¥íæ§¨t²î°O¾¼ÐÁé®e¶¡q¡C

!b"ï¥î°Ê°Aï®Ø½w½Ä°ï¼Ò!;®É«ü©w¹ï®Ø½w½Ä°ï°O¾¼ÐÁéªªªª²zæªk;C

NVIDIA PowerMizer ʘ\`àʘiʘî˘Ó½Œ¼ă¹îŝî³B²z,Ē,m²²-Ó¹qŋq;C

±zʘiʘH³J©w³îʘj-Ū¹qŋqʘH,`-Ū¹q;À¹qʘO;A©Îî˘ú³î°²@Ä-ăʘHʘRʘ÷μo´ŝ NVIDIA  
¹îŝî³B²z¼¹²²¹îŝî@Ä-à;C

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Ó Å ä ¥ Ü , Ë , m ç ¨ ¨ ú ç W ¥ ß º º , Ñ º R « × © M | j | © î | ^ | â ± m ² ` « × ; C

«ö@U¥H¶}±ò@Óÿ,Üæè¶ô;A±q¨äæ¶Ûq²b¥[²º OpenGL ¥ßÁéÁn»P«Á|³]©wÈ;C

³Æμù;G ¥u;³;bi¹±²OæW±ò¥í²Áæ@Ó²M³ææè¶ô²º;u±ò¥í¥|«½w½Ä¥ßÁé API;v;¶¶@É;A|¹«ò¶sæ~¥i¥;C

±Ò°É OpenGL ²²ªª«Å|;C

→Y`ÇÀ³¥íμ{;i;j]`Ö;p Softimage3D; ^»Ýn«Å|¥±;C °£²F¥;±`ªª;â±m (RGB) ½w½Ä°Í¥~;A«Å|¥-  
±ÁÚ¥í¥í§@½Ö;âªªí±;C 1ÿ©ó;W¥ßªª 3D ¼v¹³¥»`i];p¥\`àªí»P`â¼4Ð; ^²§«Å|Ã,»s°Í°;A«Å|→O`S§O;³¥íªª;C  
16 ;i²,»P 32 ;i²,;!â±m¼4Ö; ;§;²ä´©«Å|;C

³Æμù;G OpenGL ¥ßÁé»P«Å|μLªk;P@É`Í¥í;C «Å|»Ý-  
nÃB¥~ªª¼÷, ü¹Í§Í°O¾4ÐÁé;A¥B¥í`àμLªk;b©Ö;³, ÑªR«x²U`Í¥í;C ;pªG;b;s`ú«Å|¥\`à@É1ÿ`i°ÝÃD;A¥í`àn-  
°§C, ÑªR«x©Í;â±m²`«x;C

±ò°Ê OpenGL ππ°φββΆέ;C

¬°°δ;æ¨ĩĩířÖªùÃèκί¨¨ää¶LμwΆέªªφββΆέÀ³φίμ{;|;ANVIDIA ΆX°Êμ{;|;±N¶xφX OpenGL φββΆέ¹³-À®æ;|¨¨Ã²ÖÃ  
´°O¾¼ÐΆέ;AφH®e³\|P®É¨ĩĩφββΆέμθÁ±»P³æμθÁ±À³φίμ{;|;C

³Æμù;G ½Ðφu;|bφ²n®É±ò°Ê;¹ζĩ¶μ;C |b¨¨ää¶LÀ³φίμ{;|;φi-àμLªkφHφββΆέ¹³-À®æ;|;φ  
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³Æμù;G OpenGL φββΆέ»P«Ά|μLªk;P®É¨¨ĩĩ;C φββΆέΆnÀËμθ»Ý-  
nÃBφ~¾¼÷ , ù¹ĩĩí°O¾¼ÐΆέ;AφBφi-àμLªk;|b©Û³ , ÑªR«xκU¨¨ĩĩ;C  
|pªG±z;|bφHφββΆέ¶|;æÀËμθ®É¹ª¨¨ιºYÃD;A±zφi-àn°sC , ÑªR«x©Û;|;â±m²¨¨x;C



NVIDIA X°Êμ{;ä´©|h°Ø¥ΒΆέμwΆέ;C ;p²G±z¨ΐΐ«D¹w³]²º¥ΒΆέμwΆέ;A½D;b²M³ææèηôææ  
ζι³¼ÜÄã¥Ü¼Ö;iiC

"ΊΨΓΨΒΨύΆε;R Ψu!³;|b "ΊΨΓ ELSA 3D REVELATOR™ ©Î-Û®e²ºΨΓ±Ψd®ÉΨ~`à±ÒΨΓ!¹ζΊΓμ;C ³oΊΨΓ±Ψd·|  
±NÁãΨÛ³/4¹°T,¹Áà´«μ¹ΨΓ;h¹/4ÆΨΓΨΓΨΨÁέμwÁέ©ÒΊΨΓ²º¹/4Đ·Ç 3 °w DIN;C  
³Æμù;G |p²G¹ΊΨΓΨdΊΨ³Ψº«Ø 3 °w DIN ³s±μ³/4¹;A«h±zμL»ΊΨΓ±Ψd;|

“iŕi»«<sup>a</sup>1/2ŕæù°Êμø<sup>3</sup>/<sub>4</sub>1;R |p<sup>a</sup>G±zϖw±N;Û°ÊŕβÅéŕ±ÅãŕÛ<sup>3</sup>/<sub>4</sub>1<sup>3</sup>s±μ;Û<sup>1</sup>ŕŕŕd;A<sup>1</sup>/<sub>2</sub>D±Òŕŕ<sup>1</sup>ŕŕμ;C

“İİİ nView ½Æ»s¼Ö;ijR |p²G¾Öi³³Q°Ê;ıβÁéÁnμwÁé;A½D±Òıİı¹çİİıC ±zı²İ·@Ú¾Ú NVIDIA  
İİİ³B²z, Ē, m±Nşë¼v¾÷³s±μ;ÜÄù«ÁăÏÜ¾¹İİİıdαW“ÁıB±ÖııF;unView ÁăÏÜ¾Ö;ijıv¼ĐÁÒ²² nView  
½Æ»s¼Ö;ijAı~`à“İİİı¹çİİıC “ăııı@ÖÁăÏÜ¾¹±N|ÁăÏÜ¾v¹³²²ııμø“ı;Aııı@-  
ÓÁăÏÜ¾¹«hÁăÏÜ¾v¹³²²ııμø“ı;C

³Æμù;G ııııbÁù«ÁăÏÜ¾¹;ı]©İıh«ÁăÏÜ¾¹ı^¹İİİıdαWıı~`à“İİİı¹çİİıC

“İİİ¼ ÷ ü DIN ³s±µ¾¹;R |p²G¹İİİd” ä³π«Ø 3 °w DIN ³s±µ¾¹;A½D±Öİİ¹;İİµ;C  
³o@É;AµL»Ý;p¥ßÅé¹İİÀèπù©Ö²p±a²º” ä¥Lπİ±¥d;C ¥i¥H”İİİ 3 °w DIN  
³s±µ¾¹½±µ±N¥ô!ó¥ßÅéµwÅé³s±µ!Ü¹İİİd;C

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**Æμù;G** ψ@¯ëψW;A±zψi¯àψu»Ý;b««²¼ψæ¿ÛÄãψÛ¾¹ψW"Ä³B©ó³Q°Ê¼Ö; ;®É±Ö°Ê¹;ïμ;C

1<sup>1</sup>χ<sup>1</sup>μ·|«O<sup>-</sup>d<sup>3/4</sup>“<sup>1</sup>ι<sup>-</sup>à|h<sup>αα°</sup>O<sup>3/4</sup>Δ<sup>1</sup>é“<sup>1</sup>Ń<sup>1</sup>÷<sup>1/2</sup>è<sup>1</sup>κ<sup>1</sup>ī<sup>1</sup>“<sup>1</sup>ī<sup>1</sup>ι<sup>1</sup>;C<sup>3</sup>ο<sup>1</sup>ι<sup>1</sup>≠H<sup>1</sup>´<sup>1</sup>ε<sup>1</sup>α<sup>1</sup>É»<sup>1</sup>Ÿ<sup>1</sup>n<sup>1</sup>α<sup>1</sup>j<sup>1</sup>q<sup>1</sup>§÷<sup>1/2</sup>è<sup>1</sup>κ<sup>1</sup>ī<sup>1</sup>Δ<sup>3</sup>ι<sup>1</sup>μ{<sup>1</sup>;<sup>αα</sup>@<sup>1</sup>Ä<sup>-</sup>à<sup>1</sup>A<sup>1</sup>ι<sup>1</sup>·|  
2<sup>1</sup>α<sup>1</sup>·L<sup>°</sup>§C«<sup>1</sup>D<sup>1</sup>§÷<sup>1/2</sup>è<sup>1</sup>κ<sup>1</sup>ī<sup>1</sup>Δ<sup>3</sup>ι<sup>1</sup>μ{<sup>1</sup>;<sup>αα</sup>@<sup>1</sup>Ä<sup>-</sup>à<sup>1</sup>C



