

# OXYGEN<sup>®</sup> GVX1 Pro

## 64MB Workstation Graphics with DVI-I

The Oxygen GVX1 Pro is a mid-range addition to the popular Oxygen family of workstation graphics accelerators for CAD and DCC professionals who need effortless interaction with complex designs to maximize productivity. Packed with the latest silicon from 3Dlabs<sup>®</sup> -- including the new GLINT<sup>®</sup> R4 processor and the second generation GLINT Gamma G2 geometry processor, the Oxygen GVX1 Pro provides enhanced performance, 64MB of on-board memory and flexible analog and DVI-I display connectivity. Unlike graphics cards based on gaming technology, Oxygen GVX1 Pro is a true professional graphics solution with 3Dlabs' renowned OpenGL<sup>®</sup> quality and extensive application certifications for trouble-free performance.

- **New-Generation GLINT R4 Rasterizer**

Delivers unified 2D, 3D and video processing with professional quality and enhanced small primitive performance for smooth interactivity with large models and hardware accelerated volumetric rendering.

- **GLINT Gamma G2 Second-Generation Geometry Processor**

Offloads 100% of the OpenGL transformation and lighting calculations from the CPU for maximum application performance and to boost the interactivity of large models.

- **64MB On-Board Memory with Virtual Texturing**

Oxygen GVX1 Pro acts as a full 256MB graphics card while caching large amount of textures on-board for smooth interaction with complex scenes, even with high-resolution screens and full-screen anti-aliasing.

- **Analog and DVI-I Display Connectors**

Flexibility to drive analog or high-quality digital displays, preserving graphics board investment as displays are upgraded.

- **PowerThreads<sup>™</sup> OpenGL**

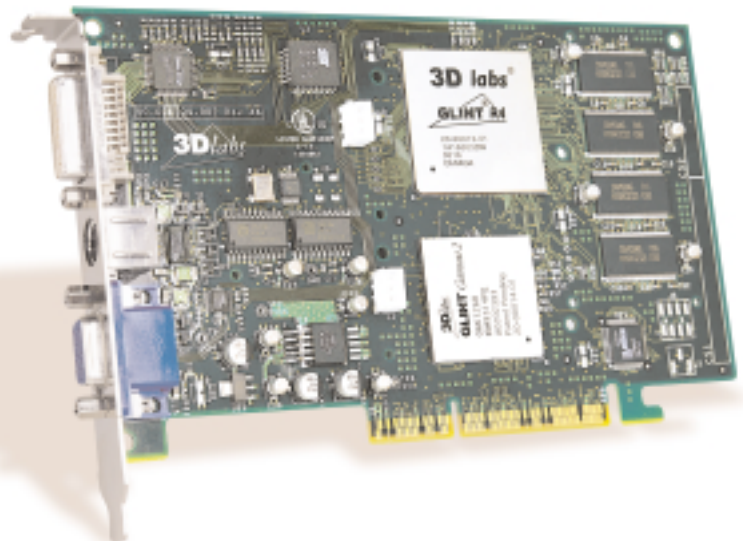
Dynamically balances the transform and lighting load between the on-board geometry accelerator and the host CPU for maximum system performance.

- **Over 50 Application Certifications**

Oxygen boards are certified with all key professional CAD and DCC applications, ensuring optimal and trouble free acceleration.

- **Control Panel Application Configuration**

3Dlabs' advanced control panel and task-bar applet enables point-and-click optimization of system configuration for key professional applications.



### **PRAISE FOR OXYGEN GVX1 Pro**

"With smooth-as-silk OpenGL and a range of boards for all budgets, 3Dlabs provides an ideal platform for Lightwave."

