

# AccelGALAXY

## 3D POWERHOUSE FOR TEXTURE AND VISUALIZATION

When inspiration strikes, speed is the key to capturing the essence that gives your project life. The AccelGALAXY 3D graphics accelerator liberates your bursts of creative energy with performance of up to 4 million triangles per second and fill-rates up to 90 million textured pixels per second.

Just one AccelGALAXY board can handle dual screens and support 3D stereo glasses. This powerhouse meets your demanding needs for 3D animation and visual/simulation applications.

Our optimized drivers offer top performance and high-quality anti-aliasing with a range of professional applications such as CATIA, Maya, Softimage 3D, and Unigraphics. Platforms and applications are up to you, but for the ultimate in 3D graphics, there is only one choice - AccelGALAXY.



Image courtesy of Bentley.

### OUTSTANDING PERFORMANCE

Robust OpenGL® drivers for Windows NT®, optimized and tuned to increase performance with specific applications.

### APPLICATION QUALITY

Tested and supported by both Evans & Sutherland and our software partners, assuring users of the highest quality experience. E&S works directly with key application vendors maximizing hardware/software compatibility.

### GREAT SERVICE

Customer support with a three-year parts-and-labor warranty and an in-house staff of 2D and 3D experts who know and understand the complexities of 3D graphics hardware and applications.

### 3D WITH A DIFFERENCE.



Now a part of Evans & Sutherland.

# AccelGALAXY

## SPECIFICATIONS

### GRAPHICS FEATURES

- Stereo support
- Dual screen  
*(Only one AccelGALAXY card required!)*
- Gouraud shading
- Alpha blending for transparency
- High-quality anti-aliasing
- Texture:
  - Bilinear, trilinear filtering
  - Perspective Correction
  - MIPmapping
- Per pixel depth cueing
- Fog, Overlays & Stencils
- Window ID Support

### SOFTWARE SUPPORT

- OpenGL
- Microsoft Windows NT 4.0

### GRAPHICS PERFORMANCE<sup>1</sup>

3D Vectors	4M <sup>2</sup>
3D Triangles	4M triangles/sec <sup>3</sup>
Texture fill rate	90M pixels/sec

### HARDWARE FEATURES

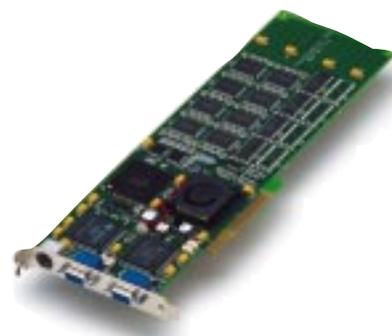
- E&S REALimage 2000 technology
- Built-in VGA support

### TOTAL MEMORY: 36 OR 52 MB

- 20 MB 3DRAM (frame & local buffer)
- 16 MB or 32 MB CDRAM (texture)

### SYSTEM REQUIREMENTS

- 100% IBM-compatible PC with an Intel Pentium II processor
- One available AGP slot
- Power consumption < 25W



### SERVICE AND SUPPORT

- High quality technical support via a select group of VARs and system manufacturers
- Direct technical support line
- Website for access to software driver updates and technical support

### WARRANTY

Three-year (parts and labor)

### COMPATIBILITY

UL 1950. Certified FCC Class B. CE Mark.

<sup>1</sup> Performance may vary by CPU and bus implementation  
<sup>2</sup> 3D vectors are 10 pixels, anti-aliased  
<sup>3</sup> 3D triangles are 25 pixels, Gouraud-shaded

### SUPPORTED DISPLAY MODES

Resolution	Color	Z-buffer	Texture	Refresh Rate (Hz)
640 x 480	24-bit	24-bit	16 or 32MB	72, 85
800 x 600	24-bit	24-bit	16 or 32MB	60, 85
1024 x 768	24-bit	24-bit	16 or 32MB	60, 75, 85
1280 x 1024	24-bit	24-bit	16 or 32MB	60, 75, 85
1600 x 1200	12-bit	24-bit	16 or 32MB	65, 70
1920 x 1080	12-bit	24-bit	16 or 32MB	72
2048 x 768*	12-bit	24-bit	16 or 32MB	60, 75, 85

\*Dual screen. Check [www.accelgraphics.com](http://www.accelgraphics.com) for additional display modes.

CORPORATE HEADQUARTERS, USA  
1873 BARBER LANE  
MILPITAS, CA 95035  
800-444-5699, 408-546-2100  
FAX 408-321-0260

EUROPE: NORTHERN & SOUTHERN  
+44-1905-726782  
FAX: +44-1905-726577

EUROPE: CENTRAL & EASTERN  
+49-611-1885860  
FAX +49-611-9200288

ASIA PACIFIC  
+1-408-546-2100  
FAX +1-408-321-0260



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