

Creative Labs 3D Blaster VLB

Written by Pirx

Sunday, 06 January 2013 19:25 - Last Updated Sunday, 06 January 2013 20:17



Core: 3DLabs GameGlint - a trimmed down version of Glint 300SX (or maybe a full 300SX??)
?MHz ?bit

Memory: 1 MB VRAM (framebuffer), 1 MB DRAM (textures) ?MHz ?bit (upgradable to 4 MB overall)

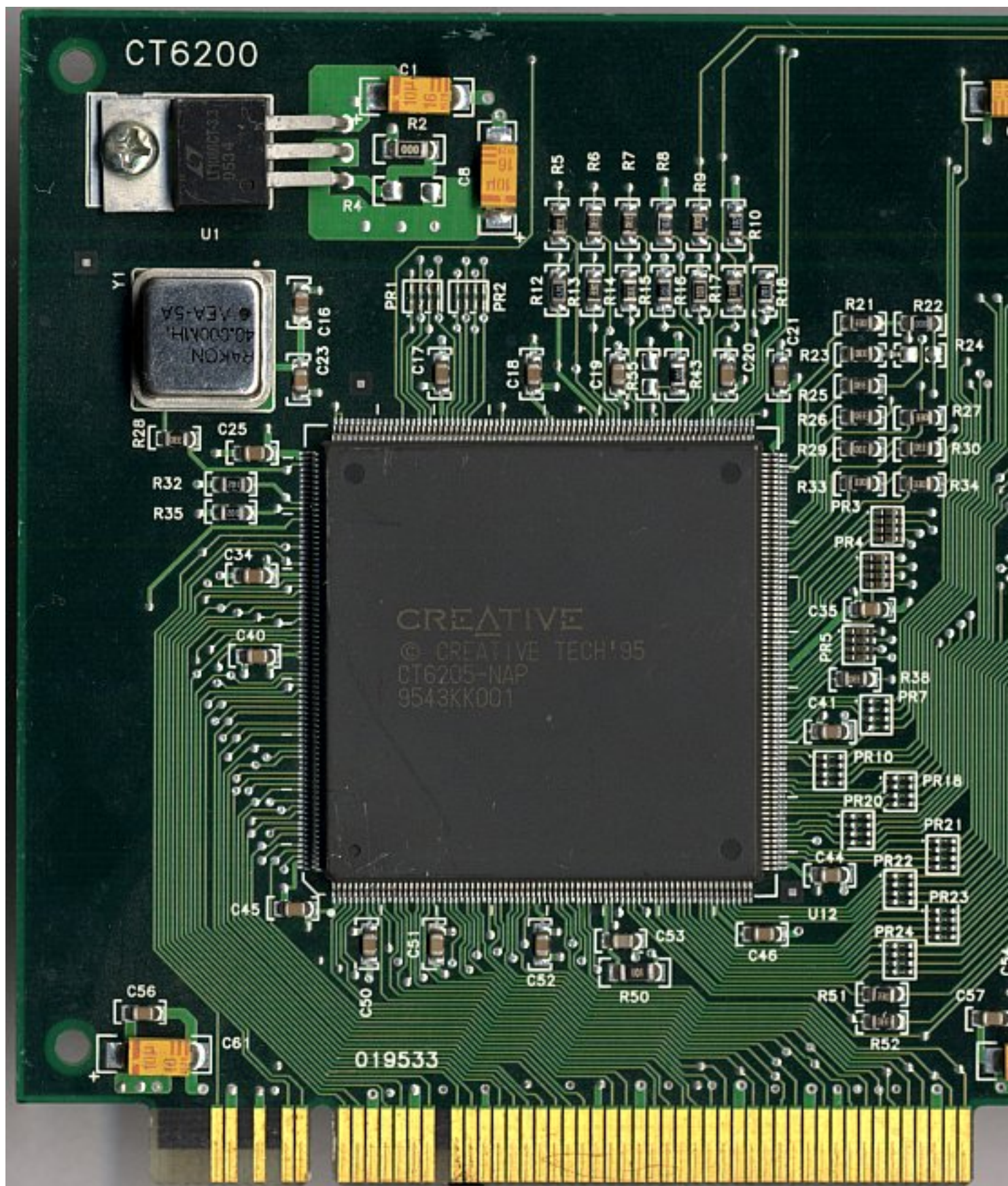
Year: 1995 **Bus:** VL-Bus **Links:** this was the first try to establish a consumer-card and standard for 3D-acceleration and the only 3D-accelerator for the Vesa Local Bus
it's also capable of 2D-acceleration in Windows or you could use it as a "plain" 3D-accelerator like a Voodoo later