°ø;æ 3D Æ³Ïµ{; ÆÏB±ÒÏíç÷¼Ï·Æ³B²zÏ`à®É;AÏi`ÏÏ÷½èÅA©úÏÆ;C ³o!³ÏU©óÏµ½¼v¹³µe½è;C

23/4 °Ê·Æ±ìÏH³]©w®MÏÍ; b§÷½èα§αW²º«D§;½è¹LÂo²ºμ{«×;C ³ìº²²º³]©wÊÏÏÏH²£  
Ïí³ì··îºº¼v¹³µe½è;A;Ó³ì§C²º³]©wÊ«hÏiÂò±o³ìº²²ººö;æ®Ä`à;C

±j"î°»´ú»P¹îšî¥d-Û³s²º¹qμø³/₄÷;AŞY"İ±±"î±²O"Ã¥¼Åã¥Ü¥Ø«eæw³s±μ¥ô;ó¹qμø³/₄÷æ´±j"î°ð;æ|¹°»´ú;C  
;p²G-Û³s²º¹S©w¹qμø³/₄÷«¬"S;³¥¿½T;a,üæj«H,¹;ÓÅý¹îšî¥d°»´ú"î¥;²º;S;B;A;¹¿î¶μæQæÀ;³¥î;C

Yn±Ò¥î¹qμø³]©wÈ;R

1. «öæ@æU@Ö¿iæè¶ô;C
2. ³Q´£¥Ü@É«·s±Ò°Ê¹q,£;C μnæj"t²îæ§«ás¥¥i"î¥î¹qμø±±"î¿î¶μ;C

u<sup>3/4</sup>V;v→O;u<sup>1</sup>w<sup>3</sup>]v<sup>20</sup>@à±¼Ò!;C

¡uÁa;Vjv¥i¥H"Īμε±±ŪÂà 90 «x¡C

¡uãî¼î|V¡v¶i¶H“Īµε±±ŪÂà 180 «×¡C

¡uãĀa|V;v¥i¥H“Īμε±±ŪÂà 270 «×;C

¥i¥H"ï¥í|V¥k (->) Áä" Ó°ð;æUæèº±ÛÀà;ïµ;C ©í|æ]  
¥i¥H«öæ@æU¥kæW"æººj±Û½bÅY;A¥H©;V±ÛÀàæè|Væ§æè;ï"Ó°ð;æ±ÛÀà;C



¶i¶H“ï¶í|V¶ª (->) Áä“Ó°õ|æαUαèªª±ÚÂà¿ï¶μ;C

M ³ÏÏh«ÄäÛ¼¹Û/©Ï£PÄþSO² NVIDIA ¹ÏÏB²z\_Ë\_m@É²ºÏÏÏÏ´yÄ\_«²{¸ÏÏµ;C

³Æµù;G |b Windows NT 4.0 ðÏÏÏ nView Multiview ¼Ò; ÒÉ;A|h«ÄäÛ¼¹µwÄéÛ[³tÏÏµ¨Ä£¾AÏ;C

- ³æµ@ÄäÛ¼¹¼Ò;R |pªGÛµ|³æ@Ó²{ÏÏºÄäÛ¼¹;A|¹¸ÏÏµ´N-O¹w³Ë;C |pªG|b¨ÏÏµUz²º;u|h-«ÄäÛ¼¹;v¼Ò; ÒÉÏX²{ºÝÄD;AÏ}ÏÏÏH«ü©w|¹³}©wË;C
- nView ½Æ»s/ÄX@i¼Ò;R ·í±z²º nView ÄäÛ¼¹A³Q³}©w-º nView Clone;|nView ½Æ»s;^¼Ò; ©Ï nView Span;|nView ÄX@i;^¼Ò; ÒÉ;A|¹¸ÏÏµ´N-O¹w³Ë;C |pªG¨²²ÏW|³;h±i NVIDIA ¹ÏÏB²z\_Ë\_m-ººÄ;º¹ÏÏÏÏÏÏtÏd»P²{ÏÏºÄäÛ¼¹ºtX¨ÏÏ;A«h|¹³}©wË-|³QÏUz¨æææ@ºØ;u|h-«ÄäÛ¼¹;v¼Ò; ©Ó¨úÏN;C
- |h«ÄäÛ¼¹-U@e@É¼Ò;R |pªG±z|b nView Dualview ¼Ò;µUºð;æ@É³¨àÓ©Ï|h-Ó²{ÏÏºÄäÛ¼¹\_Ë\_m;A©ÏÏ|pªGÏ;|b¨ÏÏÏ£;PµÏ-Äº NVIDIA ¹ÏÏB²z\_Ë\_mº;Û;A|¹¼Ò; |KÏÏÏÏÏÏÏ;C ³Æµù;G ·í¹¼Ò;ÏÏ;ÏÏ@Ä;AOpenGL ·|b©Ò;ÄäÛ¼¹¹æÏWÏH;u-U@e@É;v¼Ò; «²{¼v¹³;C |b|¹¼Ò;µÏ;A|pªG-O¨ÏÏÏ£;PµÏ-Äº¹ÏÏB²z\_Ë\_m;A©Ó³²{ÏÏº¹ÏÏB²z\_Ë\_m³ÏÏCºº;@ÏÏÏÏ¨à¶º«KÏÏÏÏÏÏ OpenGL Ä³ÏÏµ{|;¨úÏ;C OpenGL ¼v¹³«²\@Ä-|ÏÏ;|b;u³æµ@ÄäÛ¼¹;v¼Ò;µÏÏUµyºC;C
- |h«ÄäÛ¼¹@Ä¨à¼Ò;R |pªG±z|b nView Dualview ¼Ò;µUºð;æ@É³¨àÓ©Ï|h-Ó²{ÏÏºÄäÛ¼¹\_Ë\_m;A©ÏÏ|pªGÏ;|b¨ÏÏÏ£;PµÏ-Äº NVIDIA ¹ÏÏB²z\_Ë\_mº;Û;A|¹¼Ò; |KÏÏÏÏÏÏÏ;C ³Æµù;G ·í¹¼Ò;ÏÏ;ÏÏ@Ä;AOpenGL ·|b©Ò;ÄäÛ¼¹¹æÏWÏH;u@Ä¨à;v¼Ò; «²{¼v¹³;C |p|p|b;u-U@e@É¼Ò;ÏÏ;væææ@¼Ë;A¨ÏÏÏÏ £;PµÏ-Äº¹ÏÏB²z\_Ë\_m@É;A©Ó³²{ÏÏº¹ÏÏB²z\_Ë\_mººÏÏÏC|@ÏÏÏÏ¨à¶º³£ÏÏÏÏÏÏÏ OpenGL Ä³ÏÏµ{|;¨ÏÏÏÏ´yÄ\_«²{ºº@Ä¨àÏÏ;u-U@e@É¼Ò;ÏÏ;væææºµyÏ;AÄöµMÏÁ´«©ÏÄX@iÄäÛ¼¹\_Ë\_mÏÏÏÏ¨à-|ÏÏÏÏ²º·L¹L´çº´yÄ\_Ät¹³;C

±Ò¥Î¬ÛÃö OpenGL <sup>-3/4</sup>z<sup>1</sup>X|ì|æ¬°;C

¡u\$÷½è<sup>1</sup>X|ì|v¬O«ü|p|ó|b¶W¥X\$÷½è¥»Åé®É<sup>3</sup>B<sup>2</sup>z\$÷½è®y<sup>1/4</sup>Đ;C  
¥i±N\$÷½è®y<sup>1/4</sup>Đ<sup>1</sup>X"î|b<sup>1/4</sup>v<sup>13</sup>Ää½t©î<sup>1/4</sup>v<sup>13</sup>¶\$¶°;C

±N±z¬°¥DnÅã¥Û³/4¹κW²º¹/4v¹³«Å|©Ò«ü©w²º±ÛÀà«x¹/4Æ³sµ²|Û|,nÅã¥Û³/4¹;C³o²i¥Û±z|bNVRotate -  
±²OκWζi³/4Û²º±ÛÀà«x;A·|;P®Éκi-M;ib¥Dnκi|,nÅã¥Û,É,mκW;C

ÁY©ñ±±“î¿ïµ¥í¥H©ñ±j’yÃ, «²{²º¼v¹³;C

«öæ@æUæU©Ô;¡¥\`à²¡«öï§¥H¿ï“únÁY©ñ²ºÄã¥Ü¾¼¹;C

- ¼v¹³Äè@g¥í¥H³]©wn!b“äæW’yÃ, «²{¼v¹³Äè@g²º¡, nÄã¥Ü¾¼¹²ºÁY©ñ¿ï“ú;C
- ¼v¹³«Ä|¥í¥H³]©wn!b“äæW’yÃ, «²{«Ä|¼v¹³²º¥DnÄã¥Ü¾¼¹²ºÁY©ñ¿ï“ú;C
- “âÓ±N“âºØÁY©ñ¿ï“ú©M¥í!Ün;b“äæW’yÃ, «²{¼v¹³²º¥Dnæí!, nÄã¥Ü¾¼¹;C

±Ò¥Í;u¼ö«x;v«ü¥Ü;OÄμ§i"i,Üæè¶δ;C

·í;uNVIDIA ³Í§¹B²z,Ë,m®Öæß·Å«x;vË»P;u®Öæß´í²CÁ{-ÉË;v-Ú²Å®É;A;u¼ö«x«ü¥Ü;O;v¹i,Üæè¶δ·|  
|Ú°Ê¥X²{;A»;©ú-°æF³¼æí¹"t²íææ¥δ;ó-S©w²²¹í§¹B²z,Ë,m³y;·l®`!Ó±Ä"úæFp"Ç;æ°Ê»P"BAË;C

