

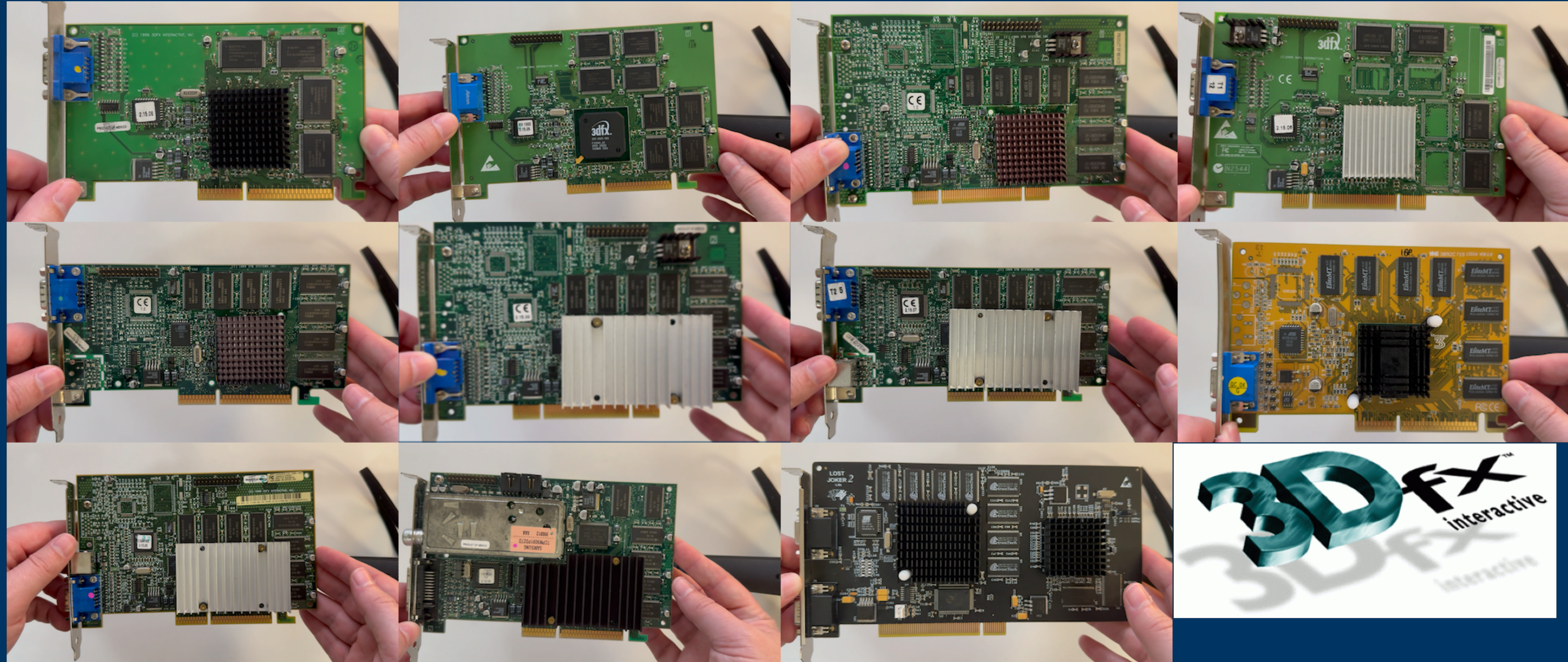
#GPU4  
June

# 3dfx Voodoo 3 Shootout

11 Cards Benchmarked

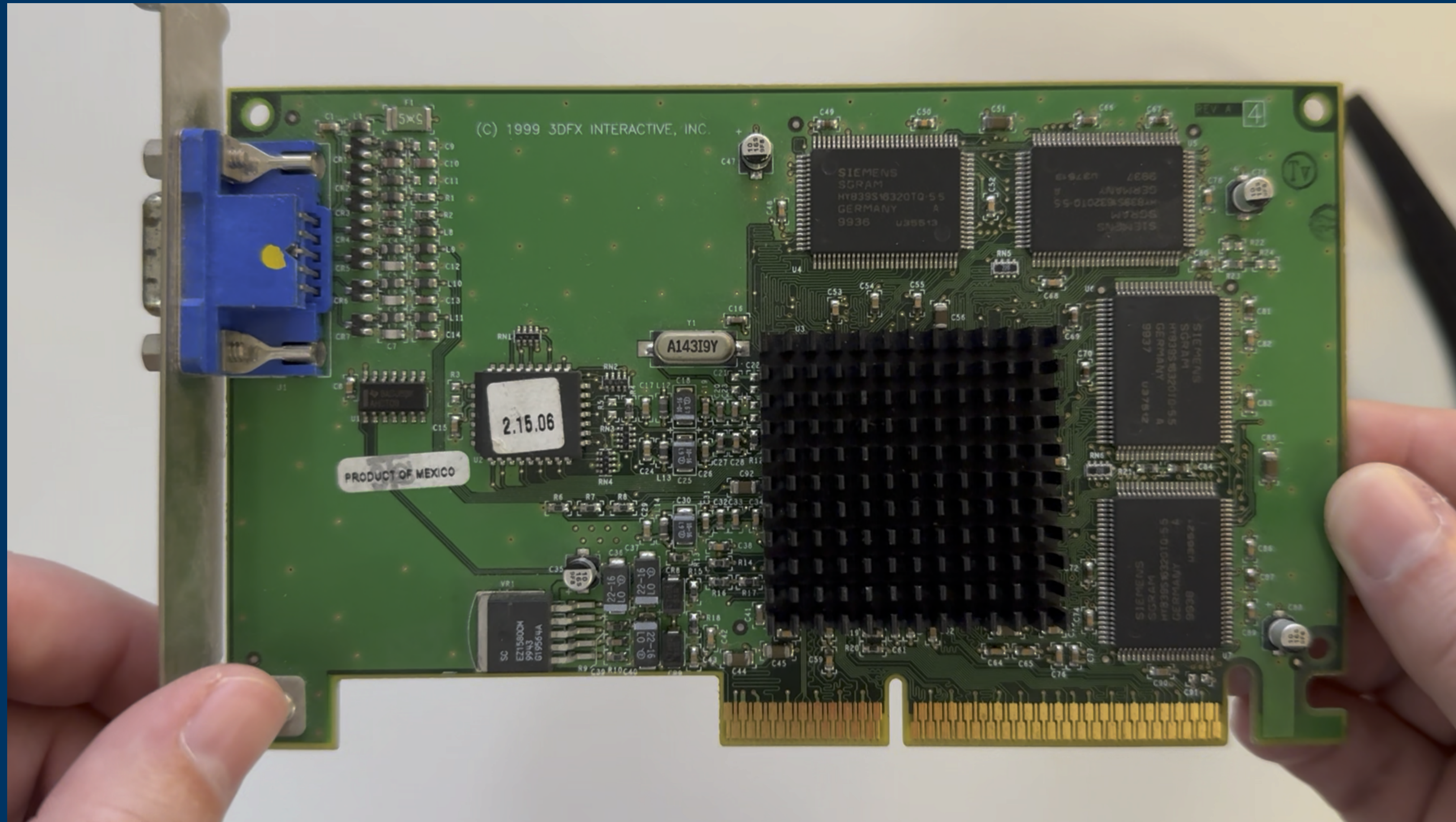


# Cards





# Velocity 100 8MB AGP





# Voodoo 3 1000 16MB AGP





# Voodoo 3 2000 16MB PCI





# Voodoo 3 2000 LC 16MB PCI



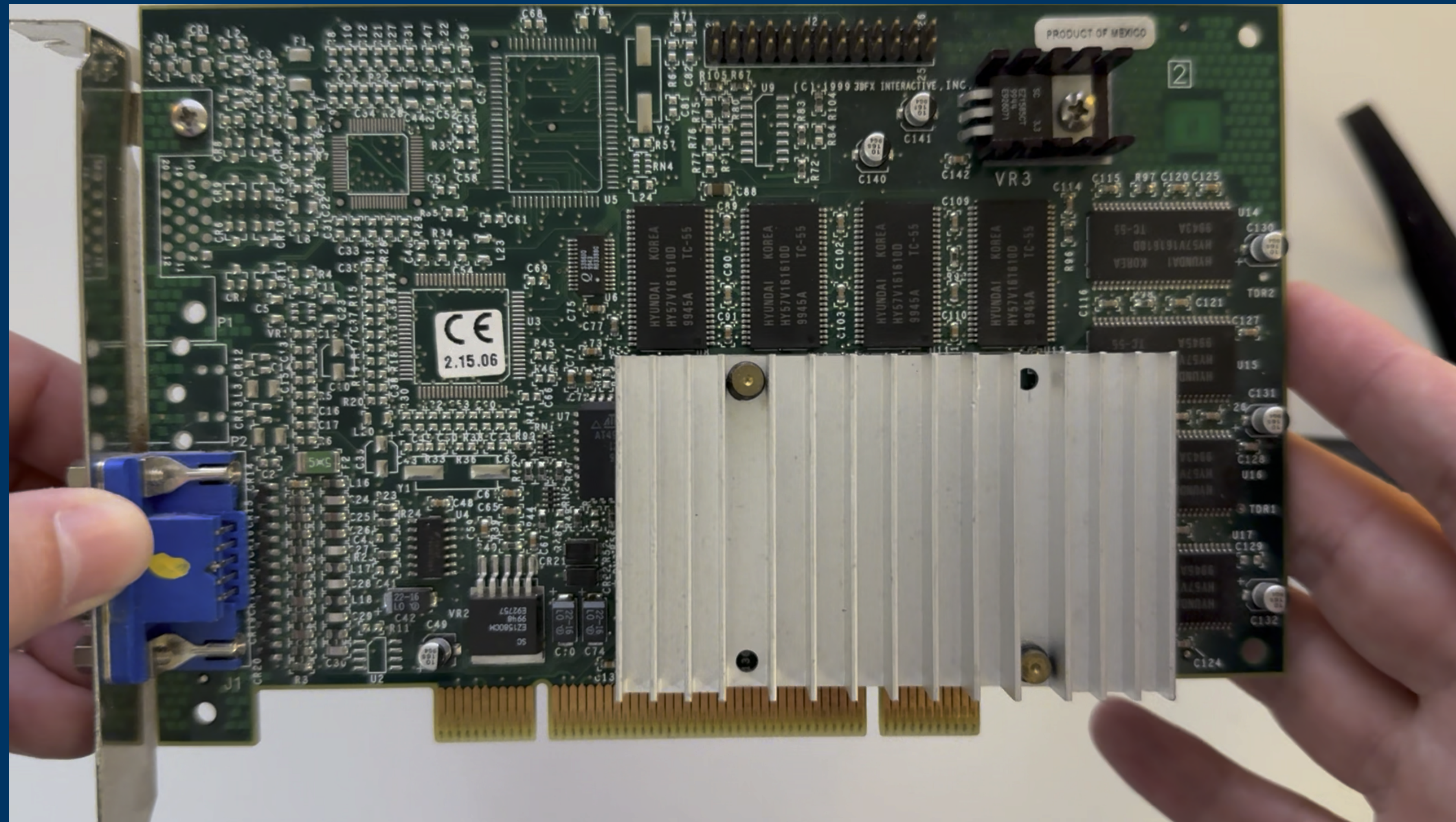


