Models

ATI FireGL V3350 graphics card	RV705AA

Introduction

The ATI FireGL V3350 graphics card is an entry-level professional 3D card that supports 256 MB of video memory, blending value and performance for animation and modeling.

The ATI FireGL V3350 brings higher end memory performance to the entry-level of professional 3D cards for workstations, designed to handle modeling, animation, and 3D review for DCC and visualization requirements, as well as many CAD tasks. The V3350 is a blend of value and performance. Its main difference over its predecessor, the ATI FireGL V3300, is that it supports 256 MB of video memory, rather than 128 MB.

The ATI FireGL V3350 comes equipped with ATI Avivo™ Technology, with a High Dynamic Range (HDR) 64-bit per pixel display capability. It can produce over one trillion colors for vibrant visual fidelity while enabling rich real-time lighting and contrast effects with suitable application support.

Performance & Features

Key features include:

- Full OpenGL 2.0 compliancy and hardware support for Microsoft® DirectX® 9.0 Shader Model 3.0
- Scalable ultra-threaded Shader Model 3.0 architecture with fast dynamic branching and high performance parallel processing
- 2 parallel geometry engines and 4 pixel shader processors
- PCI Express x16
- 256 MB DDR2 unified graphics memory
- 128-bit full floating point precision
- HDR rendering support with 64-bit per pixel floating point
- High performance video processor that hardware accelerates video decoding and transcoding
- Multi-display productivity with independent display resolutions and refresh rates

Compatibility

The ATI FireGL V3350 is supported on the following platforms: HP xw4400 Workstation, HP xw6400 Workstation, HP xw8400 Workstation, HP xw9400 Workstation.

Service and Support

The ATI FireGL V3350 has a one-year limited warranty or the remainder of the warranty of the HP product in which it is installed. Technical support is available seven days a week, 24 hours a day by phone, as well as online support forums. Parts and labor are available on-site within the next business day. Telephone support is available for parts diagnosis and installation. Certain restrictions and exclusions apply.

Technical Specifications

Form Factor	ATX
Graphics Controller	RV515
Bus Type	PCI Express x16
Memory	256 MB DDR unified frame buffer, Z-buffer and Texture storage
Connectors	Dual DVI-I analog/digital, dual VGA analog support with DVI-to-VGA adapters.
Display resolution support	Analog support for 2048x1536 @ 85Hz on each output connector. Digital support for 1920x1200 @ 60Hz on each output connector.
RAMDAC	Dual 10-bit per channel 400MHz
Image quality features	• 2x/4x/6x Anti-aliasing modes; multi-sample algorithm with gamma correction, programmable sparse sample patterns, and centroid sampling • 2x/4x/8x/16x Anisotropic Filtering modes; up to 128-tap texture filtering • High resolution texture support (up to 4K x 4K) • Hardware supported overlays, anti-aliased points and lines, 2 sided lighting, occlusion culling
Avivo video and display platform	• 64-bit per pixel floating point HDR supported throughout the pipeline, includes support for blending and multi-sample anti-aliasing • 32-bit integer HDR (10:10:10:2) format supported throughout the pipeline, includes support for blending and multi-sample anti-aliasing
Programmable video processor	• Accelerated MPEG-2, MPEG-4, DiVX, WMV9, VC-1 and H.264 decoding and transcoding • Seamless pixel shader integration with video in real-time
Display output	• 16-bit per channel floating point HDR and 10 bit per channel DVI output • Programmable piecewise linear gamma correction, color correction, and color space conversion (10-bits per color) • Complete independent color controls and video overlays for each display • High quality pre- and post-scaling engineers with underscan support for all outputs • Content-adaptive de-flicker filtering for interlaced displays • Spatial/temporal dithering enables 10-bit color quality on 8 and 6-bit displays • VGA mode support on all outputs
Shading architecture	• Supports Microsoft DirectX 9.0 Shader Model 3.0 programmable vertex and pixel shaders in hardware • Full speed 128-bit floating point processing for all shader operations • Dedicated branch-execution units for high performance dynamic branching and flow control • Dedicated texture address units for improved efficiency • Up to 128 simultaneous pixel threads • Multiple Render Target (MRT) support • Render to vertex buffer support
Supported graphics APIs	OpenGL 2.0 DirectX 9.0
Available graphics drivers	Microsoft Windows XP Professional qualified drivers may be preloaded or available from the HP support Web site: http://welcome.hp.com/country/us/eng/software_drivers.html. HP-tested Windows XP and Linux

Technical Specifications

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