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«ö@UŸí" Ó;b|¹±ªOαWÅãŸÛ·Å«×Ëªº·Å«×³æì;]μØαó©ÎÃάαó;^;C

“İ NVIDIA İŞİ³B²z,Ē,m³t«x´İ°C¥HŞK¹L¼ö²º¼ÆÈ;C

·İ¼¼ÆÈ»P NVIDIA İŞİ³B²z,Ē,m;u@Öß·Å«xÉ;v-Û²Å¥B-

±²OxW±Ö¥İxF;u±Ö¥İ¼ö«x«ü¥Û;OÅµŞi;v;İ¶µ®É;A·|;Û°Ê¥X²{æ@Óİ,Ûæè¶ô;AÄµŞi;¹ºØ±

İ³p“Ã»j©ú©Ö±Ä“ú²º;æ°Ê©M“BÆJ;A¥Hxƒ“¼xİ¥İ“à²ƒ¥İ¹L¼ö“Å¥B¹İ“t²İxæ

¥ôİó“S©w²ºİŞİ³B²z,Ē,m³yİ“²º.l@`İC

ÅãÛü"tî!«½LααÛØ«e²º;uNVIDIA ¹îî³B²z,Ë,m®Öαß·Å«x;v;C

!^\_ê°T»j©ú"t?Í¤¤»PAGP -ÚÃöºº¥\`àjC

¥»\_`»j©ú¹q,£¥D³/4÷²O´¹xù²Õ²º»s³y°Ó|WºÙ¥Hxí AGP ¥\`àjC

«»\_`»i©ú NVIDIA ¹í§î³B²z\_Ë\_m²º AGP ¥\`à;C

¥» `·sz` t²îæ¹ê»Ú¥i`Ñ`î¥í²º AGP ¥\`à;C ©Ò;C²º¶µ¥Ø-O«ü`º`Ç¥D³/4+²O´¹æù²Õ¥Hæî NVIDIA  
¹İİ³B²z,Ē,m±`´f²º AGP ¥\`à;C

|<sup>13</sup>]©wÈÿiÁý±z¥Hαâ°Ê<sup>20</sup>αè|;½Ö¾ã¥í"Ó¾p§@1í§î¥d<sup>203</sup>ìαj AGP <sup>3</sup>t<sup>2</sup>v;C

<sup>3</sup>Æμù;G |p<sup>2</sup>G±N<sup>3</sup>]©wÈ½Ö¾ã±oαñ¾A¥í©ó~S©w"t<sup>2</sup>í<sup>20</sup>;w¥p<sup>2</sup>Ö<sup>2</sup>A<sup>3</sup>t<sup>2</sup>vÁÛ§Ö<sup>20</sup>Ü;A¥í-à|í"t<sup>2</sup>íÁÜ±oαfÃ-  
©w;C



® Öðð;¹æè¶ò¥H±Ò¥í AGP §Ö³t¼g¶¶ (FW);C

® Öœß;¹æè¶ò¥H±Ò¥í AGP Ãä±a©w§} (SBA)¡C

® Öæβ;¹æè¶ò¥H±Ò¥í 2D «ü¥O§Ö´´ú¹/₂w¹/₂Ä;C

!zĩµ¥i¥î"Ó±±"ĩ¥i|î|C³³|³«Ý³B²z³³ AGP ¶x-y±Æ³³|²j¼Æ¥ØjC

¿í"ú!¿í"μ¥H"í"t?í¿í"ú³í"í³]©wÈ;A°μ-°í³«Ý³B²z²º AGP ¶x¬y±Æ²º³ì¼j¼Æ¥Ø;C

ğĩ"ú!ğĩμ¥H«ü©w!³«Ý³B²z²º AGP ¶x-y±Æ²º³}æj¼Æ¥Ø;C

«öæ@æU¥H'ú\_Ö!±²OæW«ü©w²º AGP ²ÖºA;C !¹'ú\_Ö¥i¥H" M©w¿i©w²º³]©wÈ-OS\_·|!bÃ©w©Î®Ä-àæè-  
±³y!""¥ô!ó²ººÝÄD;C

23/4°Ê·Æ±ì"Ó³]©w¶í©ó Direct3D »P OpenGL À³¶íμ{;|;ππ²ºπí¿÷³/4|¥·Æ³B²zμ{«x;C πí¿÷³/4|¥·Æ³B²z→Oπ@ºØ¶í©ó±Ní³®É·|¥X²{;|;b 3D ²«¶óÄä½tπW²º;u¿÷³/4;|;v²{¶H³]πpπÆπ\$Sb³N;C ¥í¥H;|;b\$³¥pÄö³→πí¿÷³/4|¥·Æ³B²z»P¿í"ú¶í¶í©ó" S©wÀ³¶íμ{;|;|;²º³]π¿Èπ\$¶í;|;|;Ú¥Ñ¿í³/4Ú;C

- **Äö³→** ·|°±¶í 3D À³¶íμ{;|;|;ππ²ºπí¿÷³/4|¥·Æ³B²z¥~ à;C |;p²G»Ý-nÀð±oÀ³¶íμ{;|;|;²º³]º²®Ä~ à;A½D¿í"ú¹¿í¶íμ;C
- **2x;]2 ¿³t;^** ¥íÄý±z"Í¶í 2x ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C ¥í¥í¥H'Éº² 3D À³¶íμ{;|;|;ππ²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C
- **2xQ ±Ò¶í** GeForce 1í§í³B²z,É\_m"t;Cππ'É"Ñ²ºπí¿÷³/4|¥·Æ³B²z±M\$Q\$P³N;C 2xQ (Quincunx) πí¿÷³/4|¥·Æ³B²z¥í'É"Ñ,úºC²º 4x πí¿÷³/4|¥·Æ³B²z¼Ø;|;²º«~½è;A;Ó"ä®Ä²G»P,ú\$Ø²º 2x ¼Ø;|;~Ú®tμL'X;C
- **4x;]4 ¿³t;^** ±Ò¶í 4x ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C ¥í¥í¥H;|;b 3D À³¶íμ{;|;|;ππ²É ¥í\$ó"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C
- **4xG** "Í¶í 4x;|;B9 π²½u;]º²'μ¼Ø½k;^¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C ¥í¥í¥H;|;b 3D À³¶íμ{;|;|;ππ²É ¥í\$ó"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C
- **4xS ±Ò¶í** 4xS ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C |;¹¼Ø;|;¥í;|;b 3D À³¶íμ{;|;|;ππ²É¥íπñ 4x ¼Ø;|;|;\$ó"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C |;¹³]©w¥u·|;¼vÄT Direct3D À³¶íμ{;|;|;C
- **6xS** ¥íÄý±z"Í¶í 6xS ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C |;¹¼Ø;|;¥í²É¥íπñ 4xS ¿³t¼Ø;|;"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C
- **8x;]8 ¿³t;^** ±Ò¶í 8x ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C |;¹¼Ø;|;¥í²É¥íπñ Direct3D À³¶íμ{;|;|;"Í¶í 6xS ¼Ø;|;¥Hπí OpenGL À³¶íμ{;|;|;"Í¶í 4x ¼Ø;|;®É®É\$ó"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C
- **16x;]16 ¿³t;^** ¥íÄý±z"Í¶í 16x ¼Ø;|;¶í;æπí¿÷³/4|¥·Æ³B²z;C |;¹¼Ø;|;¥í²É¥íπñ 8x ¿³t¼Ø;|;"Í²ºπí¿÷³/4|¥·Æ³B²z»Pº²]º²®Ä~ à;C

³Æμù;G →Y"Ç¿í¶íμ¥í~à·|¥Ñ©óμwÁé"í;ÓμL²k"Í¶í;C ½DºÑ³/4 NVIDIA "Í¶í«ü«nππ²º,Ò²Ó,ê°T;C



$^{23/4} \circ \hat{E}_i^1 \cdot \mathcal{A} \pm i^{\circ} \hat{O}^3 ] \circ w \ll D \delta_i 1/2 \hat{e}^1 L \hat{A} o^{\alpha \theta} \mu \{ \ll \times \forall H \delta_i \mu 1/2 1/4 v^{13 \alpha \theta} \mu e 1/2 \hat{e}_i C \pm \hat{O} \forall i^1 \hat{z} i^{\circ} \mu \pm N \cdot | b \prime \mathcal{F}^{\circ \alpha 1/4} v^{13} \mu e 1/2 \hat{e}^{\alpha \theta} | P \circ \hat{E} - \circ \delta C \circ \hat{A}^- \hat{a}_i C$

- $\hat{A} \hat{o}^3 \rightarrow \circ \pm \forall i^{\circ} \ll D \delta_i 1/2 \hat{e}^1 L \hat{A} o \forall \hat{a}_i C$
- $1 x_i | 1 \hat{z}^3 t_i \wedge \hat{z} \mathcal{F} \hat{i}^{\circ} \alpha \alpha \theta \circ \delta_i \hat{a} \circ \hat{A}^- \hat{a}_i C$
- $2 x_i | 2 \hat{z}^3 t_i \wedge \pm N \cdot | b \prime \mathcal{F}^{\circ \alpha 1/4} v^{13} \mu e 1/2 \hat{e}^{\alpha \theta} | P \circ \hat{E} \circ \delta C \circ \delta_i \hat{a} \circ \hat{A}^- \hat{a}_i C$
- $4 x_i | 4 \hat{z}^3 t_i \wedge \pm N \cdot | b \prime \mathcal{F}^{\circ \alpha 1/4} v^{13} \mu e 1/2 \hat{e}^{\alpha \theta} | P \circ \hat{E} \circ \delta C \circ \delta_i \hat{a} \circ \hat{A}^- \hat{a}_i C$
- $8 x_i | 8 \hat{z}^3 t_i \wedge \hat{z} \mathcal{F} \hat{i}^{\circ} \hat{i}^{\alpha \theta} 1/4 v^{13} \mu e 1/2 \hat{e}_i C$