#### **Brad Peebler**

*Vice President, 3D Graphics Tools, Newtek*

# 3Dlabs

**Technical Specifications**

**GLINT R4 Rasterization Processor**

- Unified 2D, 3D and video processing
- 128-bit memory bus architecture
- Integrated 300MHz RAMDACs
- 7 independent DMA engines provide low CPU utilization
- Integrated SVGA Controller

**GLINT Gamma G2 Second Generation Geometry Processor**

- 100% OpenGL 1.2 transformation and lighting in silicon
- 5Gflop floating point performance
- 6.3 Million transformed, lit triangles/sec
- 16 Simultaneous light sources
- Directional, positional and spotlights with quadratic attenuation and local viewer support
- Two-sided lighting directly supported in hardware at no extra cost

**PowerThreads OpenGL Drivers**

- Full OpenGL 1.1 ICD (1.2 ready)
- Dynamic load balancing optimizes geometry and lighting load between GLINT Gamma G2 and host CPU
- Fully optimized for Intel SSE and AMD 3DNow!

**Professional 3D Rendering**

- Complete OpenGL 1.2 functionality in silicon
- Full OpenGL overlays
- Single pass bump-mapping, per-pixel lighting
- High-quality Gouraud shading
- Respectively correct bilinear and trilinear filtering with per-pixel mip-mapping
- Dual bilinear mip-mapped textures in a single pass
- 2048x2048x32 maximum individual texture size
- OpenGL 1.2 volumetric rendering with up to 8-way filtering
- Source and destination alpha blending
- Fogging and Depth Cueing
- Anti-aliased lines and polygons
- Full-scene anti-aliasing
- Hardware scissoring, stippling and stencil buffers
- GLD clipping for efficient window management
- 32 bit Z-buffering

**Integrated Video Processing**

- Hardware YUV-RGB conversion
- Hardware MPEG-2 Motion Compensation

**Virtual Texturing Memory Management**

- Full virtual memory management unit in GLINT R4 silicon allows the board to act as a full 256MB graphics card

**Memory**

- 64MB of unified high-speed SDRAM for framebuffer, Z-buffer and texture memory

**Board Physical**

- Short-card ATX form-factor
- AGP 1x/2x/4x compatible
- AGP Pro compatible

**Connectors**

- DB-15 analog display connector
- DVI-I digital display connectors
- 3-pin mini-din stereo connector

**On board DVI-I connector**

- High-resolution DFP and Digital CRT Output
- Drives digital displays up to 1600x1200 @60Hz and analog displays up to 2048x1536 @60Hz

**Stereo Support**

- True quad-buffered stereo support up to 1280x1024 true-color, 118Hz refresh rate
- Independent Z buffer for left and right eye

**Drivers**

- Windows NT 4.0 with PowerThreads OpenGL ICD
- Windows 2000 with PowerThreads OpenGL ICD and DirectX 7.0
- DDC2B support on all operating systems

**Advanced Control Panel**

- Point-and-click optimization of system configuration for key professional applications

**System Requirements**

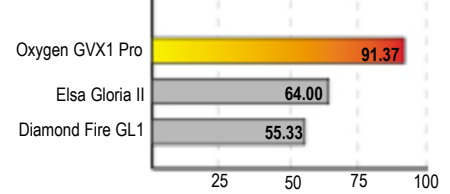
- 100% IBM compatible PC
- Intel Pentium II or AMD Athlon K6 processor or compatible
- IBM compatible motherboard with AGP or AGP Pro slot
- Microsoft Windows 2000 or NT 4.0 with Service Pack 5 or higher
- 64MB System memory
- 16MB free disk space

**Warranty**

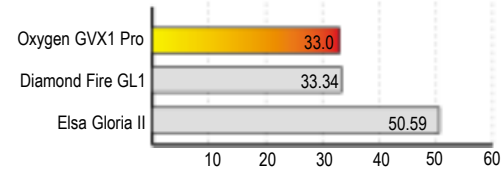
- Three (3) years parts and labor limited warranty

**Outstanding Performance on Industry-leading Benchmarks**

Maya - X1000 Spheres / Textured Fine - higher is better \*



SPECapc<sup>SM</sup> benchmark v1.0 for Unigraphics<sup>TM</sup> - High Quality Shading \* Lower score is better



\* Test platform: Intel Pentium III 733 MHz, 512MB of RAM, 1280x1024@75Hz refresh rate. Unigraphics Ugbench test performed on 1000MHz system.

