



3D Blaster Voodoo2
Life in the fast lane

Graphics Blaster Voodoo2

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Are you serious about your gaming hardware ?. Do you dream of sustained frame rates of 20, 40, or even 60 frames per second?. How about single-pass trilinear filtering?, LOD MIP mapping?, Perspective correct texture mapping with sub-pixel and sub-textel accuracy?. Maybe you've even wished for environmental effects like reflections and shadows that didn't slow your system to a crawl.

Introducing 3D Blaster Voodoo2. Using 3 separate processors, and 12Mb of ultra high-performance single-cycle DRAM, 3D Blaster Voodoo2 delivers dual-texture fill rates as high as 180 million texels per second, resolutions as high as 1024 x 768

The 3D Blaster Voodoo2 line-up consists of two models:

- A fully-equipped **12MB** version - the maximum configuration possible
- A powerful **8MB** version

Both models include very high speed, single cycle DRAM and deliver:

- a phenomenal **3 million triangles** per second
- **90 million** (180 million pixels in SLI configuration) dual-textured, bilinear-filtered, per-pixel MIP-mapped, alpha-blended, Z-buffered pixels per second.