

nVIDIA GeForce3

Written by Zaatharen

Sunday, 08 April 2012 18:45 - Last Updated Sunday, 08 April 2012 18:59



Core: NV20 200MHz 256bit

Memory: 64MB DDR 460MHz 128bit **Year:** 2001 **Bus:** AGP 4x **Pixel shaders:** 4 (v1.1) **Vertex shaders:**

1 (v1.1)

DirectX:

7

Pixel pipelines:

4

TMU per pipeline:

2

Transistors:

57 million

Made:

150nm

Pixel write speed:

800 MPixel/s

Texel write speed:

1600 MTexel/s

Memory bandwidth:

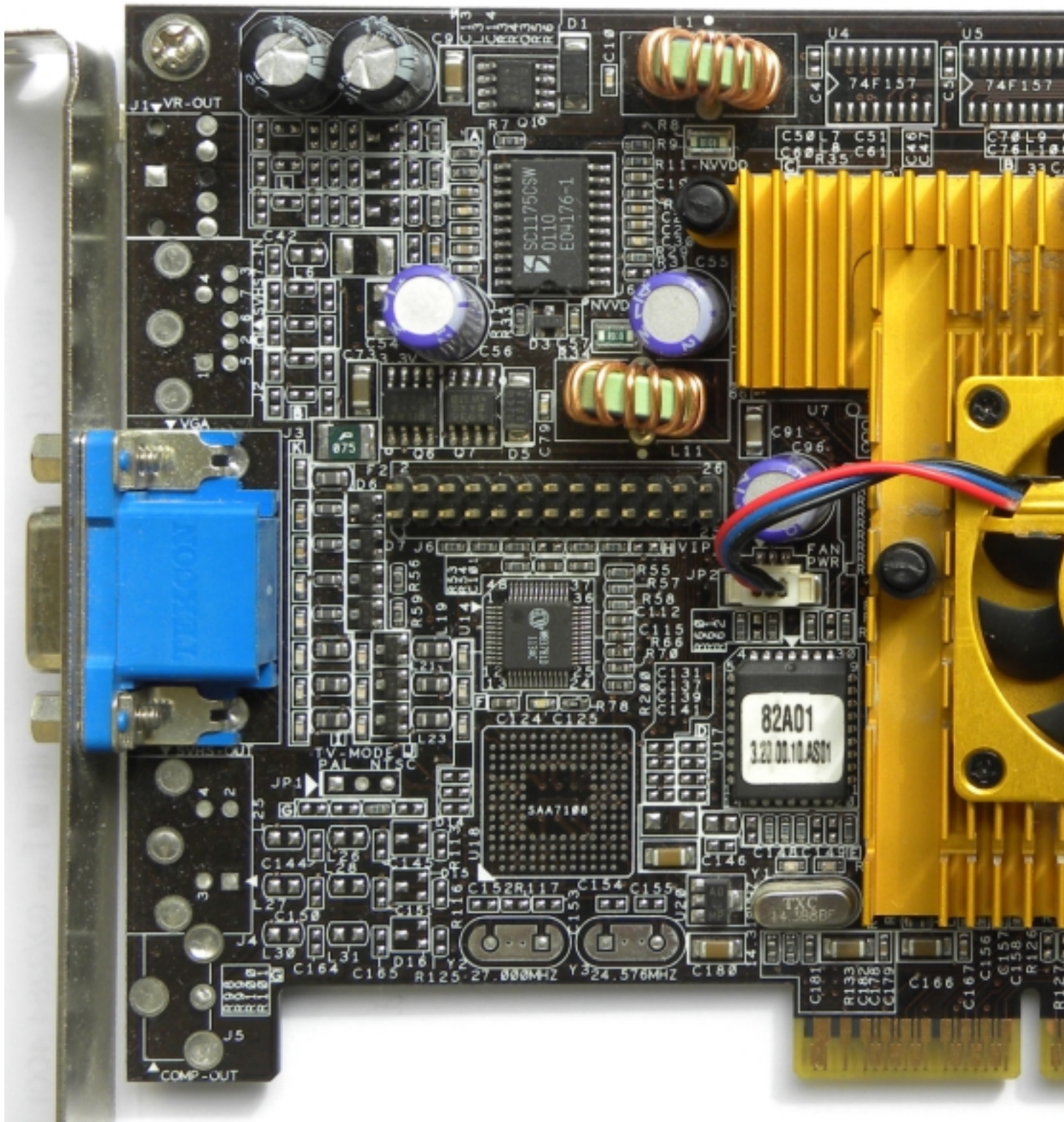
7328 MB/s

{webgallery}

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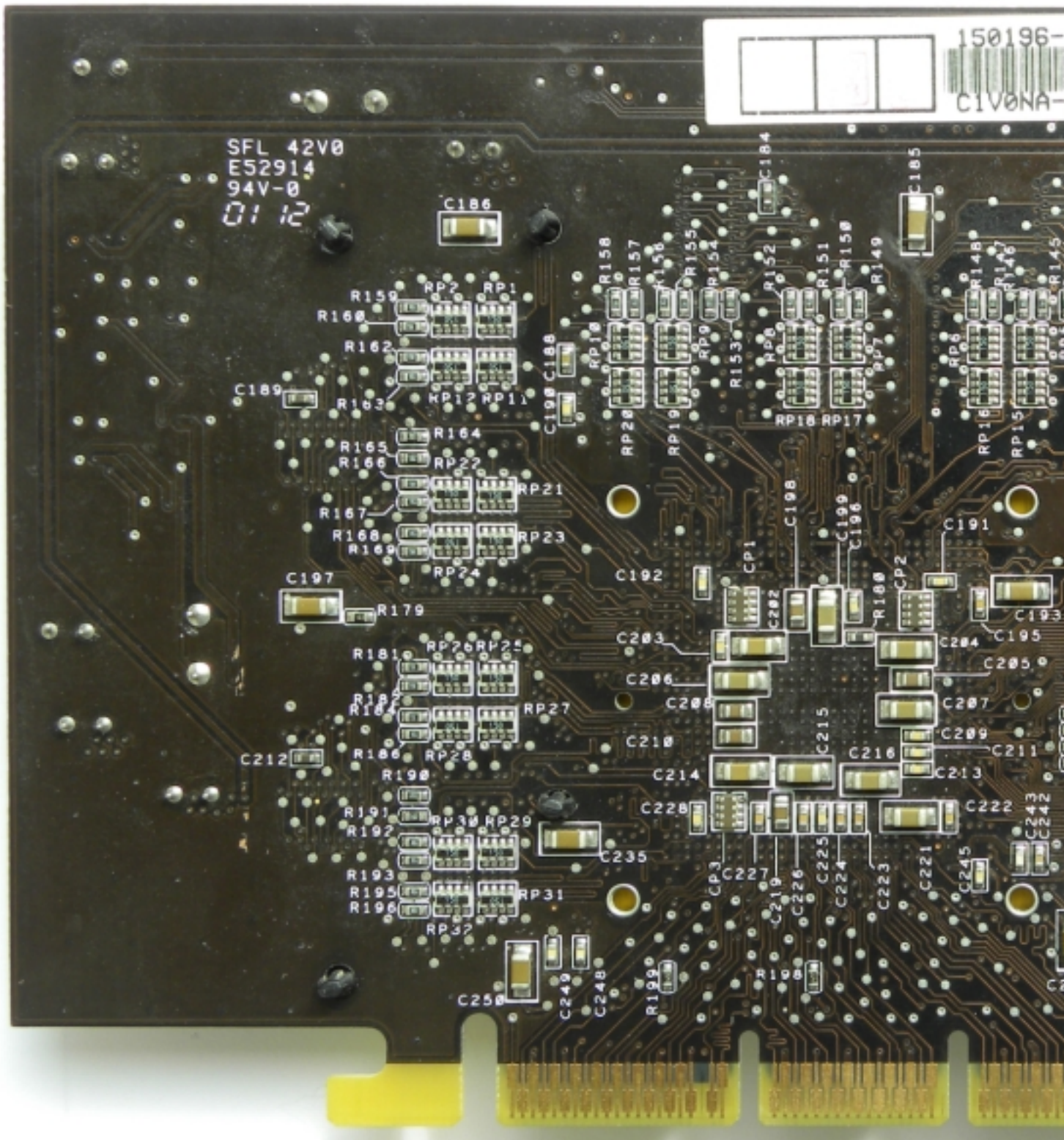
