

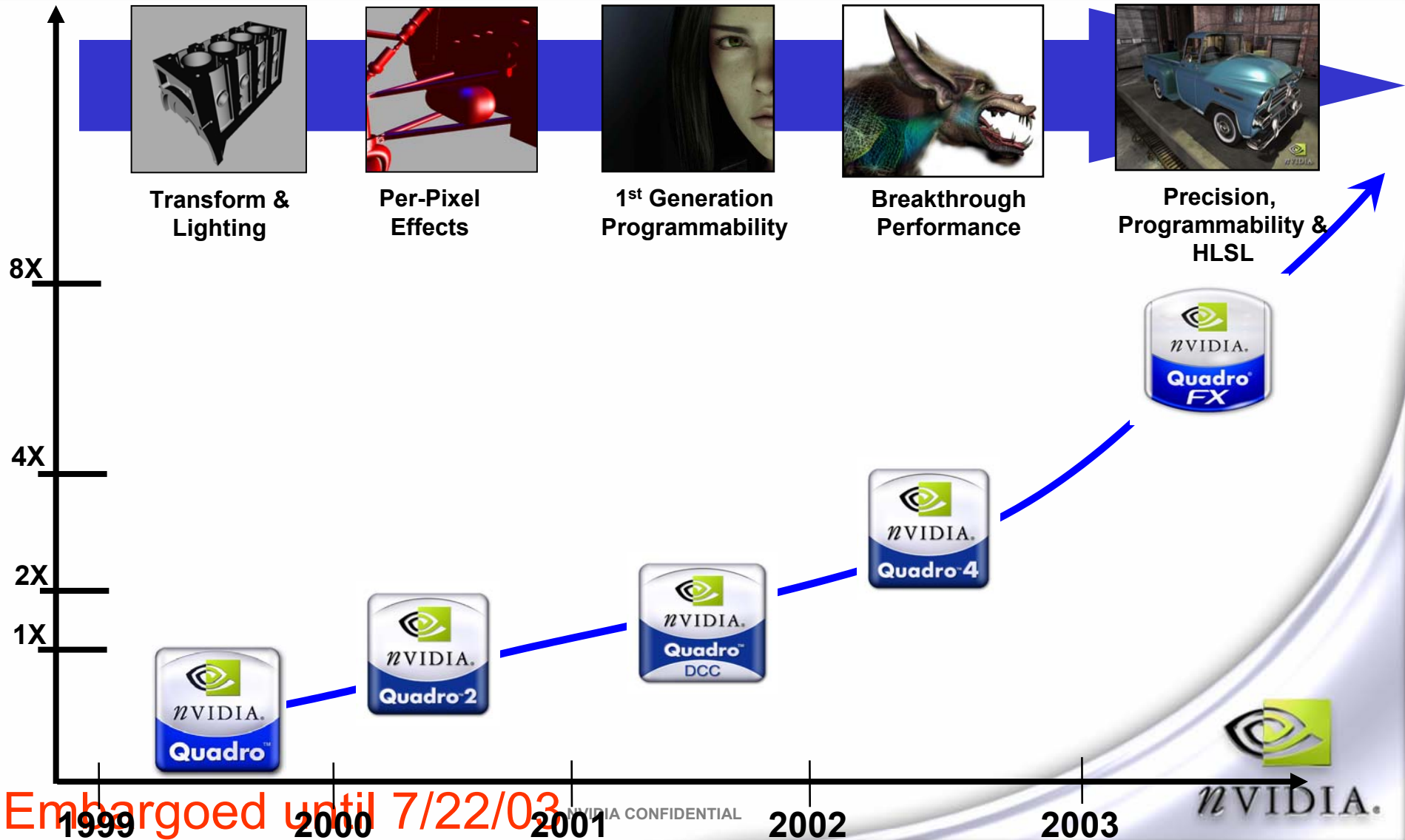
# NVIDIA Quadro FX Workstation Graphics



***The Definition of Performance.  
The Standard for Quality.***



# The Quadro Revolution Continues...



Embargoed until 7/22/03

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# NVIDIA Quadro FX: The Definition of Performance.

