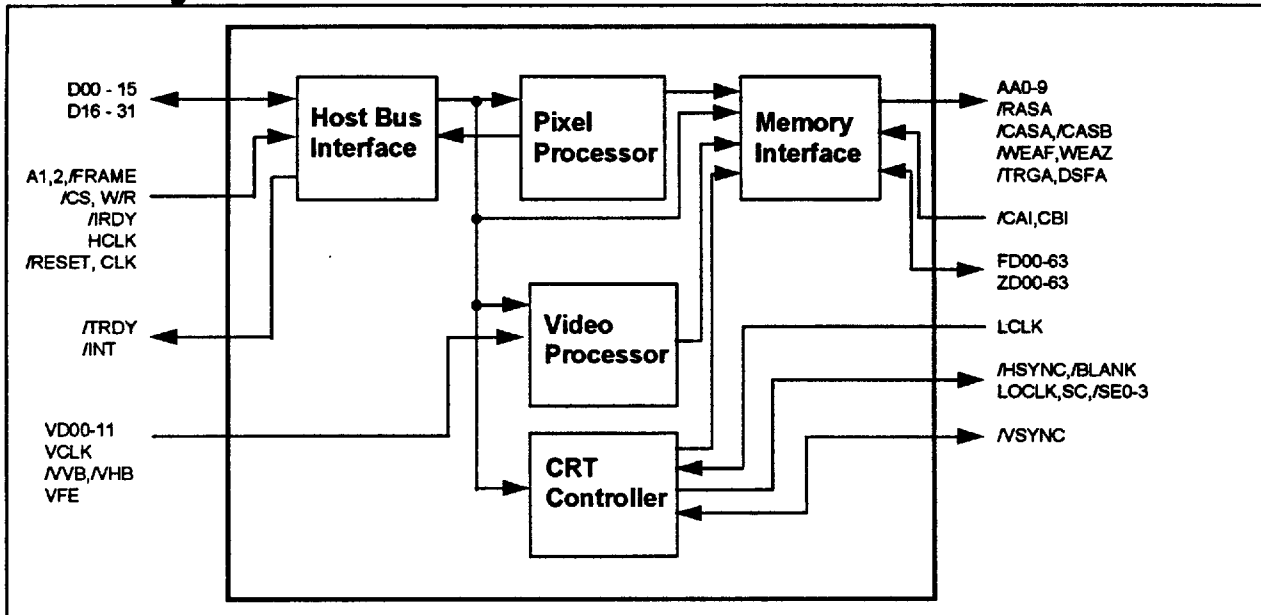


Yamaha's YGV611 Rendering Polygon Accelerator

Summary

Yamaha's YGV611 Rendering Polygon Accelerator (RPA) is designed to offer low cost, high speed rendering in 2D/3D for PC's or low cost workstations. The RPA performs high speed short vector drawing, gouraud shading, texture mapping, video capture, hidden surface removal and BitBLT. The 16/32 bit host bus interface operates up to 33MHz and the 128 bit (64 interleaved) memory interface offers high performance 2D and 3D graphics. The RPA supports up to 1280x1024/16bit color.

Block Diagram



Features

- 2D/3D Graphics Supported
- 550K triangles/sec with Gouraud Shading
- 210K triangles/sec with Gouraud Shading & Texture Mapping
- 16/32 Bit Host Bus Interface with 33MHz Maximum Operation
- Up to 32 Mbytes VRAM Frame Buffer Support
- Hidden Surface Removal (Z-buffer of 16 bits)
- Up to 16 Mbytes of DRAM or VRAM Z-Buffer Support
- Supports upto 1280x1024/16 bit color
- Video Capture Function Supported
- Short Vector Drawing up to 1600K/sec
- BitBLT supported
- 1.6 Million Short Vectors per second Drawing
- 1.8M Character Block transfers/sec (9x11)
- Low Power CMOS
- 240 SQFP Package