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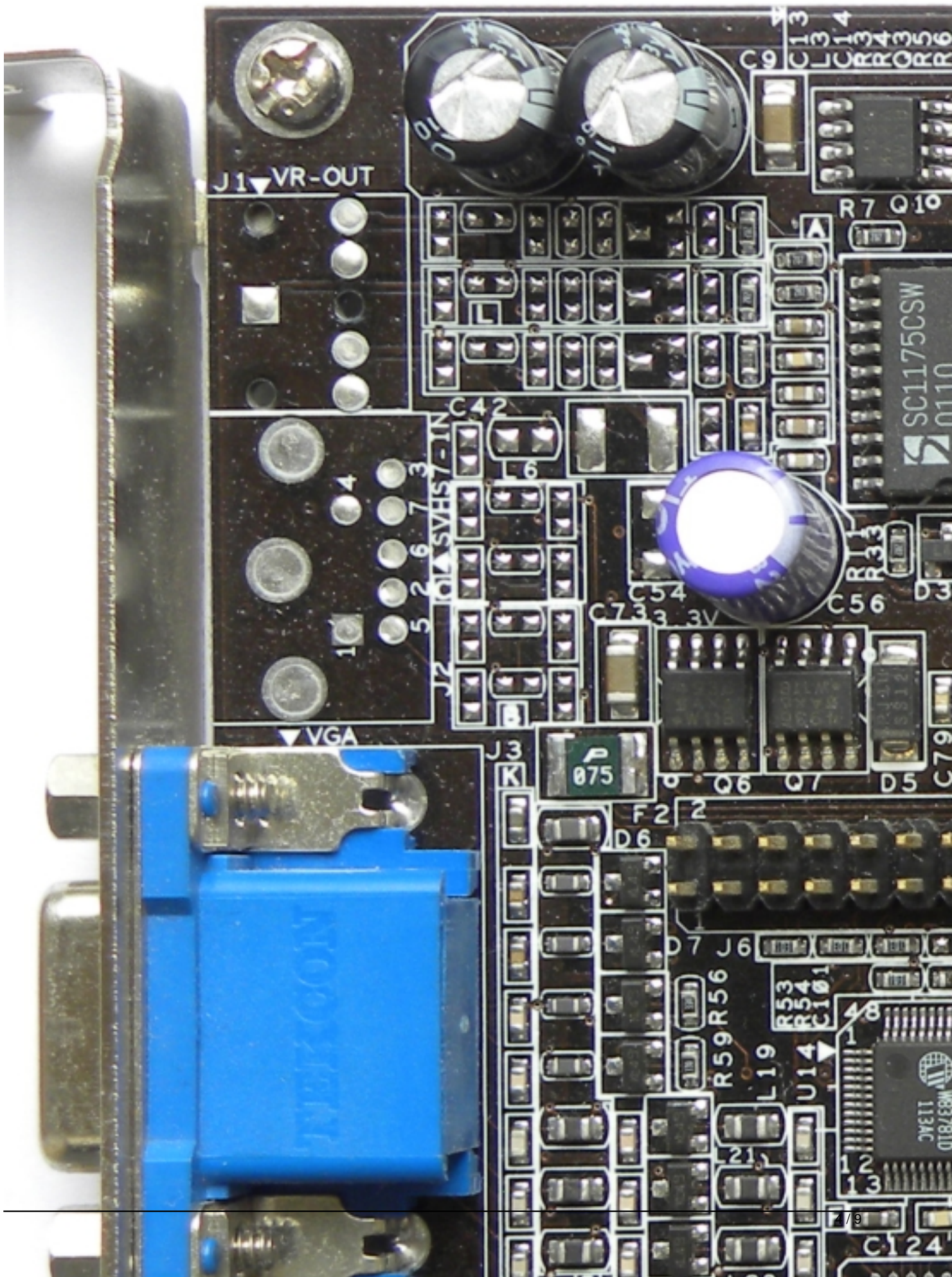
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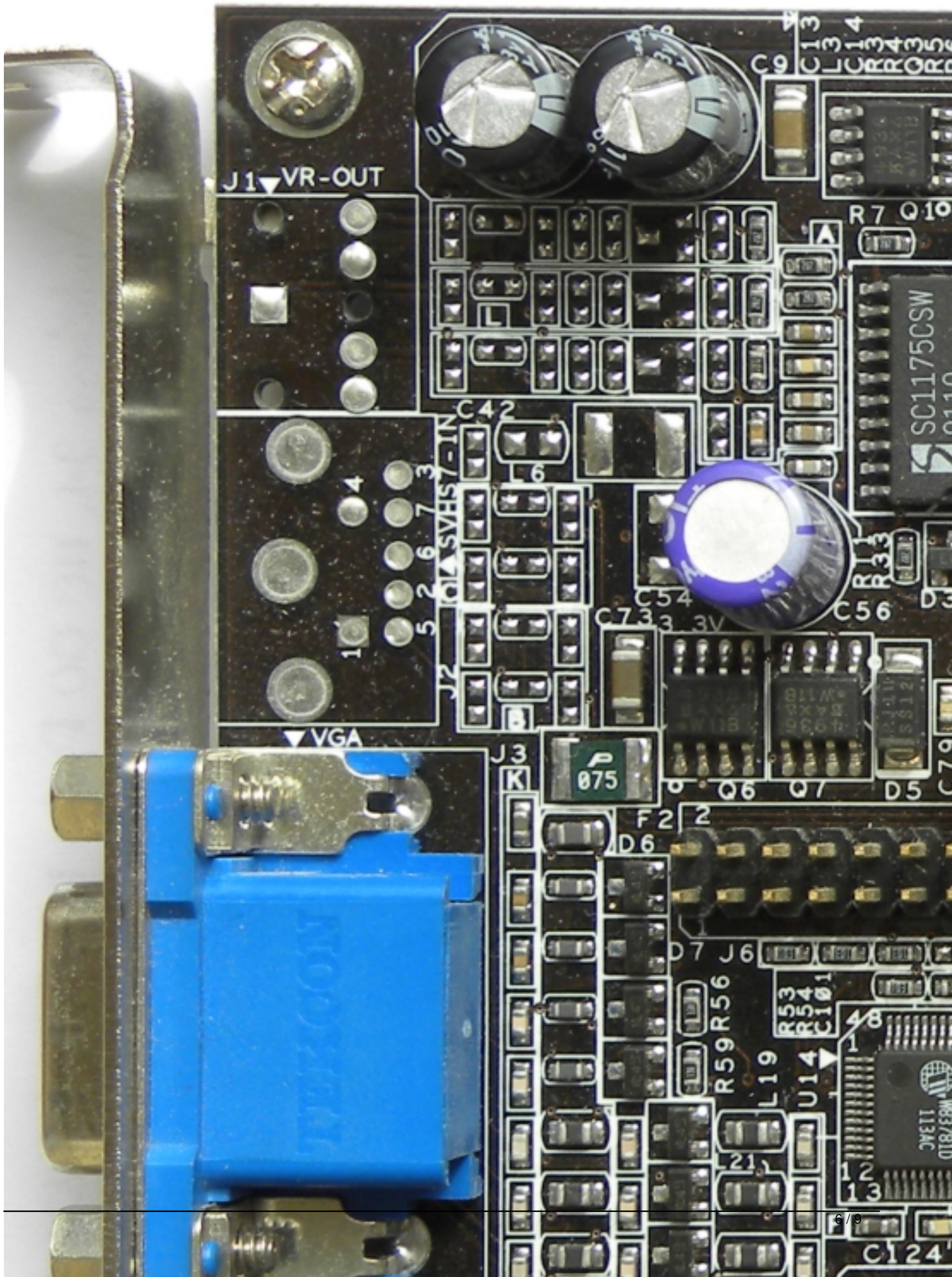