$^3 \mathcal{A} E \mu \hat{u}_i G \rightarrow Y^{\circ} \hat{z} i^{\circ} \mu \forall i^- \hat{a} \cdot | \forall \hat{N} \circ \delta \mu w \hat{A} \hat{e} \hat{i} \hat{O} \mu L \hat{e} k \hat{i} \hat{i} \hat{i} C 1/2 \hat{D}^{\circ} \hat{N}^3/4 \text{ NVIDIA } \hat{i} \hat{i} \hat{i} \hat{a} \hat{u} \ll n \mu \mu \alpha^{\alpha \theta} \hat{O}^{\circ} \hat{O} \hat{e}^{\circ} T_i C$

© e³\ Direct3D À³¥îµ{;ĩ ú;Ûxv²º«·s³/4ǎ²z³t²v;C ɹUɹè²º²M³æɹè¶ô·||b±Ò¥î¹;ĩ¶µ®É³Q°±¥î;C

© e³\ÅX°Êμ{; ; ú¶N Direct3D À³¶íμ{; ;ªº«·s¾ã²z³t²v;C πUπèªº²M³æπè¶ô·||b±Ò¶í;¹;¿í¶μ®É³Q±Ò¶í;C

12M3æxè¶ô¥i¶í" ÓxÀ\$O" ú¥N" Cx@ºØ, Ñ²R«x²º«·s³/4ã²z³t²v;C

1w³]È²í¥Ü" ¶í²º- OÀ³¥íµ{;i²º«·s³/4ã²z³t²v;C " ä¥L¥ô;óÈ«h²í¥Ü±N\$ó·s²v³]©w-º¥p¿Ä¹õ Direct3D  
À³¥íµ{;i²ºÈ;C

Yn" ú¥N«·s³/4ã²z³t²v

1. ±q;u«·s³/4ã²z³t²v;vÄæx;A;bst;³·QnÅÜ\$ó" ä\$ó·s³t²v²º, Ñ²R«x, Ó;æxW;A«öx@xU1w³]È³oÓ;r²' ;C  
±N·|¥X²{x@Ó¼/ÆÈ²M³æxè¶ô;C
2. ¿i" úx@Ó«·s³/4ã²z³t²v" Ä¥B«öx@xU@M¥í;C

© ħπj°²ÀW²v²²π²© e¥H«K`İ¼v¹³με½èÂA© úπÆ;C

½Ö¼ä¹q!À»P®Ä`àx\$¶|;ºº-Ô¹î-Ó¹q¶q;C

½Ö¼ä¥æ¬y¹q·½»P®Ä~à¤§¶;ºº¬Ô¹ĩ¬Ó¹q¶q;C

¥Ø«e³Q`ï¥î²º¹q·½jC



¥Ø«e»P®Ä~àx\$¶i<sup>ao</sup>-Û¹¹q¥iC

¥Ø«e<sup>201</sup>q;À¥R<sup>1</sup>q¶q;C

“İŸİ;u¹qμø;Ã¹õxjxp;v·Æ±İ;A±N·Æ±İ²³⁴“İ½Ö³⁴ã¹qμø;Ã¹õxjxp²ºμŸ~Å;C Á|  
“Ò“Ó»İ;A;p³G;b¹qμø;Ã¹õxW~Ý“İŸĀ;â²ºĀä®Ø;A«KŸİ“İŸİ¹±²Ÿb“Ó©ñxj¹qμø;Ã¹õxH±NŸĀ®Ø²³⁴°£;C  
³Æμù;G ³İŸkĀä²º³]©w;]Ÿâ·Æ±İ²³⁴“İ³İŸkĀä;^~O³İ³⁴A;X©óÆ[½à DVD ²º³]©wÈ;C

ju<sup>1/4</sup>Æjì«G«x;v¥i¥í“Ó±±“î!â±m±ÀÀ÷©M<sup>1/4</sup>v<sup>13</sup>±K«x;A<sup>2</sup>F¥í§ó©ú«G<sup>2</sup>M<sup>1/4</sup>v<sup>13</sup>1/4<sup>1/2</sup>©ñµe<sup>1/2</sup>è;C

¬YÇ¹q¼v;]¼v¹³;^|b¼½©ñ@É¥i⁻à·|Åǎ±o\_û©ü·t;C ¥i¥H¼W¥[ Gamma È¥H½Ö«G¼v¹³;C

¥»±²O´£¨Ñ«Ø¥ß»P¨İ¥İ|ÛqÅã¥Û¾¹,Ñ²R«x²ºjİ¶µ;C

«öæ@æU¥H±N¿éæ¼¼Ò!;½s¿è°í°æ!Ûq¼¼Ò!;s¼¼W!Û!u!Ûq¼¼Ò!;v²M³æ;C

«ö@U¥H×šÿØ«e;bu;Ûq¼Ò;ijv²M³ææ©Ò;ï©w²¶µ¥Ø;C



«ö@U¥H'ú, Õ; b¼Ò; ½s; è°ì; ¢¢ª; Ûq¼Ò; ; C ; 'ú, Õ±N·|  
¹Á, Õ; b; i ©wªºÃã¥Ü¾¹¤W³] ©w¼Ò; ; ¨Å¥B½T»{, Ó¼Ò; ; ¢w¥; ½T³] ©w; C

«öæ@æU¥H²³⁴°£¥Ø«e!b;u!Ûq!¼Ò!;iv²M³æææ©Ò¿ï©w³º¶µ¥Ø;C

® Ö;ï¹æè¶H"İn;bzï©w²ºÅã¥Ü¾¹κW³]©w²º¼Ö!;κp©ó¶Ç²î²º Windows ®à±¼Ö!;C ³o«Ü¥i~à|  
"iÅã¥Ü¾¹²ºÆ[-Ý°i°i-Ý°\_ "Ó³QÁY©ñ¹L©í-O²µµÜ®à±¥²³¼;A;¹²{¶H±NµøÓŞOÅã¥Ü¾¹²º¥~à;Ö!³©Ò²£!P;C

½Ö¾ä;ÛqÅã¥Û¾¹¼Ò;²º;uπδ¥πØπo;v;]©Ï¼e«x²º¹³~À¼Æ¥Ø;^;C

½Ö¾ä;ÛqÅã¥Û¾¼¼Ö;ªº;u««ª½xØπo;v;]©îª«xªº¹³~À¼Æ¥Ø;^;C

½Ö¾än!ÚqªªÅã¥Ü¼Ö!ªª««ª½«·s¾ã²z³t²v;C

½Ö¾ä;ÛqÅãÿÛ¼Ò;ªºÅãÿÛ;â±m¼ÆÿØ;JÿçºÛ¬º bpp ©ÏˆC¹³ˆÀ;ÿ,;i^;C

¿í"ú→YºØ¼Đ·Ç WindowsÅã¥Û¾¼¼Ò¡¡¥H\$@→º¼Ò¡¡½s¿è°İªº°\_Â¡¡C



!C¥X¥Ø«e¥i¥í²º!ÛqÅã¥Ü¾¹¼Øi;C

|C¥X¥Ø«e¥i¥í²ºÅã¥Ü³/₄¹¹/₄Ò¡¡;A¡¹¹/₄Ò¡¡¥i¥H¡b»P¿¡©w²ºÅã¥Ü³/₄¹³Ãö²º~S©wÅã¥Ü\_Ë\_m¥\$¥W³]©w¡C  
¡¹²M³æ¥u¥]St¥i¥H¹ê»Ú¡b¡¹Åã¥Ü\_Ë\_m¥WÅã¥Ü²º¹/₄Ò¡¡;A¡Ó¥B¹/₄Ò¡¡¥Ø¥o¥í~à·¥ñn¡b¡uWindows  
Åã¥Ü³/₄¹²º®e³]©wË¡v±²O¥¥³]©w²º¹/₄Ò¡¡¥Ø¥o¥p¡C

®Öæß!¹æè¶ó¥H±Ò¶ÍÆ[½à¹qμø¼v¹³æº®e²º³]“î³]©wÊ;C

½Ö¾äºù«ù¥Ø«e²ø¼eπñ²ººÊμø¾¹p®É;C

ÄäÿÜ ClearView ÄäÿÜ¾¼¹²ÖªAªª¹ÿ§ÿNªí;C «öª©ªU"Ã©ì²ªÊµø¾¼¹¼v¹³ÿH«·s±Æ;CÄäÿÜ¶¶§Ç;C

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

§ 1 x 2

§ 1 x 3

§ 1 x 4

§ 2 x 2

§ 2 x 1

§ 3 x 1

§ 4 x 1

ζĩ´ú±N°μ→°³β;nÄãÿÜ¾¹²ºÄãÿÜ¾¹;C ³β;n²ºÄãÿÜ¾¹ÿiÿH´ĩÿi;u³β;n²ºÄãÿÜ¾¹§ó·s;v±²¶bÀH©Éμø»Ý-  
n§ó·s;C

