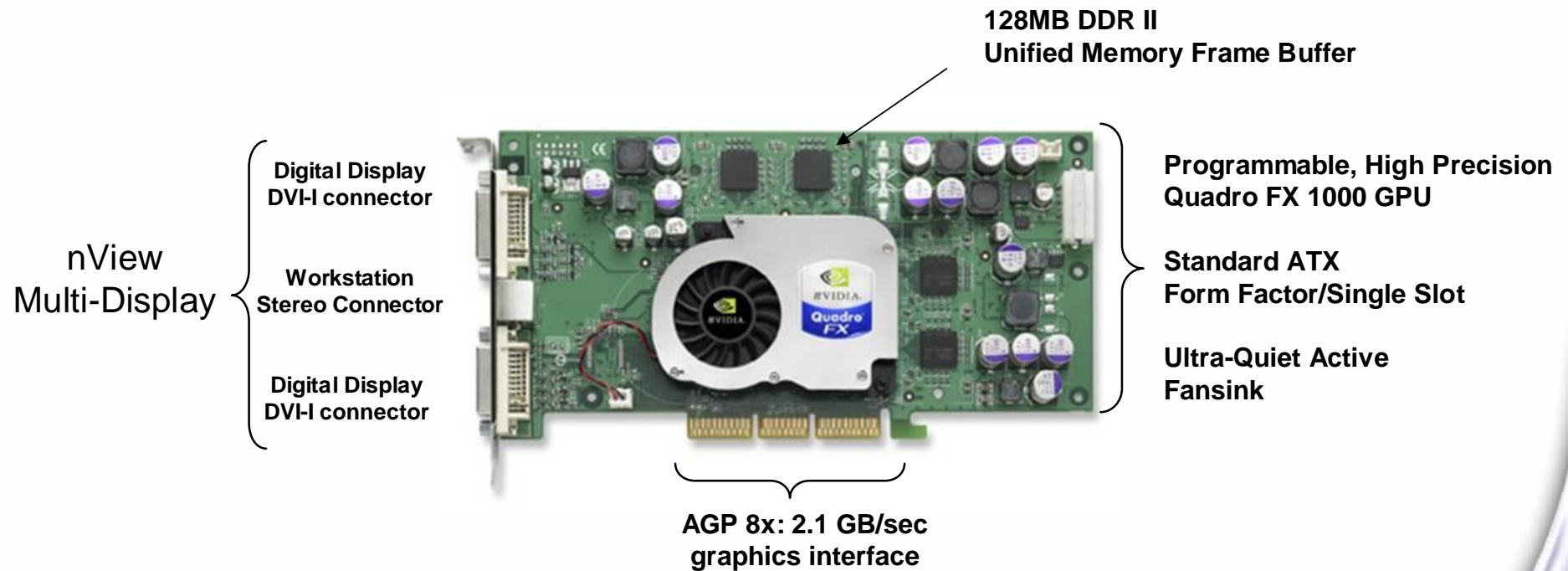


# NVIDIA Quadro FX 1000 Board Overview



## Performance

- 75 Million triangles/sec
- 2.4 Billion texels/sec fill rate
- 19.2 GB/sec memory bandwidth