The Standard for Quality.



## Performance

*Scalable Quadro FX Architectures*

## Programmability

*Empowers a new class of professional Applications*



## Precision

*Floating point and sub-pixel precision*

## Quality

*UDA, Certifications, Image Quality*

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# NVIDIA Quadro FX 3000 / FX 3000G: Revolutionizing Advanced Visualization



- Highest Performance for full-scale models
- Precision and programmability for breakthrough realism
- Advanced Features for high-resolution visualization
- Certified Quality for all workstation applications

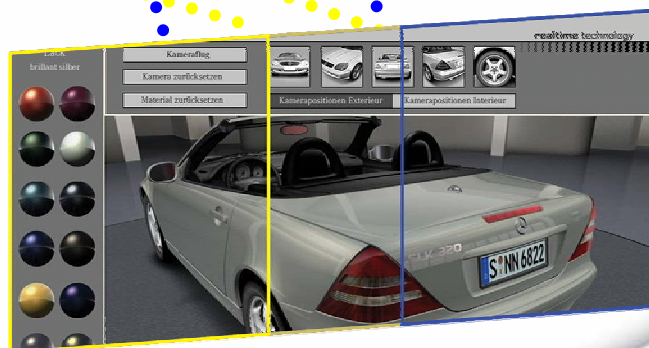
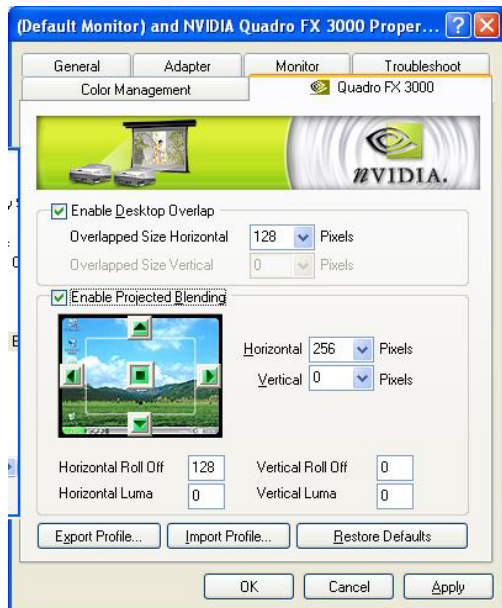




# Single System POWERwall



- Application Transparent
- NVIDIA Projected Convergence Control
  - Projected Overlap
  - Luminosity Blending



NVIDIA.

# Ultra High Resolution Displays



**2048x1536 (QXGA)**

**3840x2400 (QUXGA-W)  
IBM T221  
Viewsonic VP2209b**



**NVIDIA.**

# NVIDIA Quadro FX 3000G



- Full Quadro FX 3000 capabilities
- Framesync - multi-system synchronization
- Genlock – sync to an external source
- Windows and Linux Control / API