¥í·Æ¹«¨Ó¿í"ú³ß;n²ºÄã¥Ü³/₄¹;C ¥Ø«e·Æ¹«©Ò©ñ;ì,m²ºÄã¥Ü³/₄¹±N³Qμ∅¬°¥í°μ§ó·s¥Ø²º²º³ß;n²ºÄã¥Ü³/₄¹;C



“İŸİ;±²Ÿb“Ó«ü©w³ß;n²ºÄãŸÜ¼¹–Û,û©ó«D³ß;n²ºÄãŸÜ¼¹º§ó·s,¼Æ;C

§ 1x;]³æ¿³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹“CÓ`^ÀôŸg´ÁŸu§ó·sæ@;]C

§ 2x;]2 ¿³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹“CÓ`^ÀôŸg´Á§ó·s`â;]A;Ó«D³ß;n²ºÄãŸÜ¼¹«h“CÓ`^ÀôŸg´ÁŸu§ó·sæ@;]C

§ 3x;]3 ¿³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹“CÓ`^ÀôŸg´Á§ó·sæT;]C

!³\$U©ó¿í"úxU¡C²º@ÉÄÁ³]©wÈ;G

§ ¥u¼vÅT 2D À³¥Îµ{¡;²º¼Ð·Ç (2D) ¿ï¶µ;A©Îâ

§ ¥u¼vÅT 3D À³¥Îµ{¡;²º@Ä`à (3D) ¿ï¶µ;C

¿ï"ú;u®Ä`à;v®É`ß³]©wÈ¥i" M©w 3D À³¥îµ{!;²º°ö!æ³t«×!³!h\$Ö;C

¿ï"ú;u¼Ð·Ç;v®É`ß³]©wÈ¥i" M©w 2D À³¥íµ{!;²º°ö!æ³t«×!³!h\$Ö;C

“M©w!¹®É¹©ó”t²î;Ó“¥³;w¥p²º³]xj®É⁻β³]©wÈ;C ¡¹³B”M©w²º³]xj®É⁻β³]©wÈ·|;|«áÄð²ºº;ð;æ;Ó¹³©Òx  
£!P;Ax]»Ýμø”t²î³B²z!Û°Ê°»´úÀ£xO´ú, Õ²º±;ap;Ó©w;C

³\¶i!b;uÂX®i;v¼Ò!;¤¤«Ø¥ß«Â|;C ;]-Y“Ç“t²î;b±Ò¶î;uÂX®i;v¼Ò!;®ÉµL²k³B²z«Ø¥ß«Â|  
;F!¹;î¶µ¶iÂý±z©è³⁄P,ÓºØ“î;C;^

Y±N;11j°v1jŝi«öxU;A·|“¼u¥X;¡;¥\`à²f°ú«ù¶}}±ò²²²→°A;C;p²G©ñ¶}}1j°v;A¼u¥X;¡;¥\`à²f·||Û°ÊÄö³¬;F;Ó·í±  
±“î±²Oμøμ;¥ç¥hμjÂl®É«h·|¥’¶}};C

Áý±z¥Hxâ°Êxè;j¬°«ü©w²ºÄä¥Ü,Ë,mzĩ"ú¥p´º±½´y,Ñ²R«x;C |p³Gzĩ"ú¥p´º±½´y,Ñ²R«x;AÅX°Êµ{|i;|  
ºÉ¥ĩ-à¥H«ü©w²º,Ñ²R«x¶iixj¥p´º±½´y;C

³Æµù;G |b«·s±Ò°Ê"t²îx§«e;A!¹³]©wË·|ºû«ù!³@Ä;C



·í°Êμø³/4¹;]Åã¥Û,Ë,m;^æä´©¥»³/4÷±ÛÀà®É®Özi¹æè¶ô;C

³Æμù;G |p²GÅã¥Û,Ë,mæfæä´©¥»³/4÷±ÛÀà;A"º»ò®Özi¹æè¶ô±N·|°±¥Í±ÛÀà¥\`à;C

© Öjî¹æè¶ô¥H±N·î¥îì¸î©w²º 3D À³¥îµ{î;«D§î½è³]©wÈÂÐ»\À³¥îµ{î;î©w²º«D§î½è³]©wÈ;C

® Öjî¹æè¶ô¥H±Ò¥Î;uÂù«±½´y;v;C

§ ;uÂù«±½´y;v·|ÅãμÛ;a§iμ½§C, ÑªR«×ªª¼v¹³me½è;A¹i©ó¥þ¿Ã¹δ¼v¹³©Î¹q, £¹CÀ, !Ó´¥³!³§Q;C

§ ;uÂù«±½´y;v»ÝnÂù¿ªªªÊμø³¼¹ÅW¼e;C |pªG´´Î¥Î, ûªªªª, ÑªR«×ªª¼§ó·s³t²v;AÅXªÊμ{|;||bÂù«±½´yªª¼Ò;¶W¥XªÊμø³¼¹´î®É;ÛªÊÁÛîªª¼Ð·Ç¼Ò;¶;C

¥iÁy±z!b©Ò!³ä´©²²!â±m²`«xαU·s¼Wα§!Ûq¼Ò!;αf¥uα@ºØ;C

¥iÁy±z!b©Ò!³ä´©²²«·s³/₄ã²z³t²vαU·s¹/₄Wα§!Ûq¹/₄Ò!;α£¥uα@²Ø;C

ÄäÿÜ°Êμø³/4¹;]ÄäÿÜ,Ë,m;^ÿíÿí²º;Ã¹ö,Ñ²R«×³]©wÈ;C ²³/4°Ê·Æ±ìÿH¿ï úα£|P²º¿Ã¹ö,Ñ²R«×;C

ÅäÿÜ°Êμø¾4¹;j]ÅäÿÜ,Ë,m;^ÿØ«e;ï©w²º¿Ã¹ö,Ñ²R«×¤¤ÿiÿí²ºq]â±m³]©wË;C «ö¤@¤U±±""ïÿH;ï""ú¤  
£!P²ºq]â±m³]©wË;C

¡C¥X©Òμoφί"Ã¥B³Q,Ë,mÃX°Êμ{¡¡μnκ]º~S@í NVIDIA ³îšî³B²z,Ë,m"Æ¥ó¡C κ]  
¥i¥H¥î"Æ¥ó°O¿ýÀÉÀËμøμ{¡¡"Ó-d→Ý³o"Ç"Æ¥ó¡C



«ü©w|b OpenGL ɹɹŷí©ó«Á|²º¹³~À®æ|;C

- |â±m©w~Û«Á| (8bpp);G ˆİŷí 8 |ìɹ, ½Ö|â«Á|;C
- RGB «Á|;|RGB555 ®æ|;i^;G ˆİŷí 16 |ìɹ, (RGB555) «Á|;C
- |â±m©w~Û (8bpp) ©M RGB555 ®æ|;i;G ®e³\À³ŷíμ{;iˆİŷí 8 |ìɹ, ½Ö|â©Í 16 |ìɹ, (RGB555) «Á|;C  
³/Eμù;G «Á|»ÝnÃBŷ~²º³/4÷, ü¹|ší°O³/4ĐÁé;AŷBŷí~àμL²k|b©Ò|³, Ñ²R«xɹUˆİŷí;C |p²G|b|sˆú«Á|ŷ\  
ˆà®É¹Jˆì°ÝÁD;Aŷí~àn°šC, Ñ²R«x©Í|â±m²ˆ«x;C

±Ò¥í Gamma ®Õ¥¿ Ö×¥¿¿÷¼¥¢~u½u±ø;C ¬°¥¶¶½u±øµÛâ®É;AGamma ®Õ¥¿²º¶¿¿÷¼½u±ø·|  
|Ò¼{¿¿é¥X,Ë,m!â±mÅâ¥Û¥\~à²ºÅÛ¼Æ;C

±Ò¥í!""t²î¥H°µ-°¥D""t²î;C ±Ò¥í!;¿ï¶µ®É;A¹î§îÅã¥Ü¥d·|¥í""Ó°µ-°¥í!""î®ØÂé©w;P""B«H,¹²³¥Dn¥¶±¥d;C

κWκÉ½t;C ±Òϕί¹ζι¶μ®É;A³íϕÜ·|¨íϕκWκÉ½t¨Ó°»´ύ|P¨B«H,¹;C

αU°½t;C ±Ò¥í!¿íμ®É;Aq¥Ü·í¥íαU°½t`Ó°»'ύ|P`B«H,¹;C

!P" B©μζδi]·L¬í; ^ Y|b¥D¼Ò!; ¢¤; A!; j"¶μ·|«ü©w;]¥H·L¬í¬°³æ; i; ^1ï®ØÂê©w¥d; b¥í!; "P" B¬β½Ä«eÀ³μ¥-  
Ô²º®É¶i; C

§ó·s³t²v;]»® ÷ j ^;C Y|b¥D¼Ò!;ææ;A→O«ü¹îšîÄä¥Ü¥d¥í!";¿é¥X;P" B¯B½Äªº³t²v;]¥H»® ÷ ¬º³æ!; j ^;C

