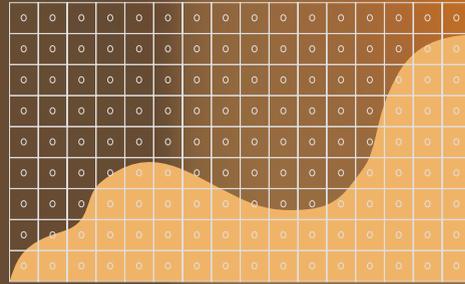
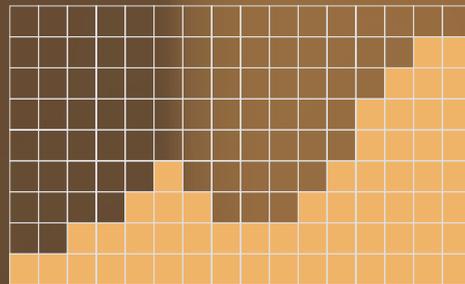


THE PROBLEM...

ILLUSTRATION OF "JAGGIES" CAUSED BY SAMPLING



a - intended curve



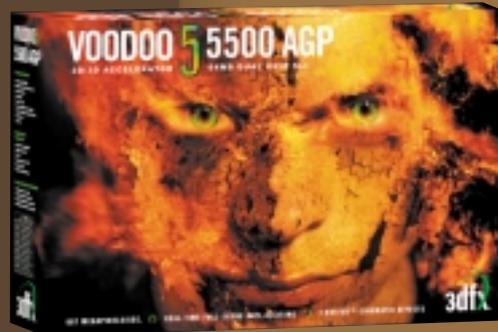
b - sampled approximation

For years, computer based graphics have been plagued by visual artifacts created when the processor attempts to render ultra smooth curves, or gently sloping straight lines.

These artifacts, known as aliasing, are generated when the computer is forced to choose between two discrete values (all or nothing), when the hoped for result is actually somewhere in between.

The limitations of these conventional sampling techniques result in a rough approximation of the intended image, and this roughness is perceived as an undesirable "jagginess." 3dfx has solved this problem with the introduction of its revolutionary hardware based Full-Scene Anti-Aliasing, or FSAA.

THE SOLUTION...



VOODOO5 5500
2D/3D ACCELERATOR
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FSAA

REAL-TIME FULL-SCENE ANTI-ALIASING

SEE THE DIFFERENCE

Real-Time Full-Scene Anti-Aliasing (FSAA) has long been the "Holy Grail" in 3D computer graphics. The VSA-100™ architecture brings useable, fully compatible and absolutely amazing Full-Scene Anti-Aliasing to the PC for the first time.

3dfx™