**Supported Screen Resolutions**

	8bpp 256 Colors	16bpp 64K Colors	32bpp 16.7M Colors
640x480	220Hz	220Hz	220Hz
800x600	220Hz	220Hz	220Hz
1024x768	220Hz	220Hz	217Hz
1152x864	217Hz	217Hz	176Hz
1280x960	176Hz	176Hz	145Hz
1280x1024	145Hz	145Hz	137Hz
1600x1200	60Hz 75Hz	60Hz 75Hz	60Hz 75Hz
1920x1080	100Hz	100Hz	100Hz
1920x1200	85Hz	85Hz	85Hz
2048x1536	60Hz	60Hz	60Hz

Maximum refresh rates. Actual rates are dependent on your monitor and operating system.



**Fully Tested and Optimized On All Leading Professional Applications**

**DCC applications, including:**

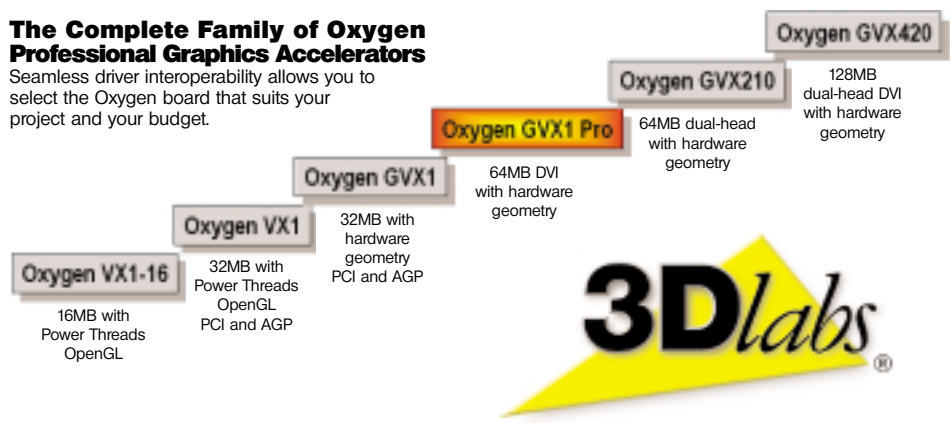
3D Studio Max	Houdini	Maya
3D Studio Viz	Lightscape	Softimage XSI
Animation Master	LightWave 3D	TrueSpace

**CAD applications, including:**

ArchiCAD	Co-Create	Pro/ENGINEER
AutoCAD	I-DEAS	SolidWorks
CATIA	MicroStation J	Unigraphics

**The Complete Family of Oxygen Professional Graphics Accelerators**

Seamless driver interoperability allows you to select the Oxygen board that suits your project and your budget.



**Software Bundles To Increase Your Productivity**

- Vibrant's Soft Engine 4 improves display performance of AutoCAD by up to four times (a \$300 value)
- Colorific from E-Color, Inc. calibrates your screen for display and printing consistency (a \$50 value)



**Contacts, Service and Support**

For more information and online technical support, visit us at [www.3dlabs.com](http://www.3dlabs.com). Buy online at [www.3dlabs.com/store](http://www.3dlabs.com/store).

**In North America:**

480 Potrero Avenue, Sunnyvale, CA 94085  
Tel: (800) 464-3348 Fax: (408) 530-4701

**In Europe:**

Meadlake Place, Thorpe Lea Road, Egham, Surrey TW20 8HE, UK  
Tel: (44) 1784-470-555

**In Germany:**

3Dlabs, GmbH Breckenheimer Weg 29  
65205 Weisbaden Deutschland  
Tel: +49 6122 916 778  
Fax: +49 6122 919 646  
Mobile: +49 171 3506315

**In Asia/Pacific:**

Shiroyama JT Mori Bldg., 16F Toranomon, 4-3-1 Minato-ku Tokyo 105-6016, Japan  
Tel: (81) 3-5403-4653

3Dlabs, GLINT, Oxygen, Permedia and PowerThreads are either registered trademarks or trademarks of 3Dlabs, Inc., and/or 3Dlabs Inc. Ltd. in the United States and/or other countries. All brand names are property of their respective owners. Specifications subject to change without notice.