!P" B»P³s±μ²-ºA¹îšî·|Åã¥Ü¹î®ØÂê©w¥d¥Ø«e²º²-ºA;C

- |P" B 'Nºü"ãÁé»;©úxF¿é¥X;ÛNVIDIA ¹îšî³B²z,Ë,m²º;P" B«H,¹;C
- ¥æ'«'Nºü«ü©w;|b¥î"Ó±Nμâ²áÁìxW²º©Ò;³¹îšî³B²z,Ë,m;P" BxÆ²º NVIDIA ¹îšî³B²z,Ë,mx\$î;¶Ç°e²º«H,¹;C
- p®É;P" B;îx, -O«ü³z¹L¹î®ØÂê©w³s±μ°ð²ºp®É;P" B;C
- ¥BÁéÁn;P" B"ãÁé»;©úxF;ÛVGA ¹îšî¥d¶Ç"Ó²º;P" B«H,¹;C;p²G" S;³¥i¥î²º¹î®ØÂê©w©î¥~"Ó¼v¹³;P" B;A«h"î¥î¹;P" B¼Ò;î;C
- ¿éxj¹î®ØÂê©w;P" B²º;éxj³s±μ³/4¹;C
- ¿é¥X"ãÁé»;©úxF¹î®ØÂê©w;P" B²º;é¥X³s±μ³/4¹;C
- ¥~"Ó¼v¹³;P" B"ãÁé»;©úxF¥Ñ BNC ³s±μ³/4¹±μ;¹-²º;P" B«H,¹;C



«öæ@æU¥H¬d,ß;P" Bzi¶µ" Å½T»{³s½u¬O§\_¥¿±`¡C "Ã·|Åã¥Üµ²ªG¥Hæî¥Ø«eªªª¬ªA;C

«öæ@æU¥H°ö;ææ@³s|é²ºæº³;´ú,Ö;A¥H«K®Ö·Ç¹İşî¥[³t¥d;A"ú±o³ì"İæÆ²ºµe±;P"ß³]©wÈ;C "Ã·|  
Åã¥Üµ²ºG¥Hæî¥Ø«e²º²→ºA;C

«ö@U¥Hšä¥X-ÛÃöººÊµø¾¹;]Åä¥Ü,Ë,m;^;C

® Ú¾Ú\$Æ±æÿîð@ÓÃäÿÜ¾¹"ÓÆ[-Ý«Å|¾¼v¹³;A«öð@æU²M³ææè¶ô²º½bÀY"Ó¿ï"újuÿDn;v©Îju|,-  
n;vÃäÿÜ¾¹;C

“İfİ; 1jİµ” Ójİ” úfİ” ÓÅãÿÜ@ à±ººÅãÿÜ¼¹ºt¹İ;C ²Äæ@ÓİfİÿNªfÿDnÅãÿÜ¼¹;AİÓ²ÄæGÓİfİÿÜ«hÿNªİ;,-  
nÅãÿÜ¼¹;C ³ºæ@ÿ÷²M³æ»İ©úfİÿHİP®É”İfİºº©Òİ³ÅãÿÜ¼¹ºt¹İ;C

“İfİ;1;İİµ”Ójı”ú@à±²ºÅãÏÜæè;ı;C

§ ³ææ@ÅãÏÜ¼¹²ıÏÏuı|bÏDnÅãÏÜ¼¹²şşWÅãÏÜ@à±ıC

§ **Dualview** ²ıÏÏ·|ıÀŞOı|b”âÓÅãÏÜ¼¹²şşWÅãÏÜ”âÓııP²º@à±ıC

§ ½Æ»s²ıÏÏ·|ıb”âÏxÅãÏÜ¼¹²şşW½Æ»s-ÛıP²º@à±ıC

§ **ıôÏÅX**@ı²ıÏÏ¼ı,ó”âÓÅãÏÜ¼¹²şşWÅãÏÜı@ÓıôÏ©ııù²º@à±ıC

§ ««²½ÅX@ı²ıÏÏ¼ı,ó”âÓÅãÏÜ¼¹²şşWÅãÏÜı@Ó««²½©ııù²º@à±ıC

±Ò¥í;uæô¥ÂX@i;v©Í;u««²½ÂX@i;v¼Ò!;ææ¾4í\_ó nViewÃãÛ¼¹²º;u@à±«Â|;v;C |b;uÂX@i;v¼Ò!;æ  
æ"í¥í;h«ÃãÛ¼¹"Óc!""ææ@®à±®É;A!¹¿í¶µ"íæ@³;¥÷²ºÃãÛ¼¹¼v¹³²uµÛ¼FñÃãÛ¼¹²ºÃã½t-  
«ÂÐÃãÛ¼;C

«ü©w!b;uκó¥ÂX®i;v¼Ò!;κκ"ï¥î;u®à±«Â|;v®É;An«Â|²ºκô¥¹³~À¼Æ¥Ø;C



«ü©w!b;u««²½ÂX®i;v¼Ò!;¤¤`ï¥!;u®à±«Á|;v®É;An«Á|²º««²½¹³`À¼Æ¥Ø;C

±Ò¥í¼í,ó;u\$ë¼v¾÷;vÅã¥Ü¾¼¹²º;u\$ë@g²V|X;v;C ¹;¿;í;µ;¥;í;¥;í;©;ó,ÉÀv±N;h«\$ë¼v¾÷,Ë,m²º;é¥X¤¬¬Û-  
«Å|¥Hºc;³æ¤@µLÁ\_²ºÅã¥Ü¾¼¹¼v¹³@É¥X²{²º¥ú«xÁt¹³;C

Yn¿i"ú\$Æ±æ¥]\$t;b;u\$ë©g²V;X;vα<sup>αα</sup>Ää¥Ü³¼¹Ää½t;A«öα@αU;Ã¹ö¼v¹³Ää½t<sup>αα</sup>è;VÁä;C

«ü©wκó¥Áä¥Ü³¼¹Ää½t¥í©ó;ušë©g²V!X;vκ<sup>0a013</sup>-À¼Æ¥Ø;C

«ü©wº¥ÅÜ°I'î;A¥î"Ó¼É¥XªuµÛ²V!Xªº¤ô¥Åã¥ÜÄ½tªº;u¤ô¥©ú«x;vÈ;C

©ú«x½d³ò;G ¤¶©ó0`ì255 Ó¤§¶;j;C "î¥î¼ÆÈ\_û¤jªºº¥ÅÜ°I'î³§U©ó  
î¤ÖªuµÛÄã¥Ü¾¼¹Ä½t¥X²{ªº±µÁ\_jA"Ä¥BÄ²¤ÆÄã¥Ü¾¼¹®Ö·Ç;A!ý;³¥î`à¼vÄTµe½è;C

«ü©w<sup>a</sup>μŪ<sup>2</sup>V!X<sup>o</sup>¥Å<sup>ä</sup>Û<sup>¾</sup>1Ä<sup>ä</sup>½t<sup>a0</sup>¥Ø¼D©ú«xÈ;C

©ú«x½d³ò;G ¼©ó0 ̀ì 255 Ó<sup>§</sup>¶;C «ü©w<sup>a01</sup>4Æ|r¶V<sup>aj</sup>;A|b<sup>2</sup>V|XÄ<sup>ä</sup>½t<sup>a01</sup>4v<sup>13</sup>´N¶V«G;C

«ü©wnŷí©ó;uſë®g²V!X;v²º««²½ÄãŸÜ¾¹Ää½t¹³~À¼ÆŸØ;C

«ü©wº¥ÅÜ°I'î;A¥î"Ó¼É¥XªuµÛ²V!Xªº««ª½Åã¥ÜÃä½tªº;u«ª½©ú«x;vÈ;C

©ú«x½d³ò;G ¤¶©ó0 "ì255 Ó¤§¶;i;C "Ï¥î¼ÆÈ\_û¤jªºº¥ÅÜ°I'î;³§U©ó

î¤ÖªuµÛÅã¥Ü¾¼¹Ãä½t¥X²{ªº±µÁ\_;A "Ã¥BÃ²¤ÆÃã¥Ü¾¼¹®Ö·Ç;A;ý;³¥î"à¼vÃTµe½è;C



«ü©w<sup>a</sup>μÛ<sup>2</sup>V!X««<sup>a</sup>½Äã¥Ü<sup>3</sup>/<sub>4</sub><sup>1</sup>Ää<sup>1</sup>/<sub>2</sub>t<sup>a0</sup>¥Ø<sup>1</sup>/<sub>4</sub>Ð©ú«xÈ;C

©ú«x<sup>1</sup>/<sub>2</sub>d<sup>3</sup>ò;G ¤¶©ó 0 ``ì 255 Ó¤§¶||;C «ü©w<sup>a0</sup>/<sub>4</sub>E|r¶V¤j;A;b<sup>2</sup>V;XÄä<sup>1</sup>/<sub>2</sub>t<sup>a0</sup>/<sub>4</sub>v<sup>13</sup>´N¶V«G;C

±Nju®à±«Å|jv»P;ušë®g²V!X;v³]©wÈ±q¹i,Üæè¶ó¶×¥X!ÜÀÉ®×;C

±Nju®à±«Å|jv»P;ušë®g²V!X;v³]©wÈ±qÀÉ®×¤¤¶×¤jA"Ã¥H³o"Ç³]©wÈ"Ó³]©w¹i,Ü¤è¶ô;C

±j"ŋ¼v<sup>132</sup>V|XμŪ!â¾4¹æ'©;C !pªG!b¿i©wªº¥p¿Ã¹õÅã¥Ü,Ë,mæW-Ýæ£"i¥p¿Ã¹õ¼v<sup>13</sup>;A½Ð¿i"ú!¹¿i¶μ;C