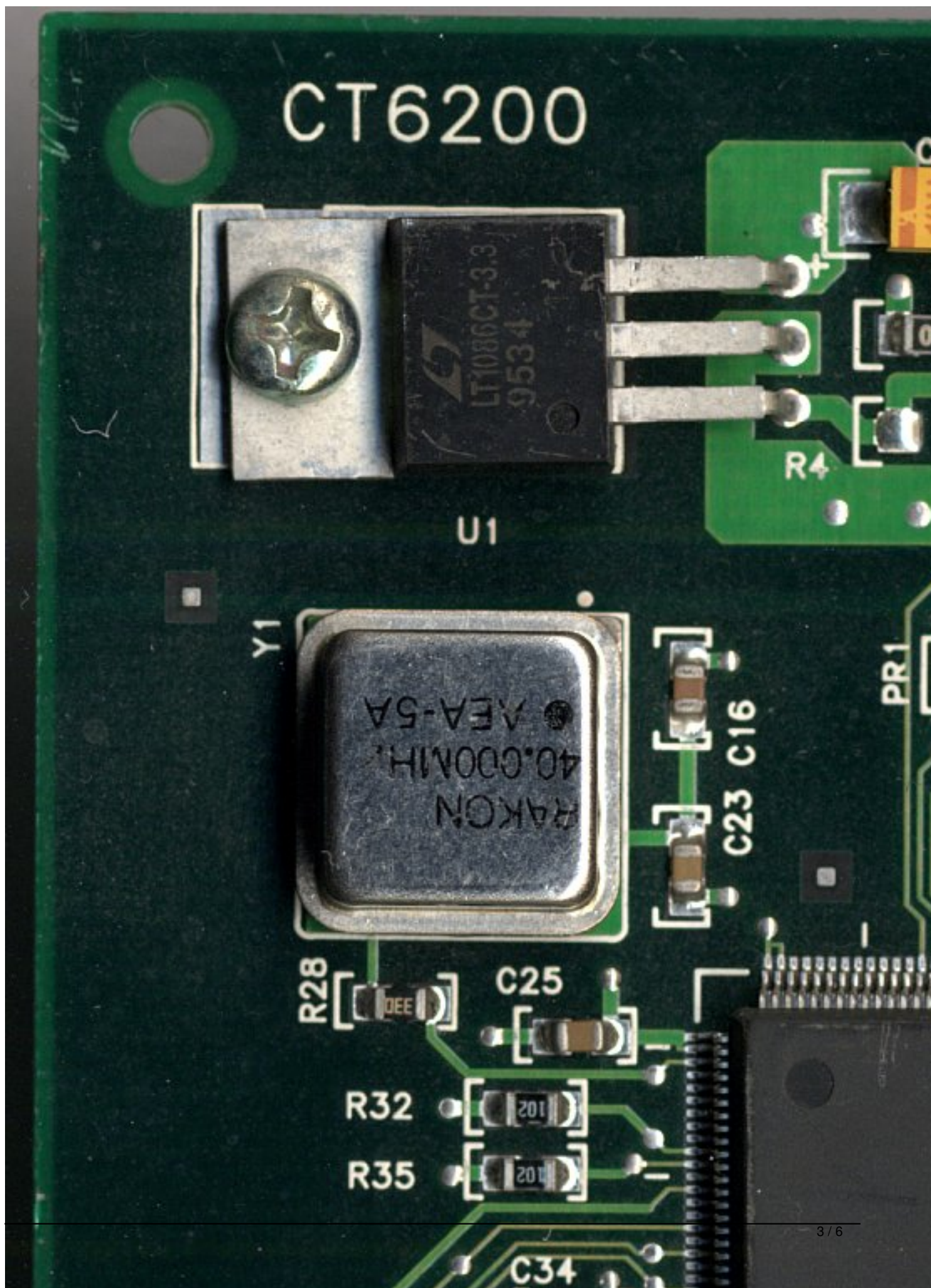
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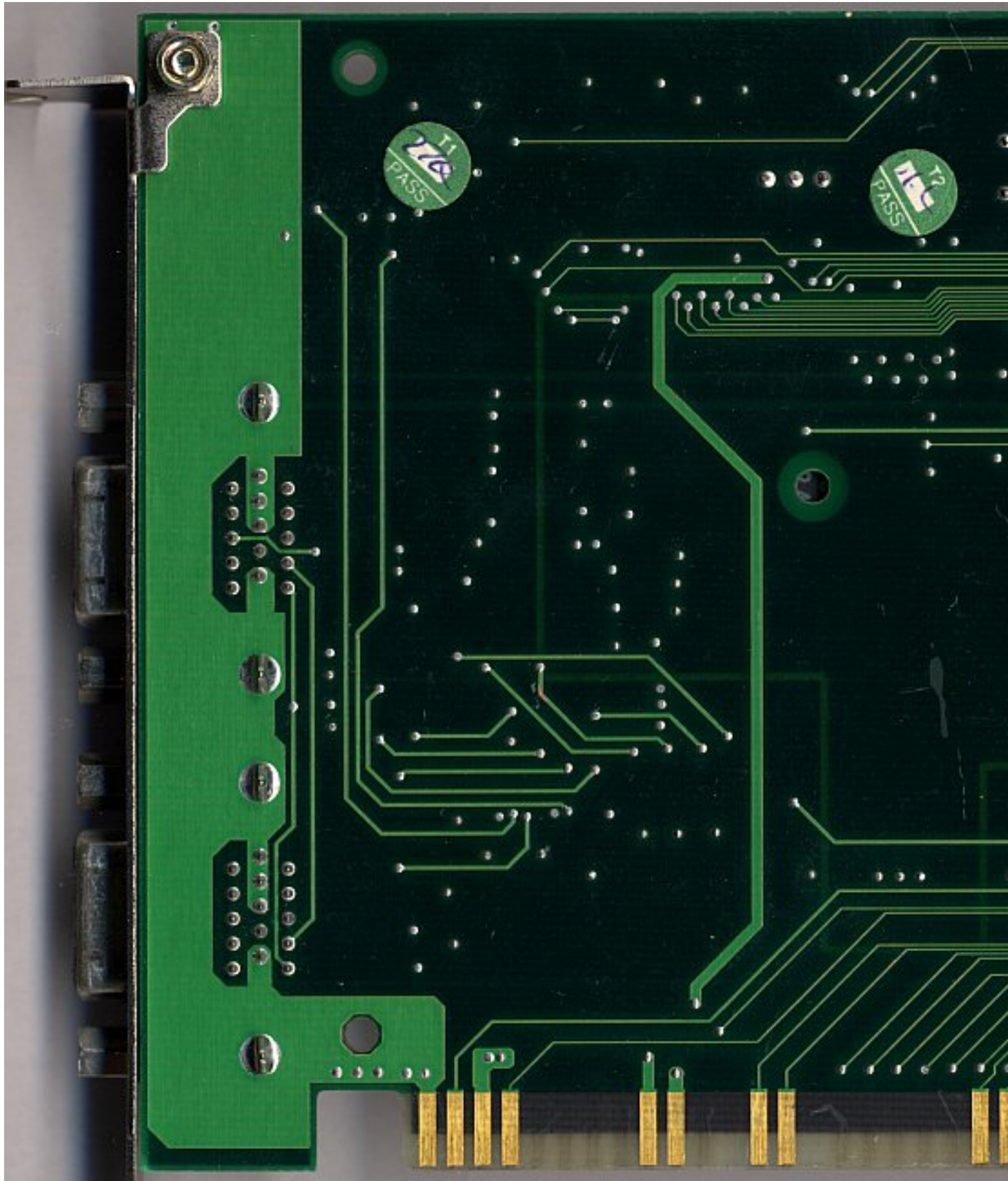




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Now your 486 VL-bus PC can deliver state-of-the-art, 3D graphics that turbocharge your personal computer at an affordable price.

TRUE TEXTURE GRAPHICS TECHNOLOGY

- 3D True Texture technology accelerates 3D graphics rendering for compelling, immediate response
- Perspective correct texture mapping delivers the most compelling 3D graphics on the market
- Lightning fast, 16 bit, 640X480 graphics provide full screen, full color visual scenes
- Advanced Fog and Alpha Blending deliver superior image quality and special effects
- On board Z-Buffering and texture memory turbocharge 3D Blaster so it can deliver incredible detail
- Texture Anti-Aliasing eliminates visual anomalies and artifacts, providing superior image quality

BREAKTHROUGH 3D GRAPHICS PERFORMANCE

- 3D Blaster can process up to 200,000 polygons per second
- Pixel fill rates up to 25,000,000 pixels per second
- Bit Blt rates of up to 40,000,000 pixels per second
- Real-time frame rates

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