# Voodoo 3 2000 16MB AGP





# Voodoo 3 3000 16MB PCI



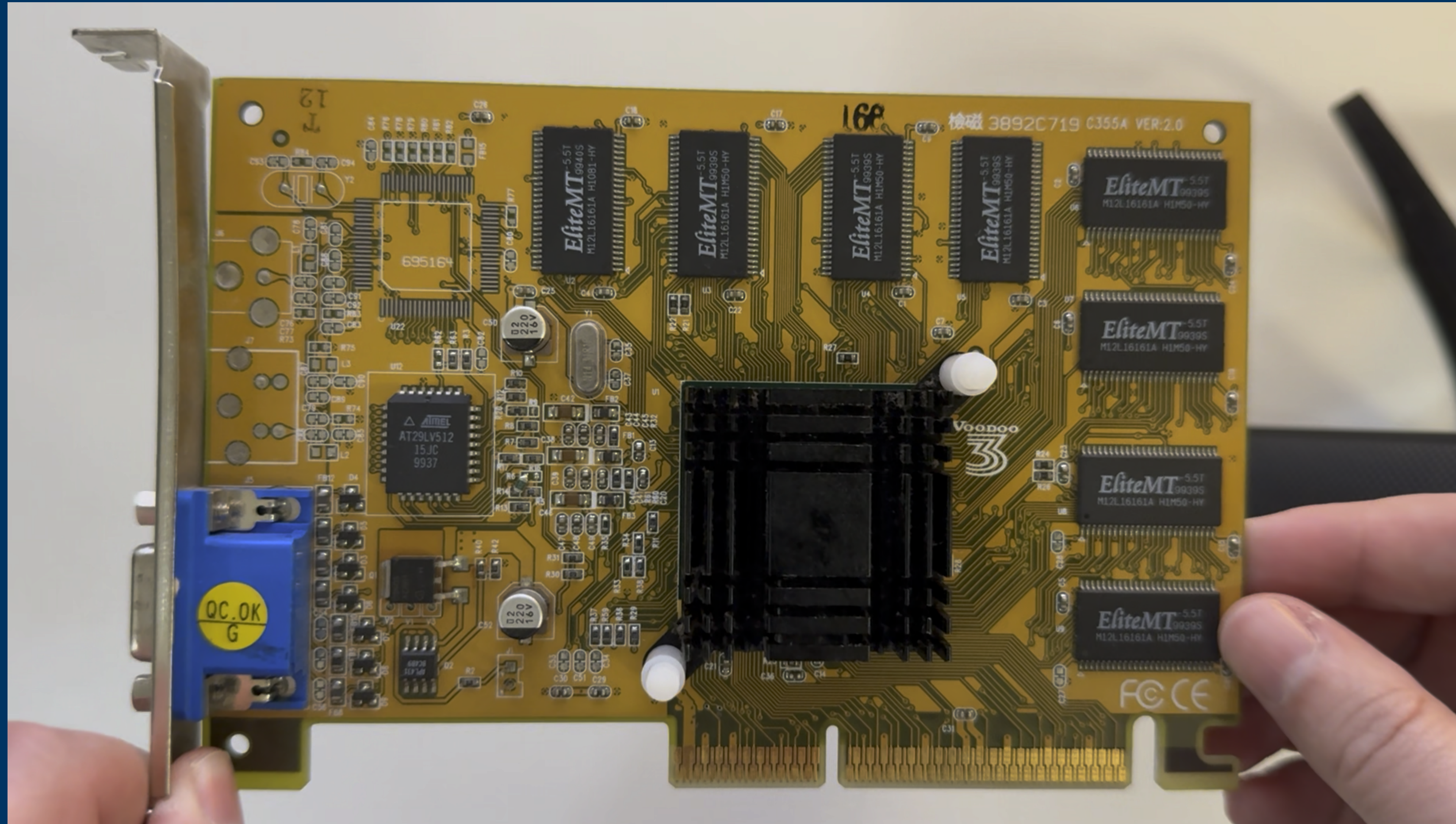


# Voodoo 3 3000 16MB AGP



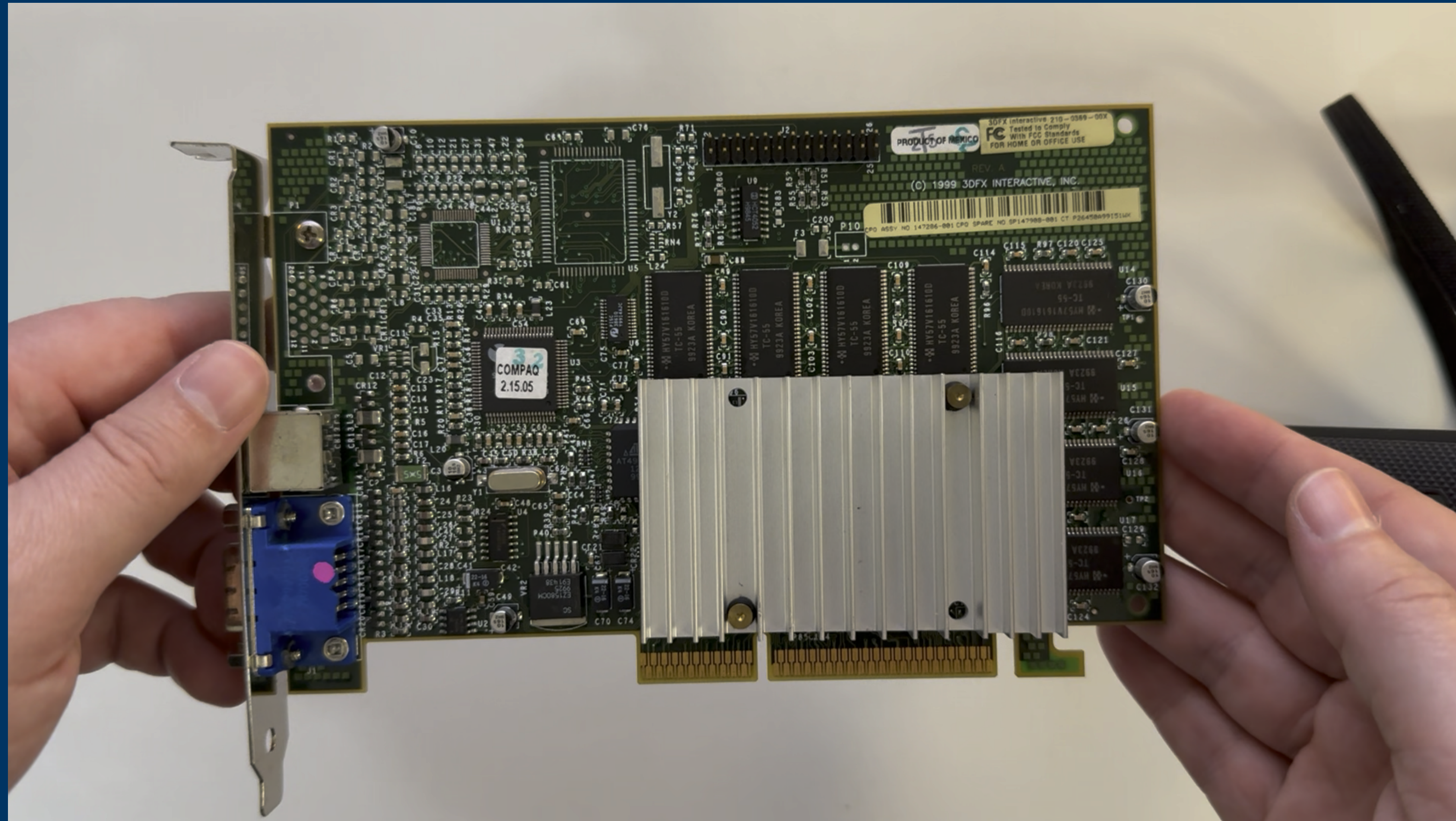


# EvilKing 3 3000 AGP





# Voodoo 3 3500 16MB AGP OEM



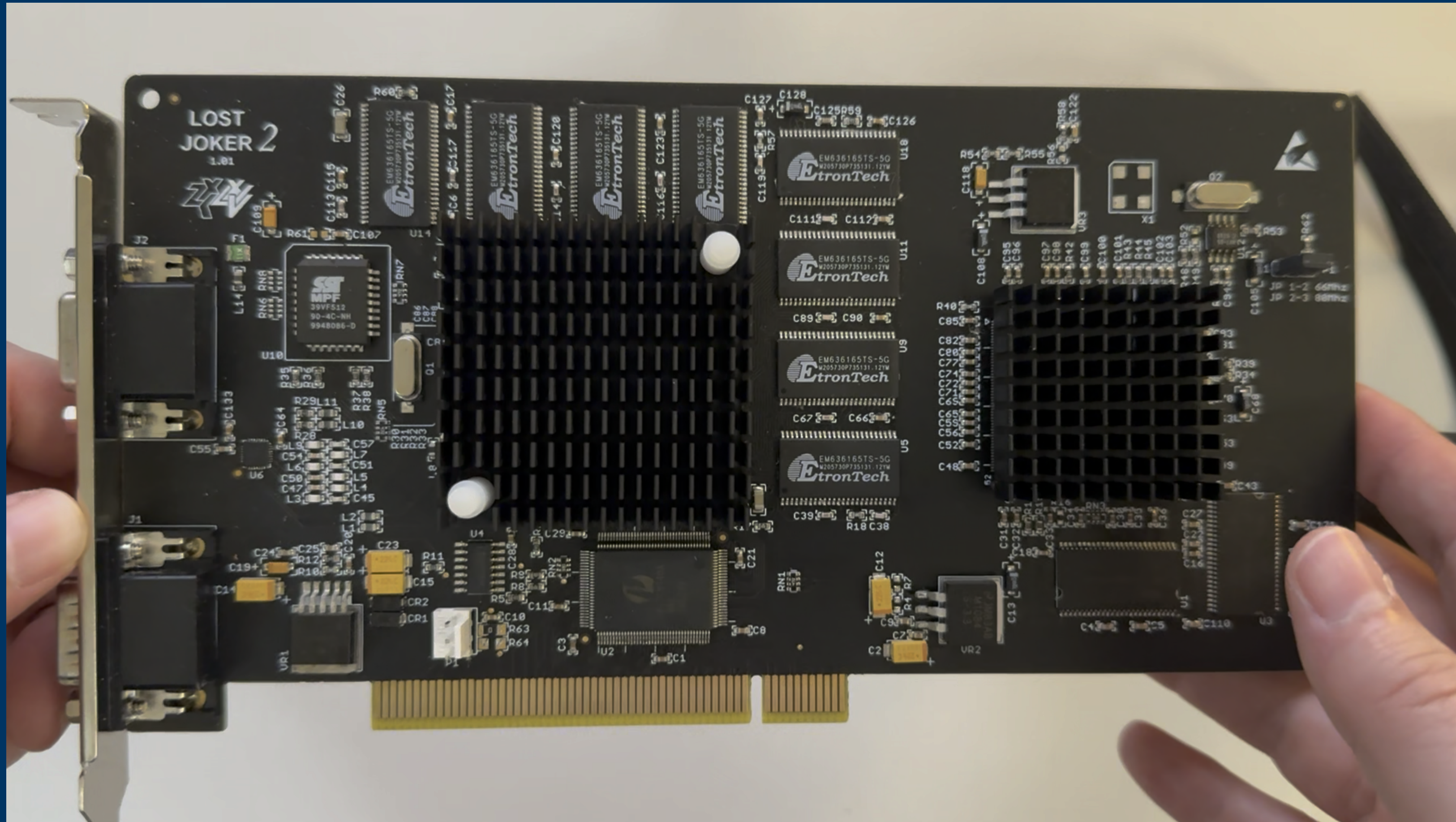


# Voodoo 3 3500 16MB AGP





# Lost Joker V3 3500 16MB PCI





# Cards

Name	VRAM	BUS	TMUs	Core/Mem	Memory Type
Velocity 100 AGP	8	AGP	1 - 2	143	SG
Voodoo 3 1000 AGP	16	AGP	2	125	SG
Voodoo 3 2000 PCI	16	PCI	2	143	SD
Voodoo 3 2000 LC PCI	16	PCI	2	143	SG
Voodoo 3 2000 AGP	16	AGP	2	143	SD
Voodoo 3 3000 PCI	16	PCI	2	166	SD
Voodoo 3000 AGP w/TV	16	AGP	2	166	SD
PowerColor EvilKing3 Pro AGP	16	AGP	2	166	SD
Voodoo3 3500 [Compaq - no tuner]	16	AGP	2	183	SD
Voodoo 3 3500 TV	16	AGP	2	183	SD
Lost Joker 2	16	PCI	2	183	SD