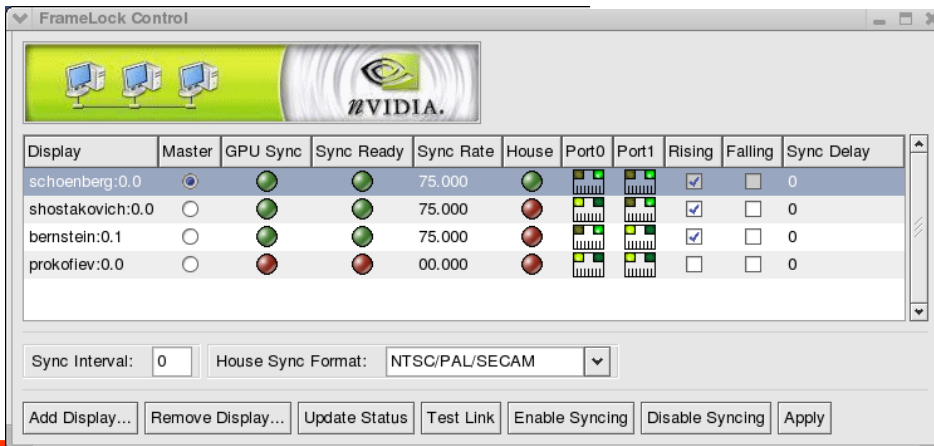


# NVIDIA Quadro FX 3000G Board Spec



FrameLock

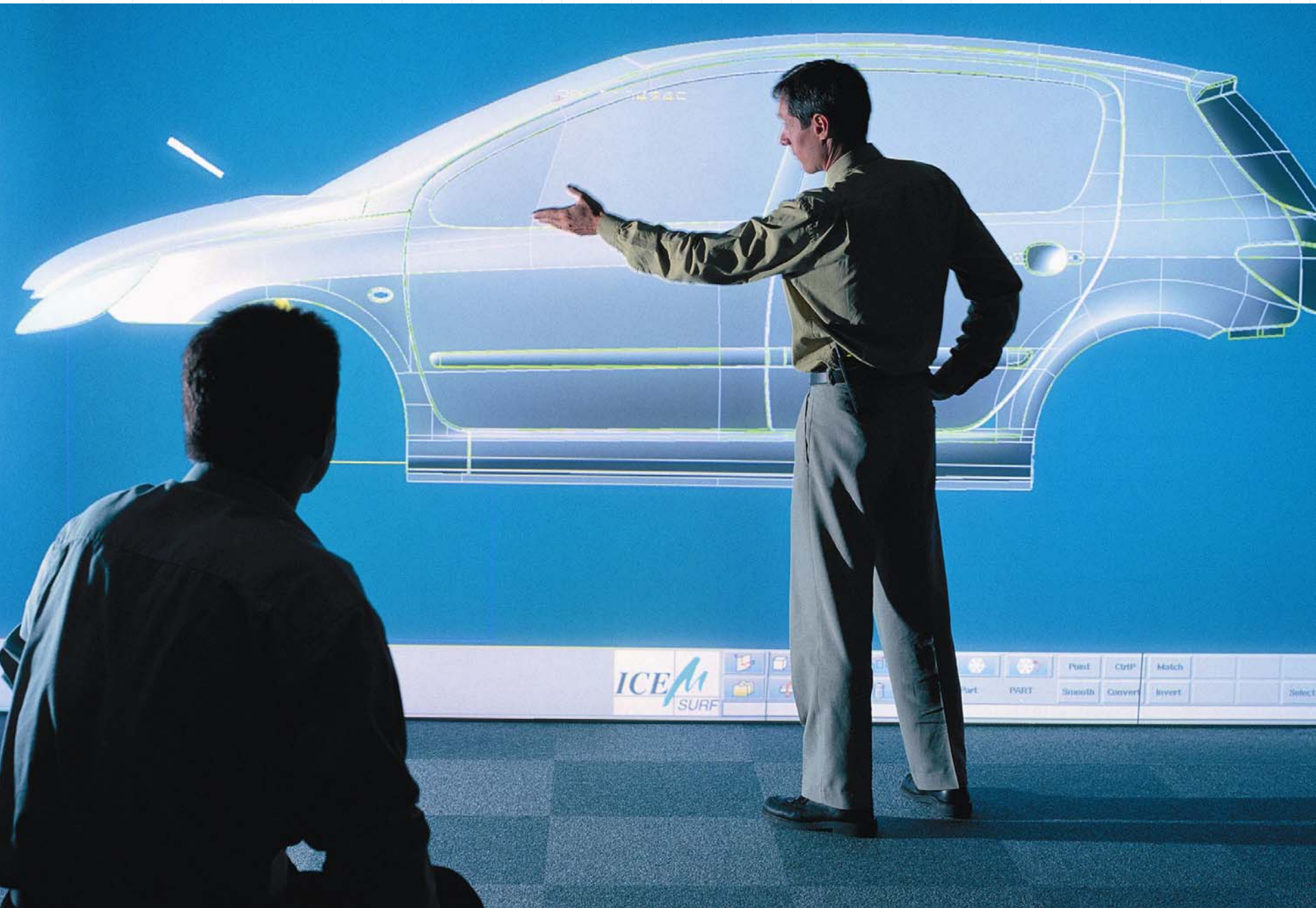
Genlock



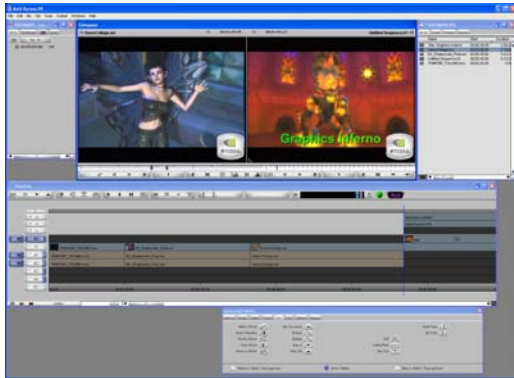
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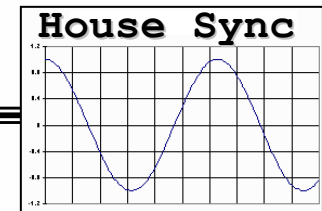
# FrameLock: Multi-System Synchronization



# Genlock: Synch to an External Signal



- Post Production
  - Compositing
  - NL Editing
  - Sync to Audio