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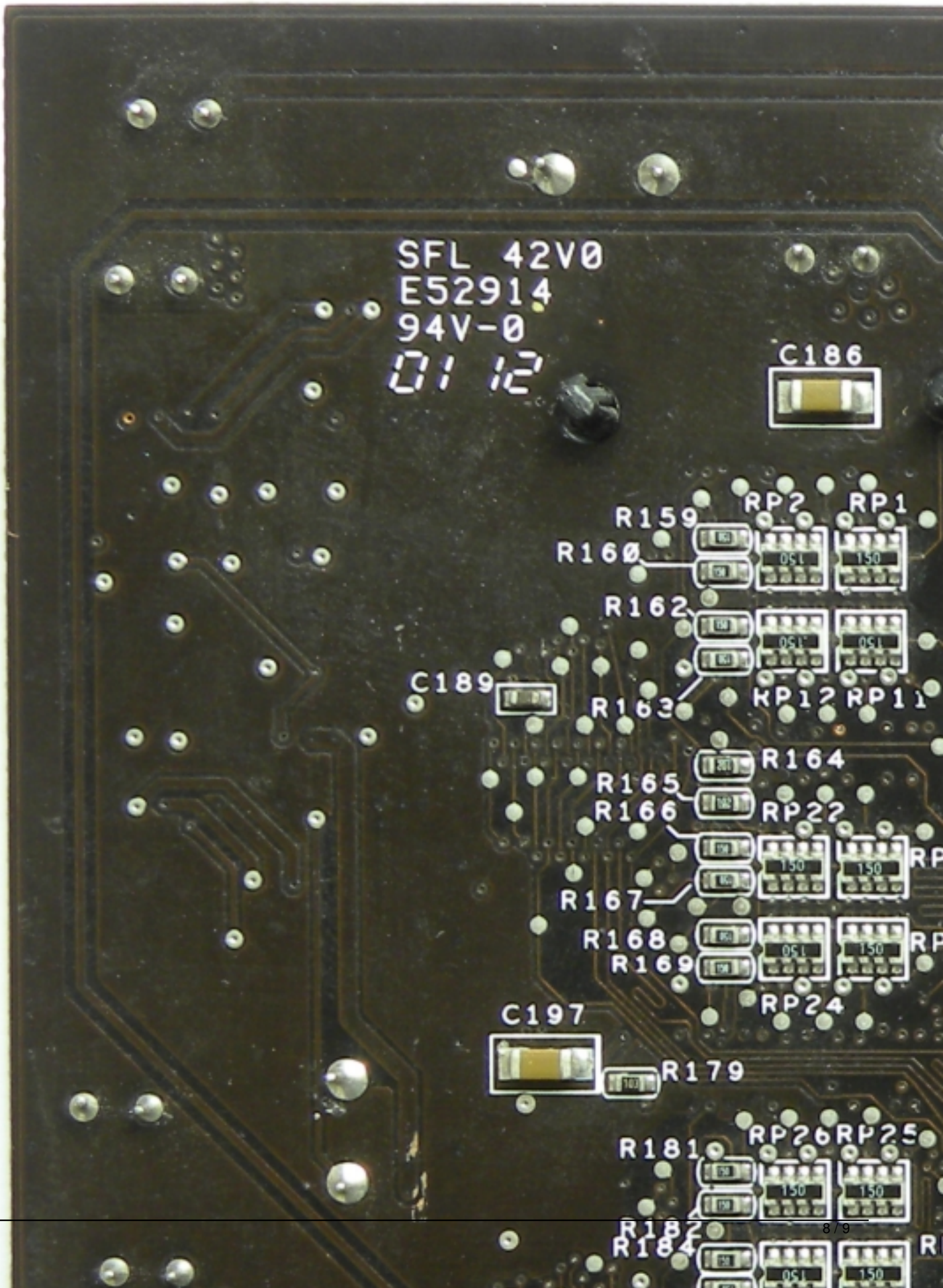
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OpenGL 2.1 Shader Processing With Luminance
(webgamedev.com/2009/04/09)