# Test System

<b>CPU</b>	<b>Pentium III 1.0GHz w/100MHz FSB</b>
<b>Memory</b>	256MB SDRAM
<b>Motherboard</b>	Gigabyte GA-6BXC (rev. 2.0)
<b>Operating System</b>	Windows 98 SE
<b>Hard Drive</b>	Seagate BarraCuda IV 20G IDE
<b>Sound Card</b>	None
<b>Network Card</b>	10mbit 3COM



# Drivers

**Video**

Voodoo3-10700

**DirectX**

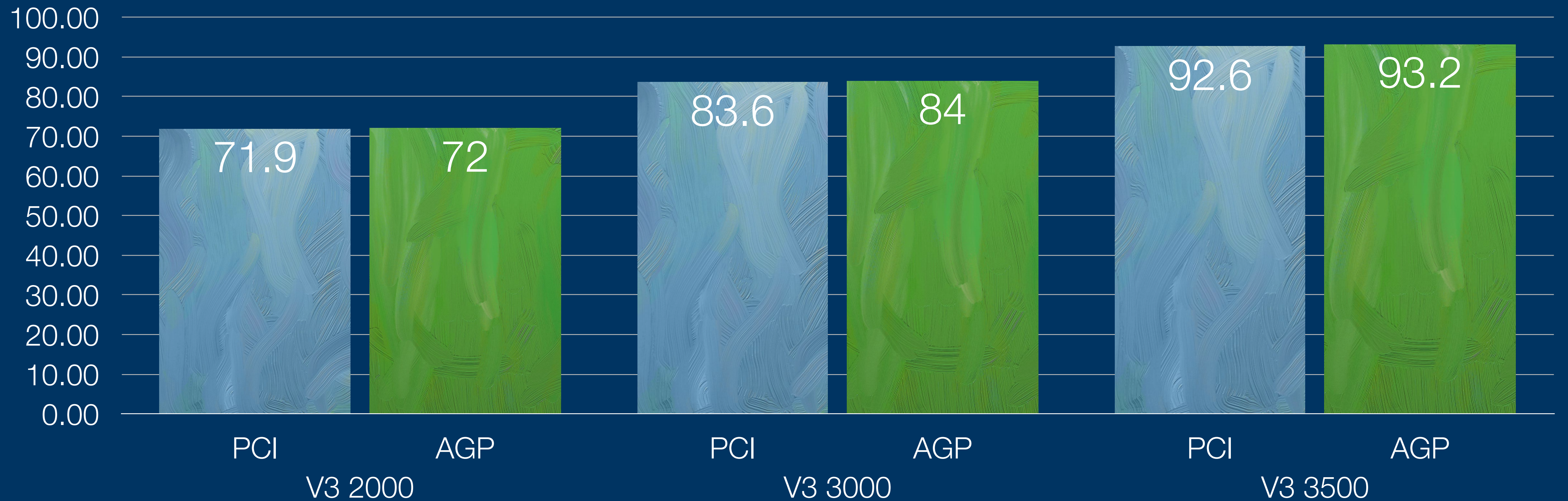
DirectX 7a



# PCI vs AGP

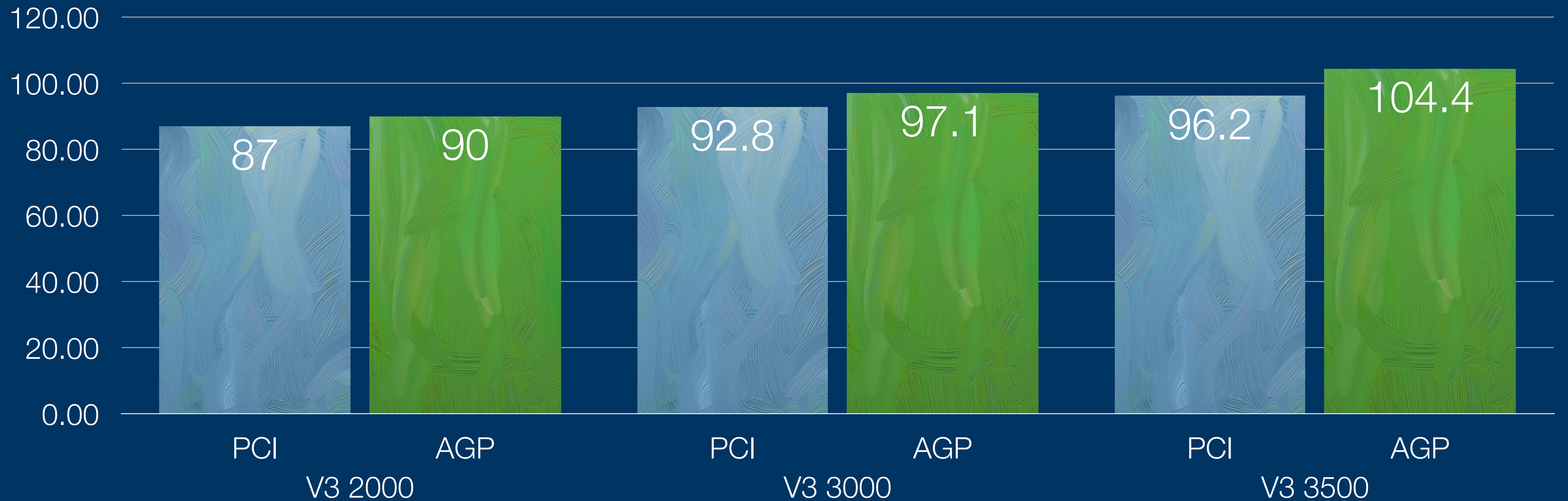


# Quake 2 - 1024x768



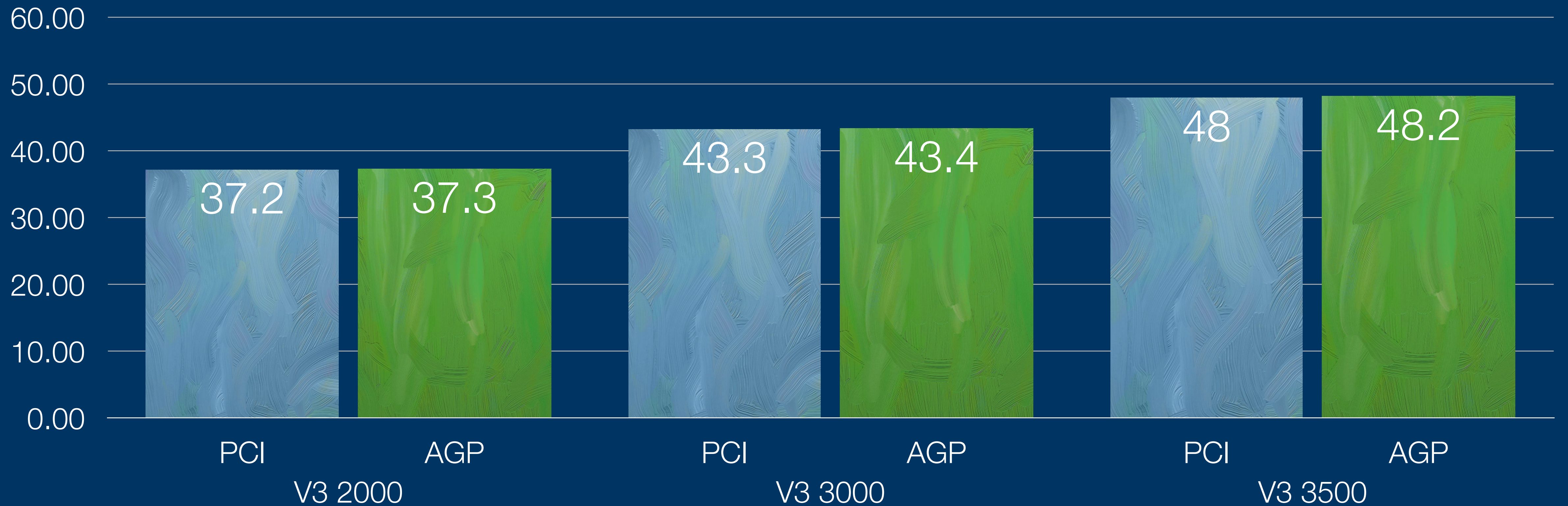


# Quake 3 - 640x480



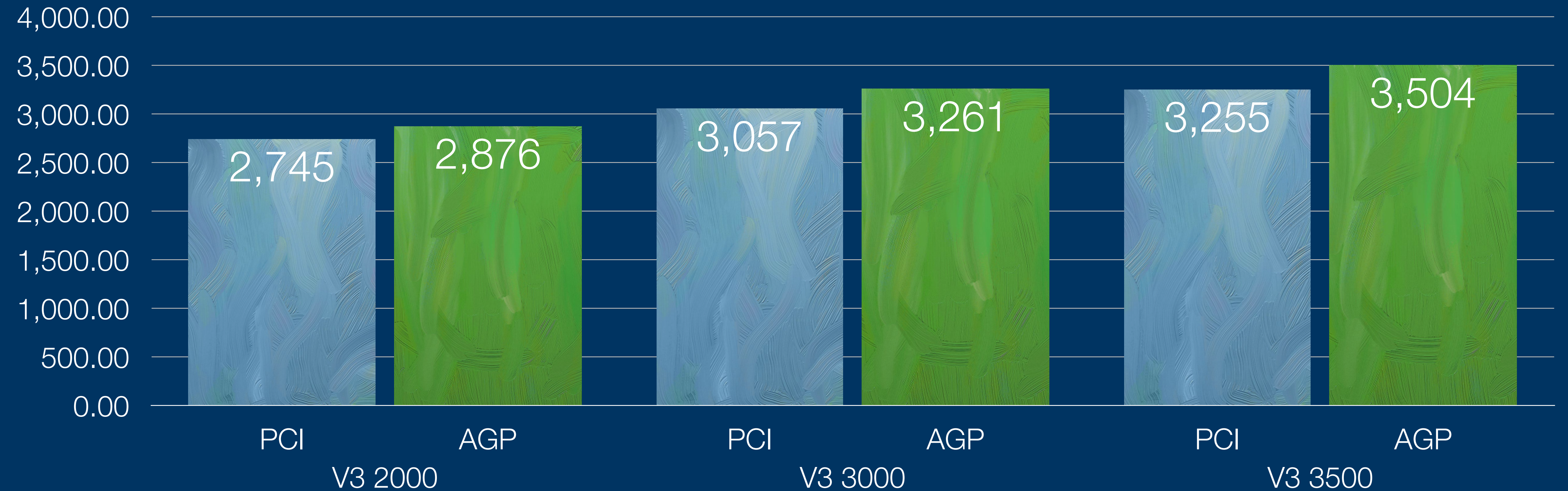