# Real-Time Photo-Realism

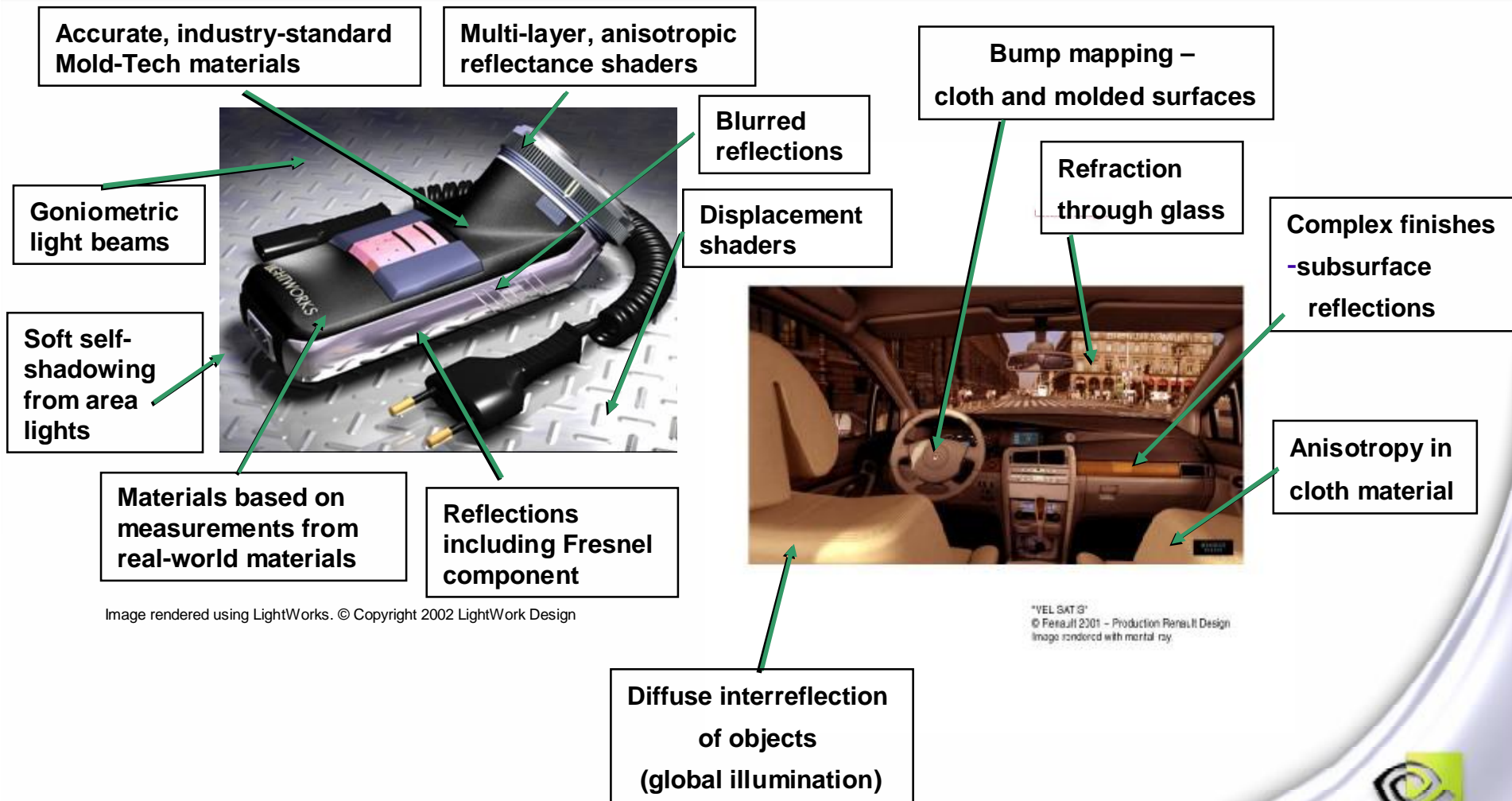
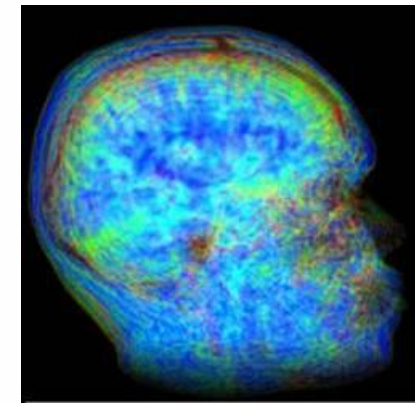


Image rendered using LightWorks. © Copyright 2002 LightWork Design

"VEL SAT 3"  
© Renault 2001 - Production Renault Design  
Image rendered with mental ray

# Quadro FX New Feature Highlight

- **Full IEEE 128-bit Floating Point (FP) Frame Buffer**
  - 128-bit Floating Point Precision Color
  - 32-bit per component
  - Optional 16-bit FP mode for speed
- **12-bit Sub-Pixel Precision**
  - Industry's highest accuracy
- **Higher levels of Sub-Pixel Accuracy**
  - 12-bits of spatial accuracy alignment
  - High quality AA-lines
  - High Texture Coordinate Precision
- **Superb Visual Realism and Display Quality**
  - 8x, 16x FSA
  - Interactive Frame Rates at Maximum Settings
  - Crystal Clear Analog and Digital Output



# NVIDIA Quadro Feature Comparison

Feature	Quadro4 580 XGL	Quadro FX 500	Quadro4 900 XGL	Quadro FX 1000
Lossless Color Compression		ü		ü
Lossless Z-Compression		ü		ü
2,048 Instruction Fragment/Pixel Programs		ü		ü
65,536 Instruction Vertex Programs		ü		ü
128-bit Color Precision		ü		ü
12-bit Sub-Pixel Precision		ü		ü
Hardware 8x/ 16x Full Scene Antialiasing		ü*		ü
Hardware Stippled Lines		ü		ü
Hardware 2-sided Lighting		ü	ü	ü
3D Window Clipping		ü	ü	ü
Hardware Anti-Aliased lines	ü	ü	ü	ü
Hardware OpenGL Overlay	ü	ü	ü	ü
8 User Clip Planes	ü	ü	ü	ü
Logic Operations	ü	ü	ü	ü
Quadro Memory Architecture	ü	ü	ü	ü
Quad-Buffered Stereo	ü	ü	ü	ü
Application Certifications	ü	ü	ü	ü
Quadro Application Utilities	ü	ü	ü	ü
Hardware Transform & Lighting	ü	ü	ü	ü