  - Sync to character generator
- On-Air Broadcast



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# Workstation Applications

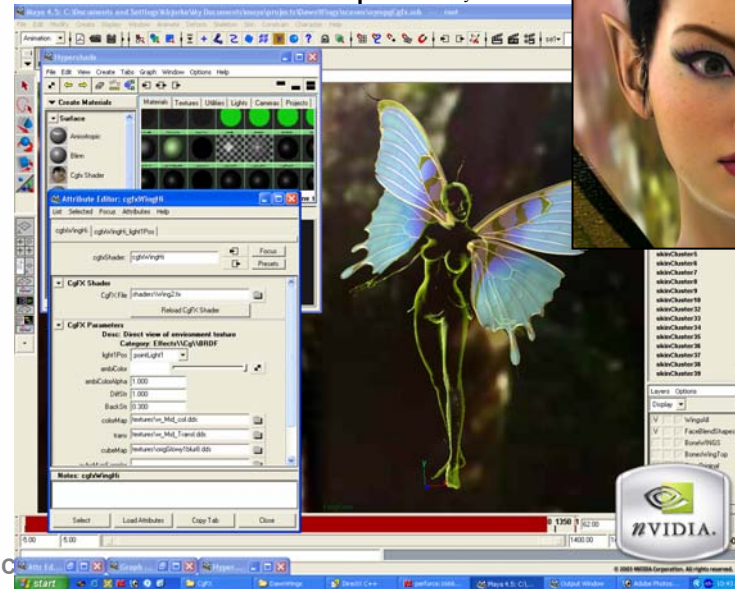
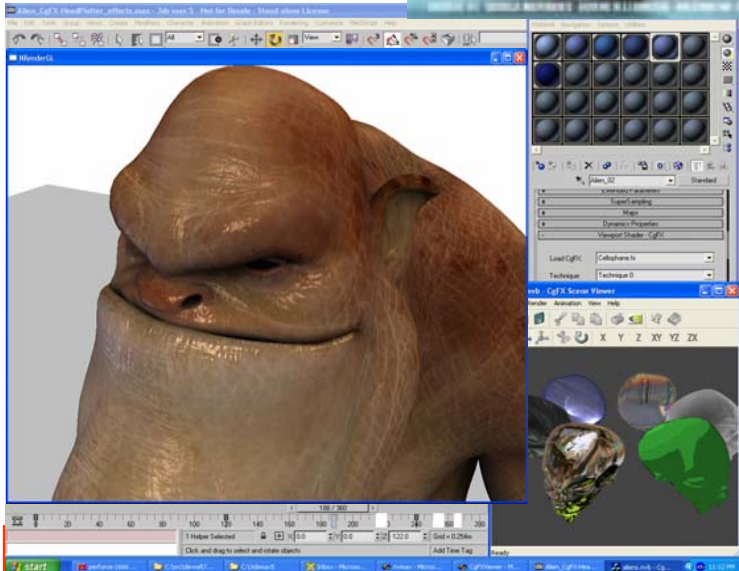
- **Taking increasing advantage of Quadro FX Programmability, Precision, Performance**
- **Complete Development Environment for Production Software**
  - High-Level Shading Language
  - Shader Portability
  - Sub-shaders
  - Quality