# Quake 3 - 1024x768



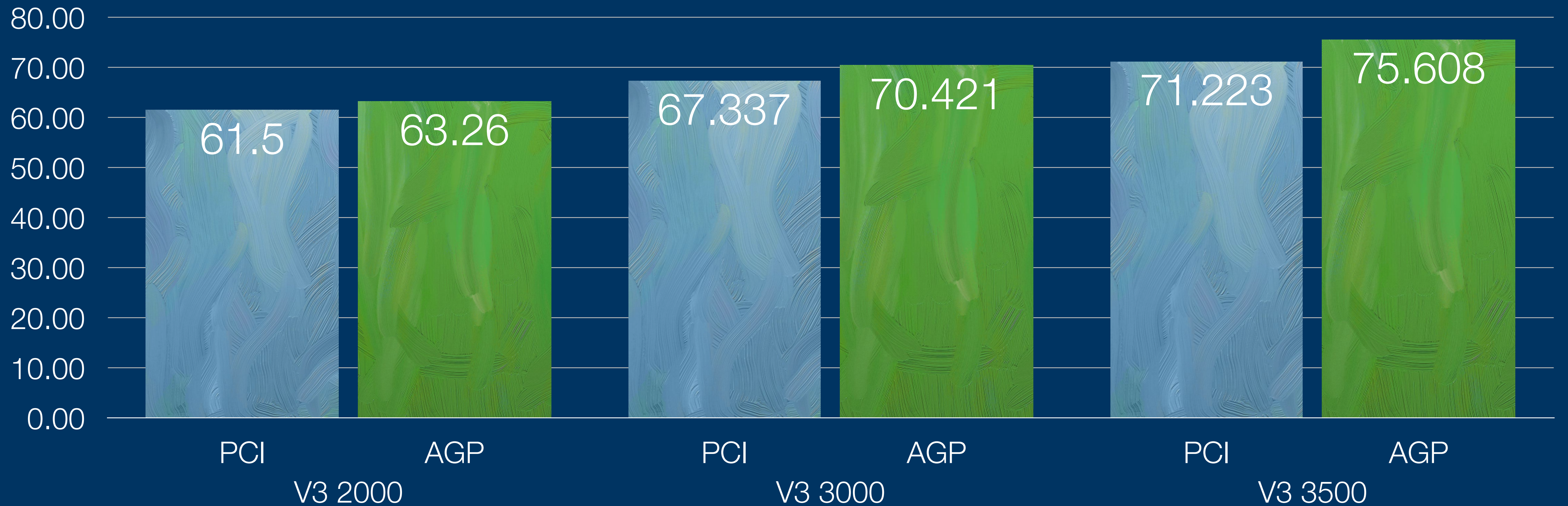


# 3D Mark2000 - 1024x768



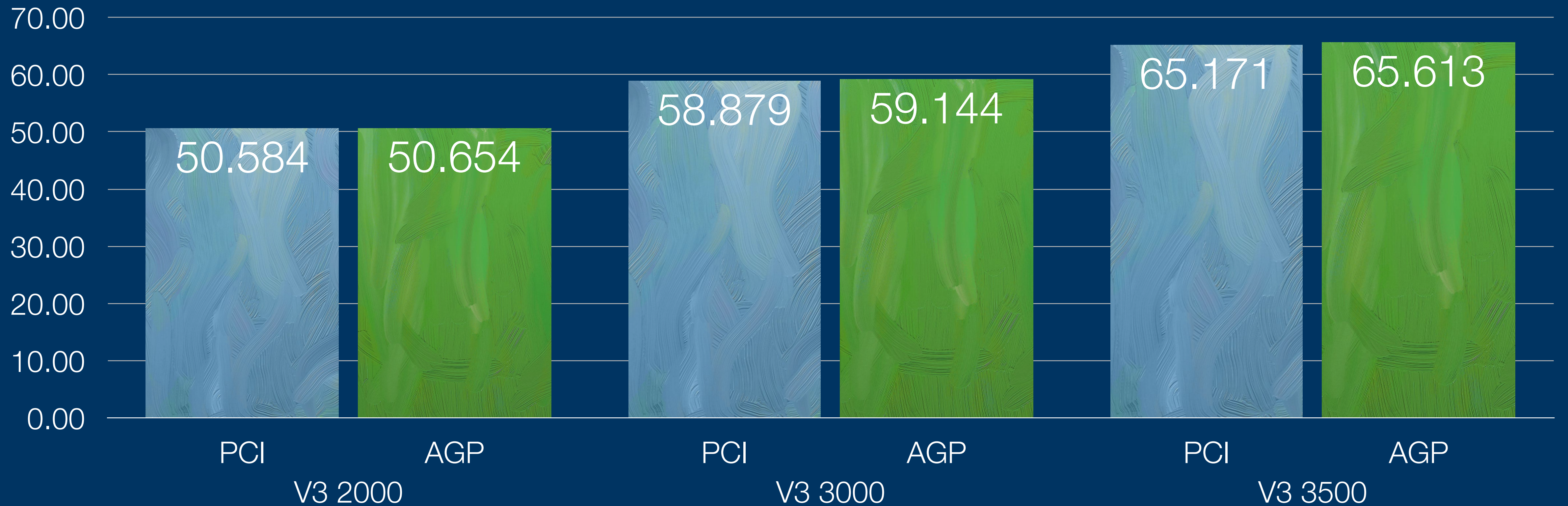


# Expendable - 1024x768





# Unreal - 1024x768

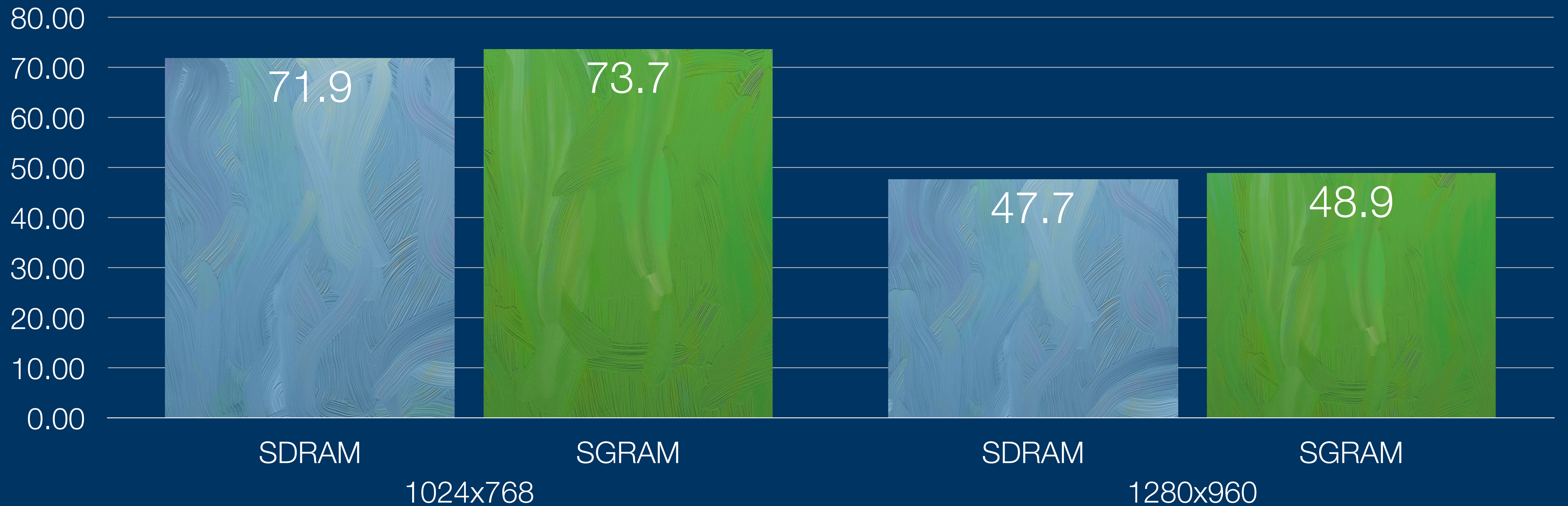




