

# NVIDIA QUADRO FX 3500

# The Definition of Performance The Standard for Quality

### **NVIDIA Quadro® FX 3500**

graphics board is the industry leading high-end professional graphics solution for CAD, DCC, and visualization applications.

NVIDIA Quadro FX 3500 highend graphics offer a new level of interactivity for engineers and designers enabling ultimate performance, features, and quality; leading to shorter production cycles and faster time to market. Architected for outstanding performance and quality, NVIDIA Quadro FX 3500 delivers 42.2GB/sec. memory bandwidth and a 256-bit memory interface with support for 256MB ultra-fast GDDR3 memory. Featuring two dual-link DVI connectors, NVIDIA Quadro FX 3500 offers the industry's best image quality at resolutions up to 3840 x 2400.

The NVIDIA Quadro FX family delivers on the promise of the industry's fastest PCI Express® workstation graphics solutions. Featuring NVIDIA Quadro FX 5500, FX 4500 X2, and FX 4500 at the ultra-high-end, NVIDIA Quadro FX 3500 and FX 3450 at the high-end, NVIDIA Quadro FX 1500 and FX 1400 at the mid-range, and NVIDIA Quadro FX 560, FX 550, and FX 350 at the entry-level, NVIDIA Quadro



FX delivers unmatched workstation performance and quality. CAD, DCC, and visualization applications acquire a new level of interactivity by enabling unprecedented capabilities in programmability and precision. For

the first time, styling and production rendering become integral functions of the design workflow, shortening the production process and enabling faster time to market.

# **PRODUCT SPECIFICATIONS**

|                            | ATTY 4 00    0 0     |
|----------------------------|----------------------|
| Form Factor                | ATX, 4.38" x 8.0"    |
| Frame Buffer Memory        | 256MB GDDR3          |
| Memory Interface           | 256-bit              |
| Memory Bandwidth           | 42.2GB/sec.          |
| Max Power Consumption      | 80W                  |
| Graphics Bus               | PCI Express x16      |
| Display Connectors         | DVI-I, DVI-I, Stereo |
| Dual Link DVI              | Yes (2)              |
| Auxiliary Power Connectors | Yes (1)              |
| Number of Slots            | 1                    |
| Thermal Solution           | Active Fansink       |
| NVIDIA® SLI™ Technology    | Yes                  |

# **NVIDIA Quadro FX 3500 Key Features and Benefits**

| Highest Workstation Application Performance            | Next-generation architecture enables over 2x improvement in geometry and fill rates with the industry's highest performance for professional CAD, DCC, and visualization applications.  |
|--|---|
| Unmatched Color Precision                              | Full 128-bit precision graphics pipeline enables sophisticated mathematical computations to maintain high accuracy, resulting in unmatched visual quality. Full IEEE 32-bit floating-point precision per color component (RGBA) delivers millions of color variations with the broadest dynamic range.  |
| Next-Generation Vertex and Pixel Programmability       | NVIDIA Quadro FX GPUs introduce infinite length vertex programs and dynamic flow control, removing the previous limits on complexity and structure of shader programs. With full support for Vertex and Shader Model 3.0, NVIDIA Quadro FX GPUs deliver sophisticated effects never before imagined for real-time graphics systems.   |
| Unparalleled Subpixel Precision                        | 12-bit subpixel precision delivers high geometric accuracy, eliminating spreckles, cracks, and other rasterization anomalies.   |
| Hardware-Accelerated Pixel Read-Back                   | Greater than 2.4GB/sec., pixel read-back performance delivers massive host throughput, more that 10x the performance of previous generation graphics systems.   |
| Rotated Grid FSAA (FSAA)                               | RG FSAA sampling algorithm introduces far greater sophistication in the sampling pattern, significantly increasing color accuracy and visual quality for edges and lines, reducing "jaggies" while maintaining performance.   |
| High Precision Dynamic Range Imaging (HPDR) technology | Sets new standards for image clarity and quality through floating point capabilities in shading, filtering, texturing, and blending. Enables unprecedented rendered image quality for visual effects processing.  |
| NVIDIA PureVideo Technology                            | NVIDIA® PureVideo™ technology is the combination of high-definition video processors and software that delivers unprecedented picture clarity, smooth video, accurate color, and precise image scaling for SD and HD video content. Features include, high-quality scaling, spatial temporal de-interlacing, inverse telecine, and high quality HD video playback from DVD. |
| Dual Dual-Link Digital Display<br>Connectors           | Dual dual-link TMDS transmitters support ultra-high-resolution panels (up to 3840 x 2400 @ 24Hz on each panel) — which result in amazing image quality producing detailed photorealistic images.  |
| NVIDIA SLI Technology                                  | NVIDIA SLI technology enables dynamically scalable graphics performance, enhanced image quality, and expanded display real-estate.  |

### PRODUCT SPECIFICATIONS

#### **Supported Operating Systems**

- Microsoft® Windows® XP (64-bit and 32-bit)
- Microsoft Windows 2000 (32-bit)
- Linux® Full OpenGL® implementation, complete with NVIDIA and ARB extensions (64-bit and 32-bit)
- AMD64, Intel EM64T

#### NVIDIA Quadro FX 3500 Architecture

- 128-bit color precision
- Unlimited fragment instruction
- Unlimited vertex instruction
- 3D volumetric texture support
- Single-system powerwall
- 12 pixels per clock rendering engine
- Hardware accelerated antialiased points and lines
- Hardware OpenGL overlay planes
- Hardware accelerated two-sided lighting
- Hardware accelerated clipping planes
- 3rd-generation occlusion culling

- 16 textures per pixel in fragment programs
- Window ID Clipping Functionality
- Hardware Accelerated Line Stippling

# **Shading Architecture**

- Fully programmable GPU (OpenGL2.0/ DirectX 9.0c class)
- Long fragment programs (unlimited instructions)
- Long vertex programs (unlimited instructions)
- Looping and subroutines (up to 256 loops per vertex program)
- Dynamic flow control
- Conditional execution

# **High Level Shader Languages**

- Optimized compiler for Cg and Microsoft® HLSL
- OpenGL 2.0 and DirectX 9.0c support
- Open source compiler

#### **High-Resolution Antialiasing**

- 12-bit subpixel sampling precision enhances AA quality
- Rotated Grid Full-Scene Antialiasing (RG FSAA)
- 8x FSAA dramatically reduces visual aliasing artifacts or "jaggies" at resolution up to 1920x1200

## **Display Resolution Support**

- Dual dual-link DVI-I outputs-drive two digital displays at resolutions up to 3840 x 2400 @ 24Hz
- Internal 400 MHz DACs Two analog displays up to 2048x1536 @ 75 Hz

## **NVIDIA nView Architecture**

 Advanced multi-display desktop & application management seamlessly integrated into Microsoft Windows.



Where to buy NVIDIA Quadro

**NVIDIA Quadro** is available through major US OEMs, PNY Technologies (US and Europe), Leadtek (Asia-Pac), and ELSA Japan. Please visit **www.nvidia.com/page/workstation.html** for information.

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