±ÒŸí©í°±Ÿí°ª, ÑªR«x ©à±ÁY©ñ;C ±ÒŸí°ª, ÑªR«x ©à±ÁY©ñŸiŸHšìµ½ ©à±ªª¹/4v¹³µe½è;C

Y|b¥D¼Ò!;ææ;A¬O«ü³z¹L BNC ³s±µ³/4¹±µ;¬¥~³;P“B¥Í!“³/4¹¬β½Äææ³t²v;]¥H»®¬÷¬°³æ;ì; ^;C

Y|b¥D¼Ò!;ææ;A¬O«ü»P¥~³;|P" B¥í! "¾¹¬ÛÃö¾¼v¹³¹¼Ò!;C

Y|b¥D¼Ò!;¤¤;A¬O«ü|b±N!P" B ½ÄÄà»¼;Ü±qÄÝ,Ë,m¤§«e±μ"üº¥~³;|P" B¥| "¾¹ ½Ä¼Æ¥Ø;C



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- Intel® Graphics Driver for Windows 7 and Windows 8.1
- Intel® Graphics Driver for Windows 8.1
- Intel® Graphics Driver for Windows 8.1

→°S©w²ºÀ³¥{;³`îæ¹qμøκW²º¹îšî;C

±N<sup>1</sup>İŝİ!b<sup>1</sup>qμøW, mαα;C

3 | Îα/E¹qμø¥H¥Î©ó¼½©ñ DVD;C

31`îæ/E¹qμø¥H¥í©ó®à±'î§í;C

¥H;Ûq<sup>203</sup>]©wÈ±N<sup>1</sup>qμø<sup>3</sup>îîαÆ;C

®e³\À³¥íμ{!;¿í"ú"ä;Ûπν²º«·s¾ä²z³t²v;C πUπè²º²M³æπè¶ô·||b±Ò¥í¹¿í¶μ®É³Q°±¥í;C

®e³\ÅX°Êμ{!; ``ú¥NÀ³¥íμ{!;ªº«·s¼ă²z³t²v;C πUæèªº²M³ææè¶ó·||b±Ò¥í!¹¿ï¶μ®É³Q±Ò¥í;C



!12M3æxè¶ô¥i¶í" ÓxÀ\$O" ú¥N" Cx@ºØ, Ñ²R«x²º«·s³/4ã²z³t²v;C

1w³]È²í¥Ü" ¶í²º- OÀ³¥íµ{;i²º«·s³/4ã²z³t²v;C " ä¥L¥ô;ó¼/ÆÈ«h²í¥Ü±N\$ó·s³t²v³]©w-ºÀ³¥íµ{;i²ºÈ;C

Yn" ú¥N«·s³/4ã²z³t²v

1. ±q;u«·s³/4ã²z³t²v;vÄæx¶;A;bst;³·QnÅÜ\$ó" ä\$ó·s³t²v²º, Ñ²R«x, Ó;æxW;A«öx@xU1w³]È³oÓ;r²' ;C  
±N·|¥X²{x@Ó¼/ÆÈ²M³æxè¶ô;C
2. ¿i" úx@Ó«·s³/4ã²z³t²v" Ä¥B«öx@xU@M¶í;C

·í-YÓ«·s³/4ã²z³t²v³Q" ú¥N¶\$«á;AMicrosoft Windows Áö·|³ø\$;iÄ³¥íµ{;i; ©Ö«ü©w²º-  
«·s³/4ã²z³t²v;A;ý-OºÈµø³/4;]Äã¥Ü, È, m; ^· ¶í³Q" ú¥N²º«·s³/4ã²z³t²v;C

«öæ@æU¥H¬d,ß;P" Bzi¶µ" Å½T»{³s½u¬O§\_¥¿±`¡C "Ã·|Åã¥Üµ²ªG¥Hæî¥Ø«eªªª¬ªA;C

±Ò¥í!¹¨t²î¥H°µ¬±qÄÝ¨t²î;C ±Ò¥í!¹¨iîµ@É;A³î§îÅã¥Ü¥d·|  
¥í¨Ó°µ¬³Q!P¨B¤Æ¬³î@ØÂê©w!P¨B«H, ¹²º±qÄÝ¤î±¥d;C

«ü©w→O§\_n¥]stα£¨üÄã¥Ü¾¹αä´©ªº¼Ò¡¡¡C

æ`·**NjR** ¿¡¾Üα£¾A¥Í©óÄã¥Ü¾¹ªº¼Ò¡¡¥í`à·¾ÉPÄY«ªºÄã¥Ü°ÝÃD¡A¨Ä·|·´µwÄé¡C

«öæ@æU¥HÅã¥Ü¥Ø«e;ï©w<sup>æ</sup>¿\_Ñ<sup>æ</sup>R«x¥i¥í<sup>æ</sup>©Ò!³!Ûq¼Ò!;C

ÄäÿÜ°Êμø³/4¹;]ÄäÿÜ,Ë,m;^ÿØ«e;ï©w²º;Ã¹ö,Ñ²R«xææÿiÿí²º«·s³/4ä²z³t²v;C «öæ@æU;¹;ï¶μÿH;ï´úæ£;P²º-  
«·s³/4ä²z³t²v;C

ÅäÿÜæWæ@!,<sup>1</sup>Á,ÖÅÜşó®É<sup>20</sup>;Ã<sup>1</sup>ö,Ñ<sup>2</sup>R«×;B!â±m©M«·s<sup>3</sup>/<sub>4</sub>ä<sup>2</sup>z<sup>3</sup>t<sup>2</sup>v;C

«ö@U¥H;Û°Ê½Õ¾ä;Ûqº, ÑR«x¼e«x;C ¼e«xÈ¥²¶·¬O 8 º;¼Æ;C



«öæ@æU¥H;ï" ú°Êμø³/4¹ªºÃä¥Üp®É¼Ø;ï;R

- |Ů°Ê°»´ú-O¹w³]Ë;A®e³\ Windows æ½±μ±qÃä¥Ü³/4¹¥»" ±μ!-¥;½Tªºp®É,ê°T;C ³Æμù;G  
-Y"Ç,ûÂÂªººÊμø³/4¹¥!-àæ£æä´©!¹¥\`à;C
- æ@`ëp®Éæ½;ï (GTF) -Oæj|h¼Æ·s;ïºÊμø³/4¹æ!Ãä¥Ü,Ë,m©Ò"ï¥!ªº¼Ð·Ç;C
- Â÷´²ºÊμø³/4¹p®É (DMT) -Oæ@ºØ,ûÂÂªº¼Ð·Ç;A;B-Y"ÇºÊμø³/4¹æææ´μM"ï¥!¼¼Ð·Ç;C  
!pªGºÊμø³/4¹©!Ãä¥Ü,Ë,m»Ýn"ï¥! DMT;A½Ð±Ø¥!¼;ïïμ;C
- "ó½Ö¼v¹³p®É¼Ð·Ç (CVT) ©ó 2003 |~ 3 æë!"-º VESA ¼Ð·Ç;CCVT ¼©ó,ûºª,ÑªR«xªºæä  
´©æñ"ä¥Lp®É¼Ð·Ç;ï;C
- ©T©wªº¼ææñp®É±j"ïÃä¥Üªº¼v¹³«O«ù!b«ù©w¼Ø;ï;ïÓæ£-OºÊμø³/4¹ªºªºªº¼¼ææñ;C ³Æμù;G  
ÃXºÊμ{;ï¥!-à·|μø»Ýn!O;BÃä¥Üªº¼v¹³¥!©P©ñ,m¶!Â!âªºÃä®Ø;C

«öæ@æU!VæUAäæH«ü©w¬O§\_n®M¥î³o¨Ç!â±m,É¥¿³]©wÈ;C

- **¥p³**¡¥i±N³]©wÈ®M¥î!Ü Windows ®à±©M¼v¹³¼¹²©ñ;C
- **®à±**¥i±N³o¨Ç!â±m,É¥¿³]©wÈ®M¥î!Ü Windows ®à±;C
- **«Å|VMR** ¥i¥îæ@Ó«Å!±N³o¨Ç!â±m,É¥¿³]©wÈ®M¥î!Ü¼v¹³¼¹²©ñ;C
- **¥p¿**Ã¹õ¼v¹³¥i±N³o¨Ç!â±m,É¥¿³]©wÈ®M¥î!Ü¥p¿Ã¹õ¼v¹³¼¹²©ñ;C

«ö@U!VUÁäHj"ú·Æ±ì©!±½u±±"iÂ!©Ò¼vÂTº!â±mÀW¹D;C  
¥i¥HÀŞO½Ö¾ã-ô!â;Bºñ!â©MÂ!âÀW¹D©!P®É½Ö¾ã!X!"ÀW¹D;C

¡â±m,É¥¿!±½u<sup>201</sup>¡š¡Áã¥Ü;C ¿éπJÈ·|<sup>2</sup>uμŪ X ¶bÁã¥Ü;A;Ó½Ö¾ã<sup>20</sup>¿é¥XÈ«h<sup>2</sup>uμŪ Y ¶bÁã¥Ü;C ¾Æ;rÈ·|  
Áã¥Ü;|b¾F<sup>20</sup>ñ<sup>20</sup>½s¿èπè¶¶;C