# SDRAM vs SGRAM

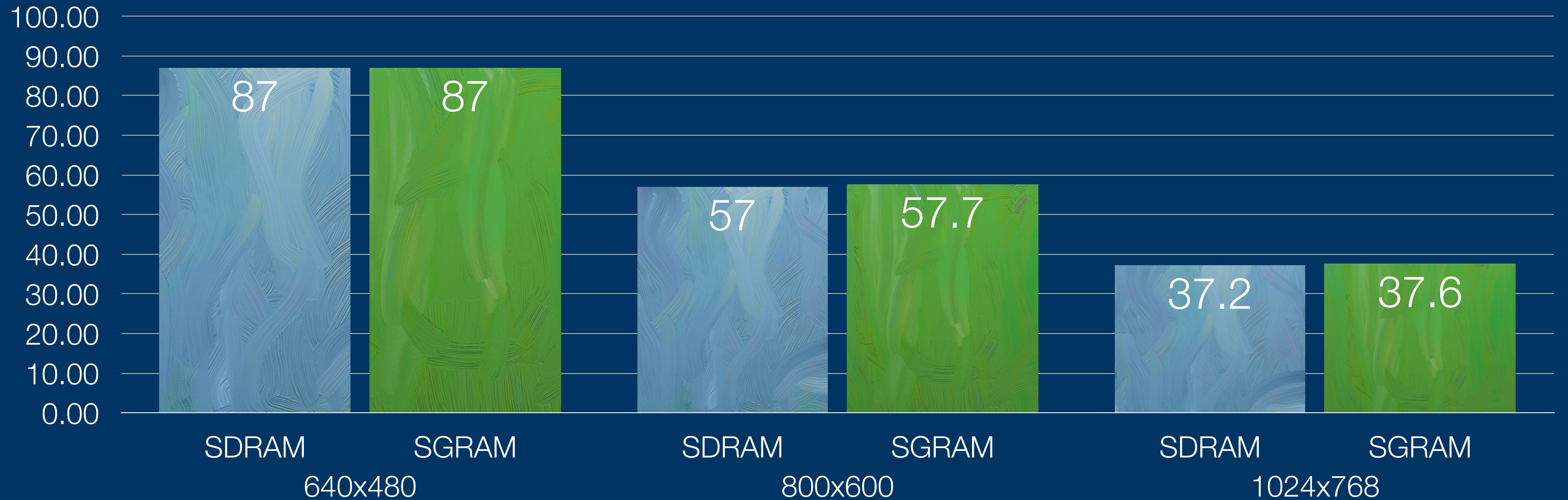


# Quake 2 - V3 2000 PCI



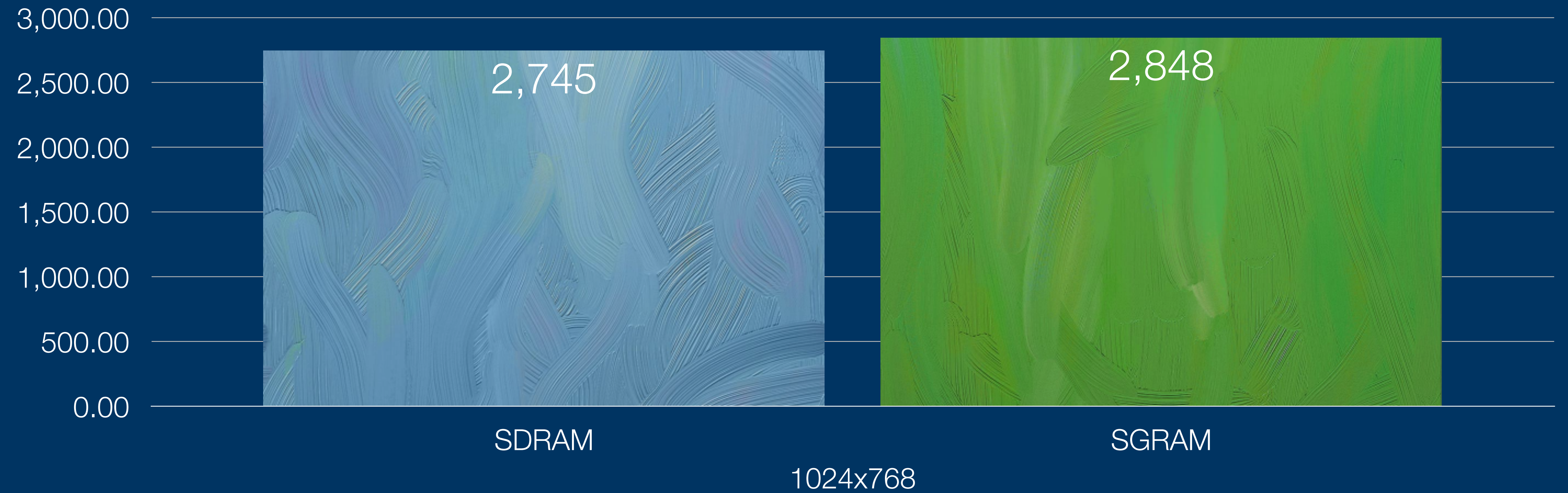


# Quake 3 - V3 2000 PCI



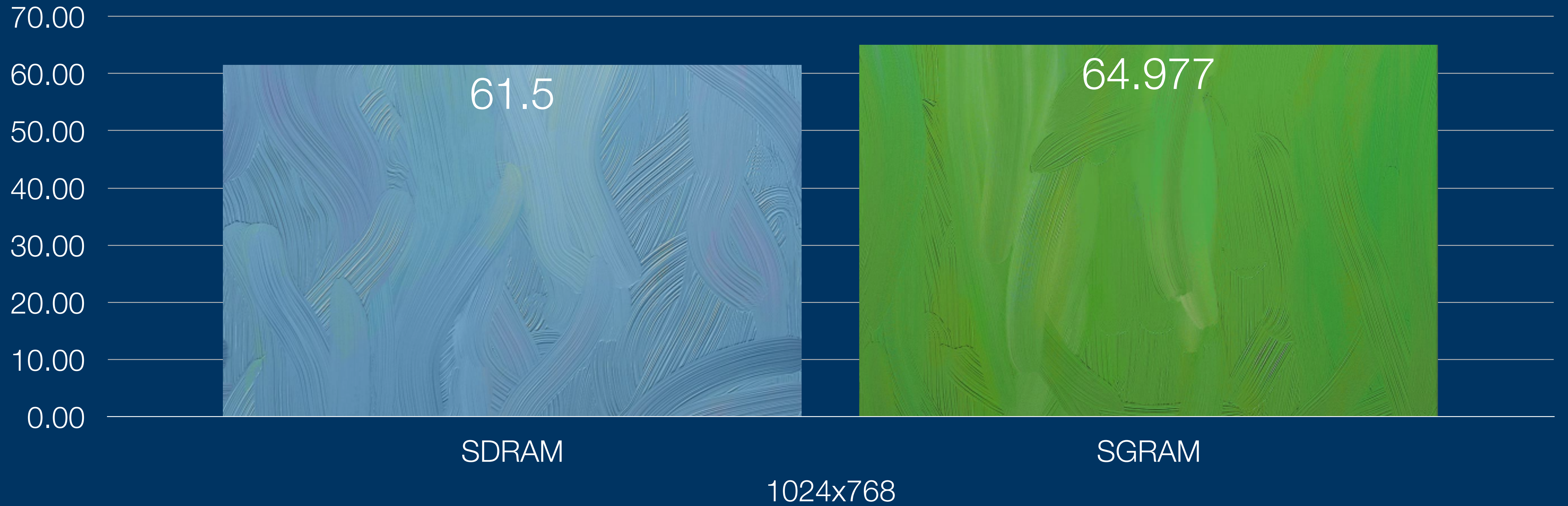


# 3DMark2000 - V3 2000 PCI



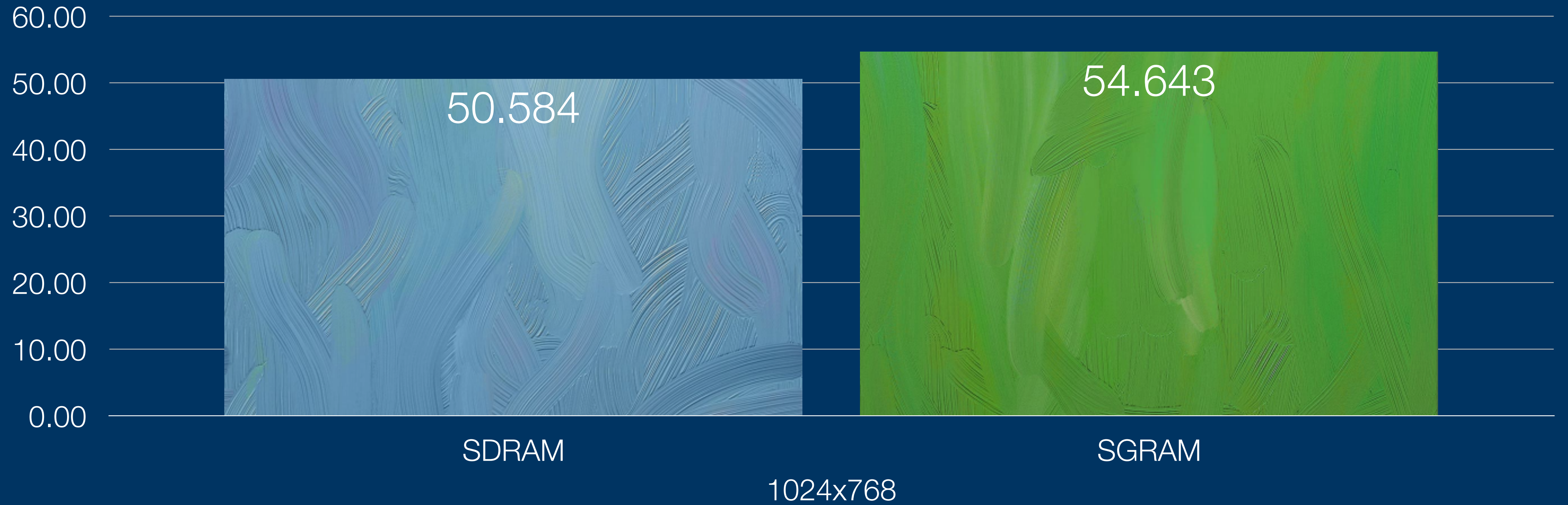