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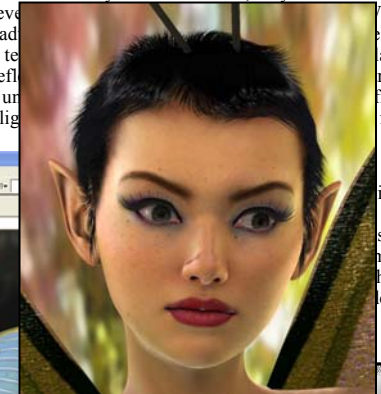
# Quadro FX - Digital Content Creation



## Maya 5 with Quadro FX Smashes Rendering Barrier

*Graphics industry leaders Alias|Wavefront and NVIDIA introduce Hardware rendering breakthrough*

Las Vegas, NV - NAB – April 7, 2003 - Alias|Wavefront™, an SGI (NYSE: SGI) company, revealed today an innovative Hardware rendering capability in its recent release of Maya® 5. Until now, only Software rendering offered 3D artists the level of quality and speed. With Maya 5, artists can now take advantage of programmable shading technology to create highlights, bump and reflection maps, reducing render time. Maya 5's unique shading, texturing and lighting functionality as well.



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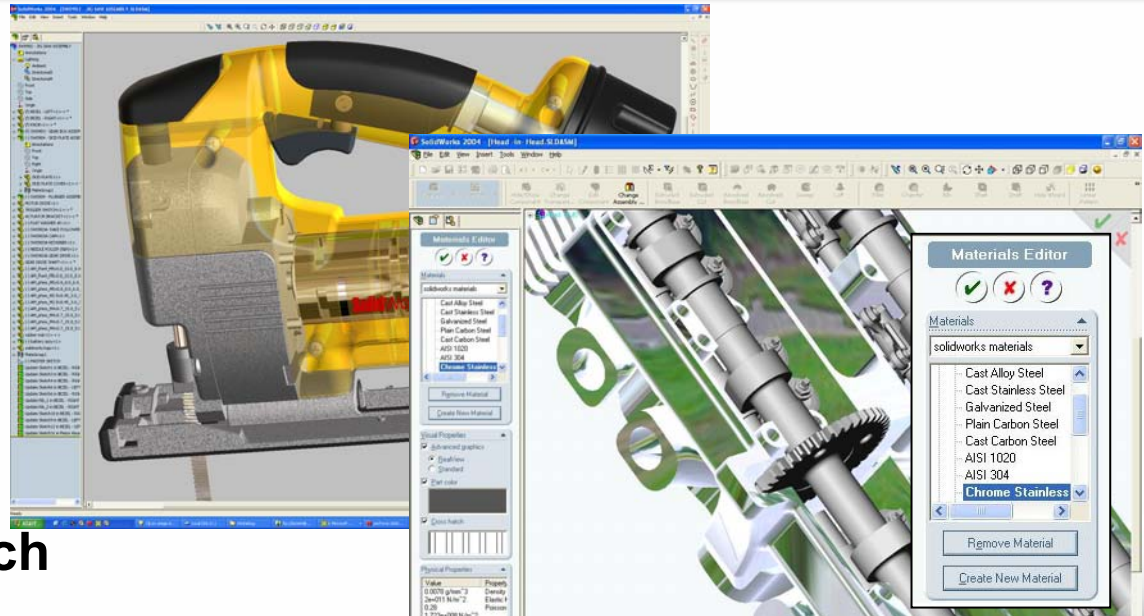