- |b¾D·C¾O;¡;π¾½Ö¾ã;u<sup>1</sup>¡ññ«×;v;B;u«G«×;v©Î;uGamma È;v·Æ±ì®É;A;¡±½u·|  
ÀHμŪ½Ö¾ã;Ó°È°AÁÜšó;C
- |b¶i¶¥¾O;¡;π;A¥i¥í·Æ<sup>1</sup>«©ì<sup>2</sup>±±“îÁ;A;|b½s¿èπè¶¶ÁÜšó¾ÆÈ;A©Î—O“î¥íπè;VÁã“Ó<sup>1</sup>ê®É×¥  
¿ì;¡±½u;C ¥i¥H<sup>2</sup>uμŪ;±½u«öπ@πU·Æ<sup>1</sup>«¥<sup>2</sup>Áã©ÎÁ£πU Insert Áã“Ó’;πJÁB¥~<sup>20</sup>±±“îÁ;C ¥i¥H±N±  
±“îÁ©ìÁ÷Áã®Ø©Î“î¥í Delete Áã“Ó<sup>2</sup>¾°£±±“îÁ;A“Á¥B¥i¥H“î¥í©ì<sup>2</sup>¿¾Ü©M Shift xí Control -  
×šíÁã“Ó;í“ú;hÓ±±“îÁ;C
- |b ICC <sup>3</sup>]©wÁÉ¾O;¡;π·|Áã¥Ü±q ICC <sup>3</sup>]©wÁÉ,üπ<sup>20</sup>¡â±m,É¥¿!±½u;C  
“î¥í±M·~<sup>20</sup>¥X<sup>2</sup>©Á<sup>3</sup>¥íμ{;¡;A®U¾Ü ICC <sup>3</sup>]©wÁÉ<sup>20</sup>,ê°T“Ó°ò;æ°t;âπu\$@;C

ÅäÿÜÿØ«e<sup>20</sup>·Æ<sup>1</sup>«;ì,m©î!±½u<sup>1</sup>ïææ<sup>20</sup>±±“îÂ!<sup>20</sup>¿éæJÈ;C

ÅäÿÜÿØ«e<sup>20</sup>·Æ<sup>1</sup>«;ì,m©î!±½u<sup>1</sup>ï<sup>20</sup>±±“îÂ<sup>20</sup>¿éÿXÈ;C



«öæ@æU¥H«ü©wn“í¥íæ° ICC ³]©wÀÉæ°ÀÉ® x¡WºÙ¡C



«öæ@æU¥H`ÀôæÁ'«¿Ã¹õ¥\`àæí½s¿è;C

±Ò¥Í¿Ã¹õ¥\`à²í½s¿è©É¥iÃã¥ÜÁôÃÃ²º¿Ã¹õ²M³æ¿C



“İ¶İ,İ¶İµ”Ö±j”î NVIDIA İŞİ³B²z,Ē,m·®°¶Ã»·«O«ù³î°²Àà³t;A”Ã©İ²²İŞİ³B²z,Ē,m²²·Ā«x©İ®Ā-à¼ÖİİC  
½Đ²·N;A|b|¼Öİİ²²;A·®°·İ²İ¶İ«ùĀò²ĒĀ\_²²¼,µİC

¡b¥ó;ó Direct3D À³¥íμ{¡;κW"ĩ¥í;u«Á|iv®É§Ç¹í;C

¡¹¹¡áí·|Ãã¥Ü" Cκ@Ó' yÃ, κκ²º¹í@Ø;BÃX°Êμ{¡;¬;°Ê¥Hκí¹í§í³B²z, Ę, m²º³B²z¹Lμ{ ©Ò²á²º®É¶;¡;C  
"Ã¥B·|«ùÃò§ó·s¹¡áí¥HÃã¥Ü³·s²º 256 Ó¹í®Ø²º®É§Ç;C

®É§Ç·|"ì·ÓκU;C¥ŃκW;ÜκU²º¼Đ°O;] C¬í¹í®Ø¹⁄₄E; ^²uμÚ««²¹⁄₂¶b¥[¥H'ú¶q;R

- 100 (10 fps)
- **75 (13 fps)**
- **50 (20 fps)**
- **25 (40 fps)**
- 0;]μL; ^

¥HÃC;á" Ó°ĩκÃ¥|ºØκ£;P³B²zμ{§Ç²º®É§Ç;R

- ¶Ã;á²áí¥Ü'yÃ, ¹í®Ø²ºÁ`®É¶;¡;
- ¬õ;á²áí¥ÜÃX°Êμ{¡; ©Ò²á²º®É¶;¡;
- ÃÃ;á²áí¥ÜÃX°Êμ{¡;μ¥Ó NVIDIA ¹í§í³B²z, Ę, m²º®É¶;¡;
- °ñ;á²áí¥Ü¹í§í³B²z, Ę, m²º¶ç, m®É¶;¡;C

|b;u|ø²A³/4¹jv³/4Ò!;xx;A!¹z!µ·|±N¥~±µ|PˆB²£¥³/4¹¶ÇˆÓ²º«H,¹µø¬°¥æ¿ù!;«H,¹;C |PˆBˆB³/2Ä·|  
|b°,³/4ÆÅã¥ÜÄæ!;xx²£¥!;C

|b;u|ø²A³⁴¹;v¼Ò;ππ;A³o→O«ü¹İſİÄãÿÜÿdÿİ; ̂éÿX;PˆBˆB½Ä²º«·s¾ă²z³t²v;]ÿH»®ˆ÷→³æ;İ;^;C  
|b;uÿİπáºÿ;v¼Ò;ππ;A½Đ;İˆú;Ů°ĒÿH«üÿÜ¹İſİÿd;Ů°ĒĒ©w;Ü³]āñºşó·s³t²v;A©İÿHπâ°Ēºæè;ÿpÅv±  
±ˆİˆÄ«ü©wπ@Óşó·s³t²v;C

!P" B»P³s±μ²→°A¹íſî·|Áä¥Ü¹í®ØÂê©w¥d¥Ø«e²²²→°A;C

- |P" B' N°ü→O«ü¹íſî³B²z,Ë,m¶Ç¥X²²¿¿é¥X|P" B«H,¹;C
- p®É;P" B;¡x,→O«ü³z¹L¹í®ØÂê©w³s±μ°ð²²²p®É;P" B;C
- ¥ŒÁéÁn;P" B" äÁé»;©úx F;Û VGA  
¹íſî¥d¶Ç"Ó²²;P" B«H,¹;C;p²G" S;³¹í®ØÂê©w©í¥~"Ó¼v¹³;P" B;A«h"íſî¹;P" B¼Ö;¡;C
- ¿éxj→O«üſí©ó¹í®ØÂê©w;P" BxÆ²²¿¿éxj³s±μ³⁄⁴¹;C
- ¿é¥X→O«üſí©ó¹í®ØÂê©w;P" BxÆ²²¿¿é¥X³s±μ³⁄⁴¹;C
- ¥~"Ó¼v¹³;P" B→O«üſñ BNC ³s±μ³⁄⁴¹±μ;→²²;P" B«H,¹;C



±Ò¥í¹ˆˆt²î¥H°µ-°;ø²A¾⁴¹;C ±Ò¥í¹ˆˆzi¶µ®É;A¹î§î¥d³Q³]©w-°;u¥î¥á°Ý;v;A¥;±Nˆˆî¥í;ì©ó¥t¥@-  
Ó¹î§î¥d¥W²º;u;ø²A¾⁴¹;v©Ò²£¥í²º¹î®ØÂê©w;PˆˆB«H,¹

SmartDimmer ¥í¥î`Ó±±`î¼Æ;ìÃã¥Ü¾¼¹;þ`ï¥î¤¤©î¶ç,m®Éº«G«x;A¥H«K,`-ù¹q;À`à¶q;C

±Ò¥í SmartDimmer;C !¹¿íµ¥u`à|b¹q;À¼Ò!;ææ`í¥í;C

½Ö¾ä¼Æ;ìÄäÿÜ¾¹¼§¤Wÿi¨Ñ¨¨ÿíí²³)¤j«G«xμÿ⁻ Å;C |¹«G«xμÿ⁻ Åÿ;|b±Ò°Ê¨¨t²í®É¨¨ÿíí;C

½Ö¼ä¼ÆìÁäÿÜ¼¹æ§æWÿi`Ñ`ÿíæ³ìæp«G«xµÿ`Á;C ¡¹«G«xµÿ`Áÿi;|b¶ç,m`tî©É`ÿí;C

ÄäÿÜ¼Æ¡ÿ±ÄäÿÜ¾¹ÿØ«e²º«G«xμÿ⁻Ä¡C

•İŦİ;ŦİŦİµç•İ NVIDIA İİİ³B²z,Ē,m•®°İbσσµŦ²°³t«xσŞσU°đİæİC  
°£«Dİİİ³B²z,Ē,mŦŦW¹LİwŦp²°³/4pŞ@•Ă«xİÖŦ²Ŧİ•Ă´«ı°,ûŞÖ²°•®°³t«xİAŞ\_«hİbİ¹³t«xσŞσUİA•®°•İ²£  
Ŧİ«üÄòσ£Ā\_²°³/4,µİC





