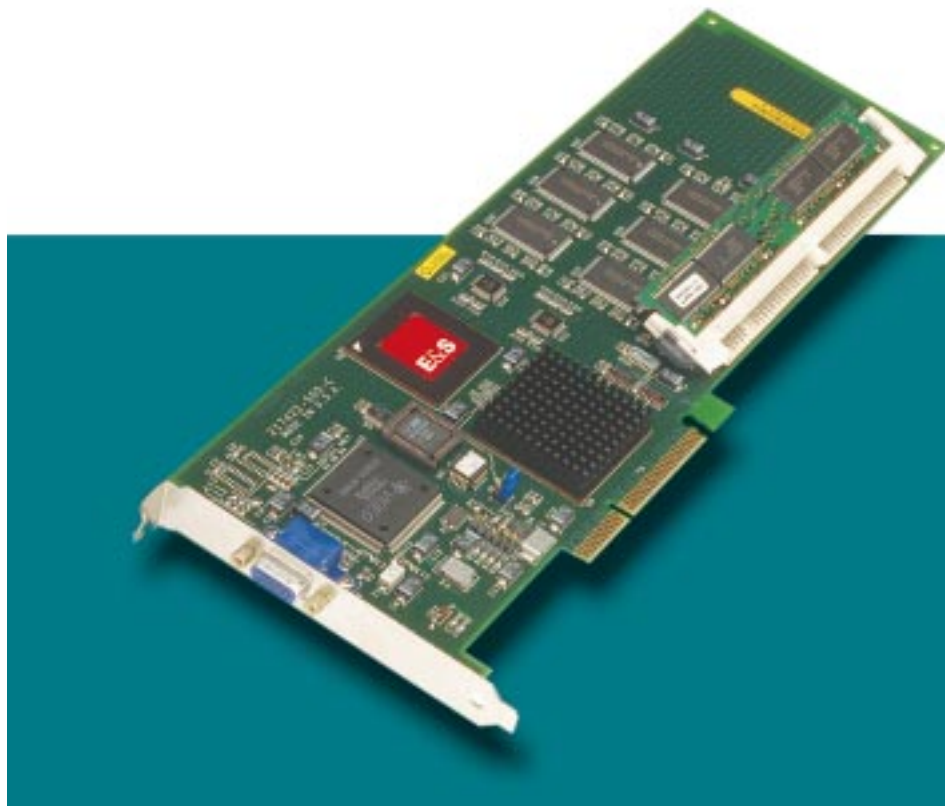


E&S Lightning 1200™

Cost-Effective 3D Solution for Design Professionals

- DYNAMICgeometry™ for scalable performance
- Highest quality, full-speed antialiasing and transparency
- Pentium® III-ready
- Up to 3.3 million triangles per second
- 70 million textured pixels per second
- 31 MB of smart 3D memory



E&S Lightning 1200™

E&S Lightning 1200™ Specifications

GRAPHICS FEATURES AVAILABLE SIMULTANEOUSLY

- Gouraud shading
- Alpha blending for transparency
- High-quality antialiasing
- Texture:
 - Bilinear, trilinear filtering
 - Perspective correction
 - MIP mapping
- Per-pixel depth cueing
- Transparency, fog, overlays, and stencils

SOFTWARE SUPPORT

- OpenGL®
- Microsoft Windows NT® 4.0
- DX 6 on Windows 2000

GRAPHICS PERFORMANCE^{1,2}

- 3D vectors³ 3.3M per second
- 3D triangles⁴ 3.3M Per Second
- Texture fill rate 70M pixels/sec

HARDWARE FEATURES

- E&S REALimage® 1200 technology
- Built-in VGA support
- 8-bit, double-buffered overlay or alpha
- Stencil planes (4-bit)
- Window IDs (4-bit)
- AGP 2x interface

TOTAL MEMORY

- 15MB 3DRAM (frame & local buffer)
- 16MB CDRAM (texture)

SYSTEM REQUIREMENTS

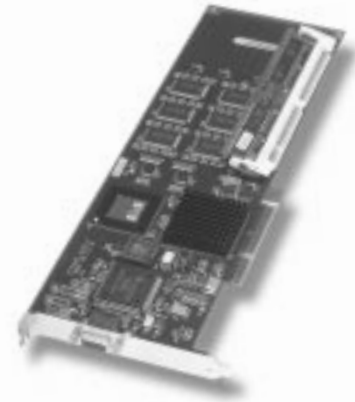
- 100% IBM-compatible PC with an Intel Pentium II, Pentium III
- One available AGP slot
- Power consumption <25W

SERVICE AND SUPPORT

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

SUPPORTED DISPLAY MODES

Resolution	Color	Z-Buffer	Texture	Refresh Rate (Hz)
640 x 480	24 bit	24 bit	16MB	72, 75, 85, 120
800 x 600	24 bit	24 bit	16MB	60, 75, 85, 120
1024 x 768	24 bit	24 bit	16MB	60, 75, 85, 120
1280 x 1024	24 bit	24 bit	16MB	60, 75, 85



COMPATIBILITY

- UL 1950. Certified FCC Class B. CE Mark.

WARRANTY

- Three years (parts and labor)

Evans & Sutherland
 1873 Barber Lane
 Milpitas, CA 95035
 tel 408-546-2100 fax 408-321-0260
 web www.es.com

¹ All performance rates are with 1280 x 1024 resolution @85Hz, and 24-bit truecolor.

² Performance may vary by CPU and bus implementation.

³ 3D vectors are 10 pixels, antialiased with 16-subpixel positioning accuracy.

⁴ 3D triangles are Gouraud-shaded, textured, alpha-blended, and Z-buffered.