\* depending on refresh rate and display resolution



# NVIDIA Quadro FX: Architected for Workstation Performance

Feature	GeForce FX Family	Quadro FX Family
Application Certifications		ü
Hardware Anti-Aliased lines		ü
Hardware Stippled Lines		ü
Hardware OpenGL Overlay		ü
Hardware 8 User Clip Planes		ü
Max. Hardware Full Scene Antialiasing	8X	16X
Hardware 3D Window Clipping		ü
Hardware Logic Operations (XOR)		ü
Hardware 2-sided Lighting		ü
QUXGA (3840x2400) Display Functionality		ü
Dual DVI Digital Display Ports		ü
Framesync		ü
Genlock		ü
Quadro Memory Architecture		ü
Quad-Buffered Stereo		ü
Quadro Application Utilities		ü
1,024 Instruction Fragment/Pixel Programs	1024	2048
65,536 Instruction Vertex Programs	ü	ü
128-bit Color Precision	ü	ü
12-bit Sub-Pixel Precision	ü	ü
Hardware Transform & Lighting	ü	ü

**These features enable:**

**Performance**

**Faster than consumer boards for Workstation Applications**

**Compatibility**

**Wide Application Certification**

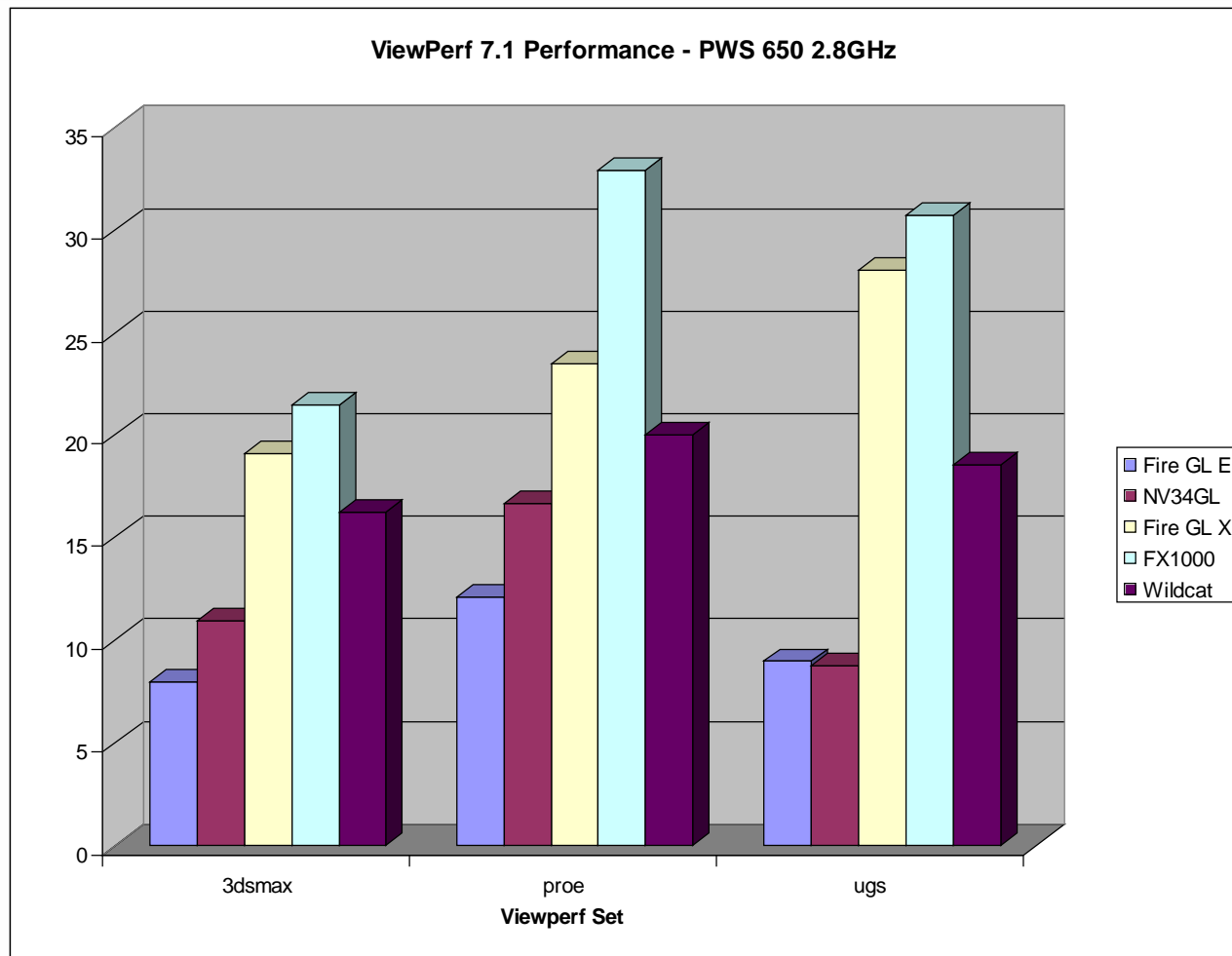
**Quality**

**High precision, FSAA, Image**

**Features**

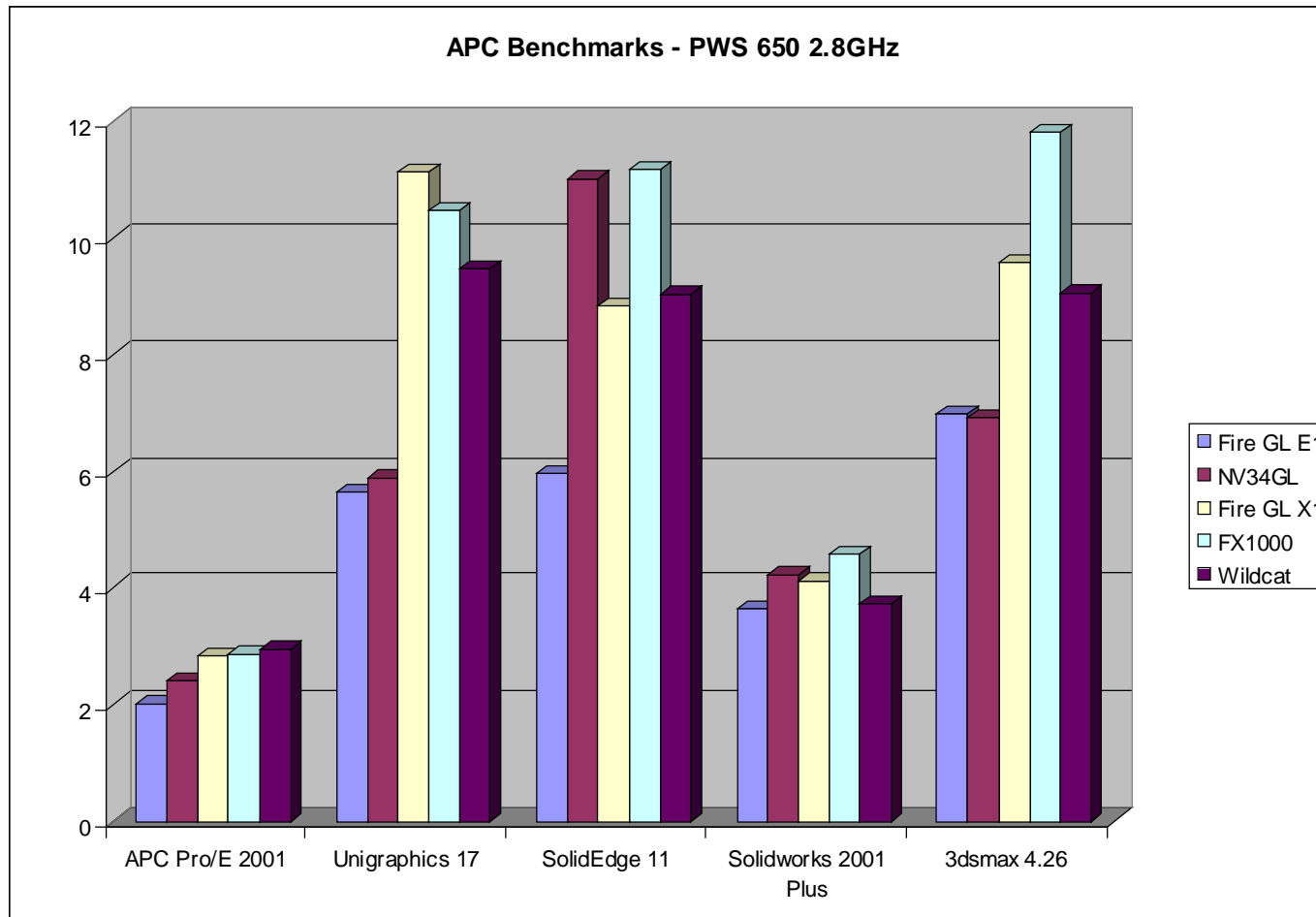
**Solutions for professional users**

# ViewPerf 7.1 Performance



NVIDIA.

# APC Benchmark Performance



NVIDIA

# AutoCAD & Catia Performance

