

## CS05 NVidia/SGS-THOMSON NV1/STG-2000 Multimedia Accelerators

The information I currently have is from the press releases on the NVIDIA Home page at <http://www.nvidia.com/>

NVIDIA Corporation and SGS-THOMSON, today announced the introduction of the NV1 and STG2000 Multimedia Accelerators. The first complete multimedia accelerators, the NV1 and STG2000 represent the culmination of a strategic partnership that began over a year ago. The technology will deliver powerful multimedia capabilities exceeding that of next generation game consoles, while preserving the versatility of the personal computer. Available now, they are single-chip Multimedia Accelerators that delivers the power of real-time photorealistic 3D graphics, full-motion video and special effects, and concurrent high-fidelity audio for interactive multimedia.

They feature stunning 3D graphics capabilities with texture-mapping, lighting effects, and a special feature called video texturing. This unique feature allows developers to texture a 3D object with full-motion video, creating new levels of realism never before possible in a PC application. In addition, they deliver concurrent high-fidelity wave-table audio, full-motion video acceleration, world-class GUI acceleration, enhanced digital game port, and an internal synchronization timer for multimedia.

Market coverage will be provided by two versions of the multimedia accelerator. NVIDIA will market and sell the NV1 (VRAM version) while SGS-THOMSON will market and sell the STG2000 (DRAM version). Both products are available with PCI and VL bus interfaces. The NV1 or STG2000 allow leading-edge adapter card and PC OEMs to offer a multimedia sub-system with dazzling 3D, wave-table audio, GUI acceleration, enhanced game port performance, and video acceleration -- on a single-card with a street price of around \$200.

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### COMMENTS:

There are no current plans to do an NT driver, or OpenGL, although some third parties have expressed interest. They don't think consumers will be running applications on OpenGL or NT. The chips does not support texture memory. They do forward texture mapping: specify the control points (4 for bilinear, 9 for quadratic surface), specify the subdivision of the texture, then write texels. As you write each texel the chip computes its location on-screen, optionally computes a blend value for it, and it shows up on-screen.

I'm not sure, but it doesn't not appear to have a Z-buffer, either.