# Quadro FX – MCAD



## Industrial Realism

- Performance
- Precision
- Programmability
- Quality



## Solidworks 2004 Launch Platform

## CATIA Demo Platform

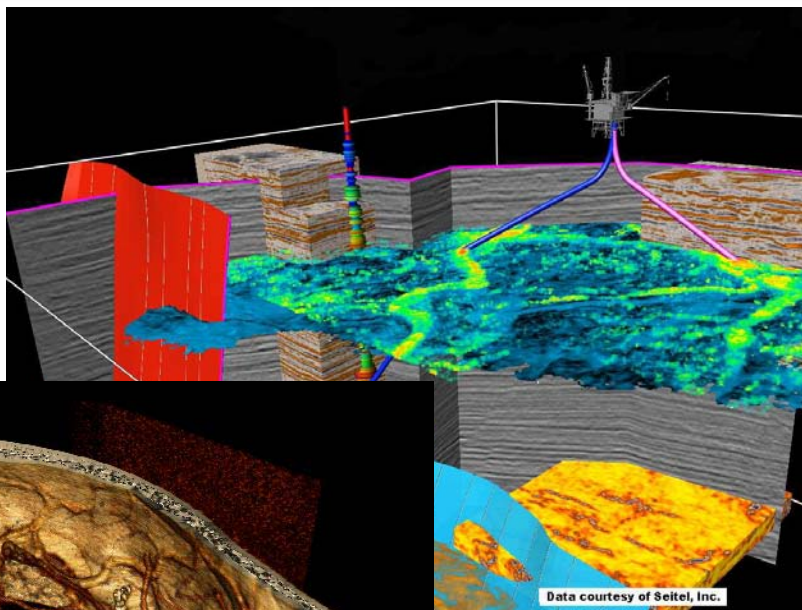


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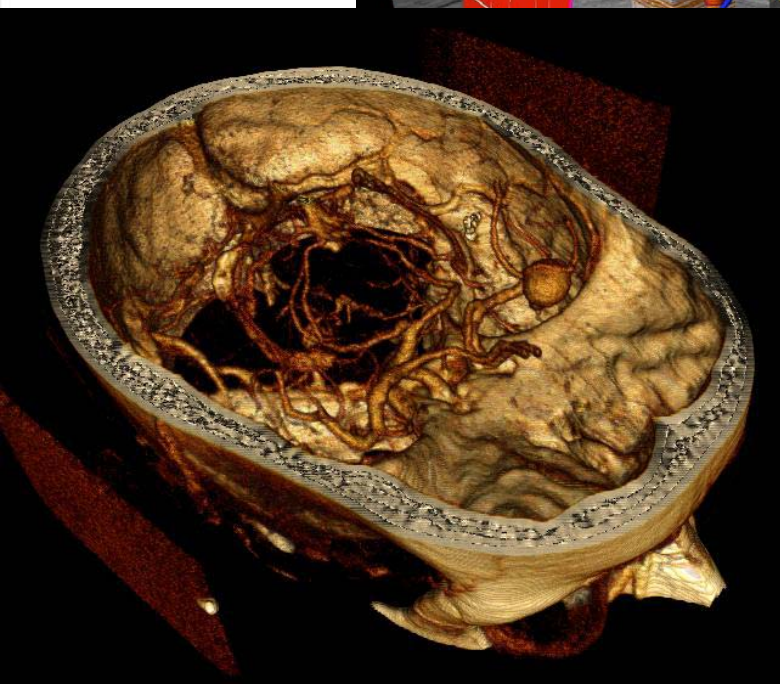
# Quadro FX – Industrial Design and Styling



# Quadro FX for Volumetric Imaging



- 3D Volumetric Data
- 256x256x256 voxels, 4 bytes per voxel, 27 Hz (1.8 GB/s)
- 2,048 fragment instructions
- 128-bit Precision Graphics Pipeline



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