# Expendable - V3 2000 PCI





# Unreal - V3 2000 PCI

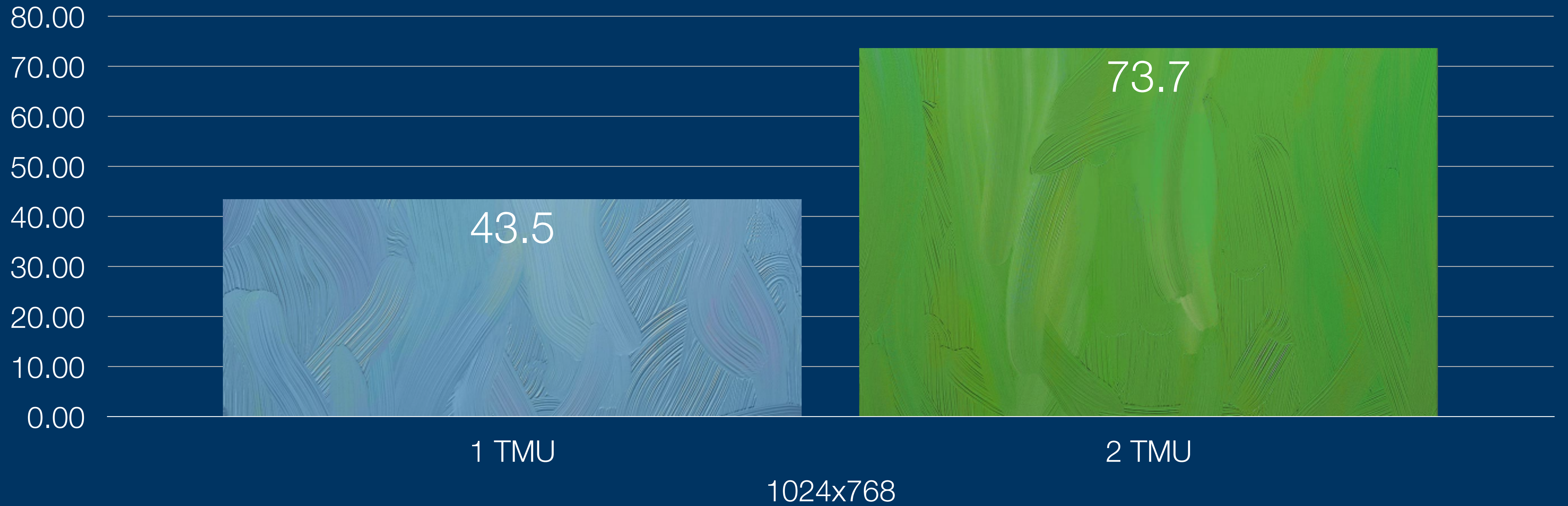




**1 vs 2 TMUs**

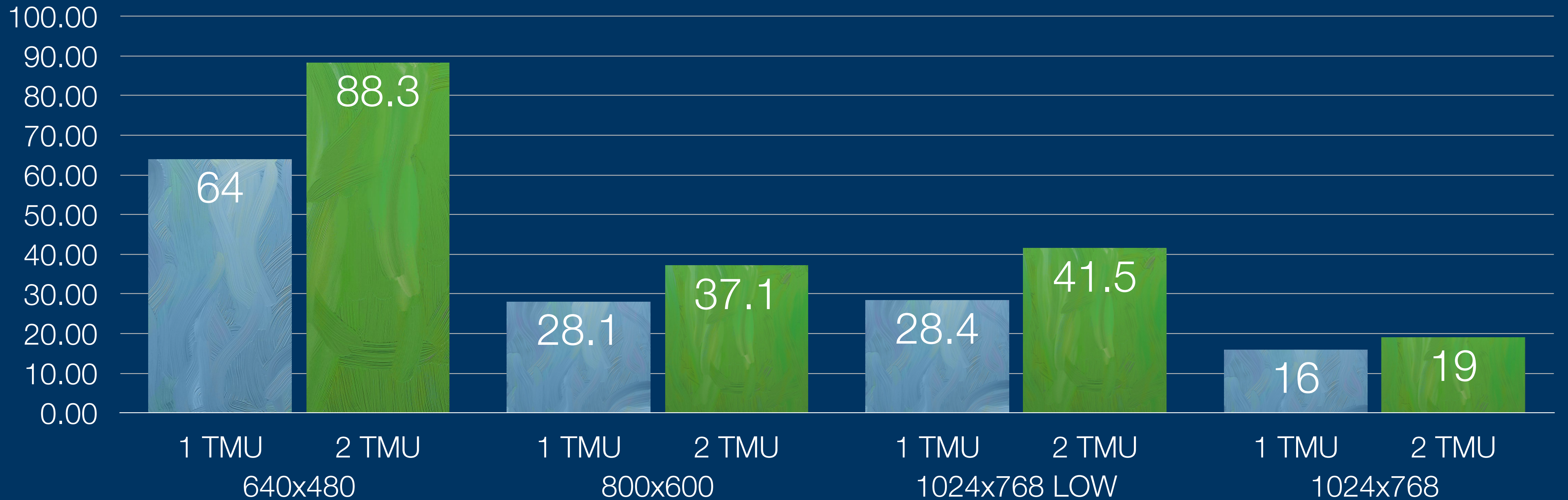


# Quake 2 - Velocity 100



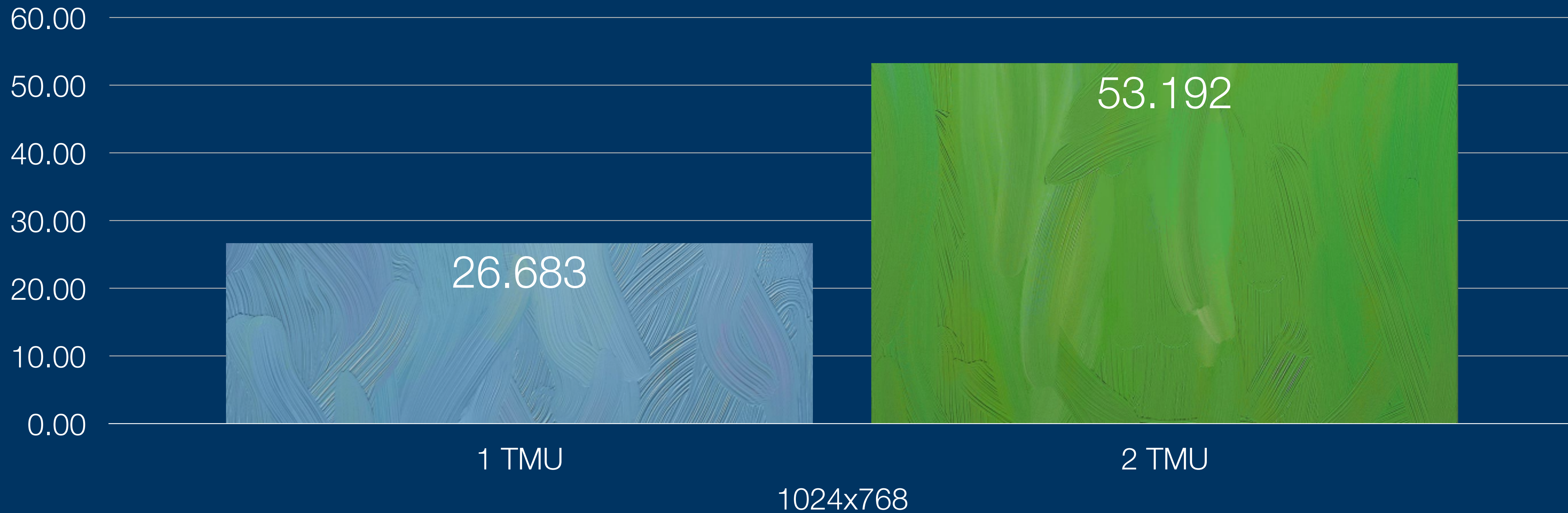


# Quake 3 - Velocity 100





# Unreal - Velocity 100





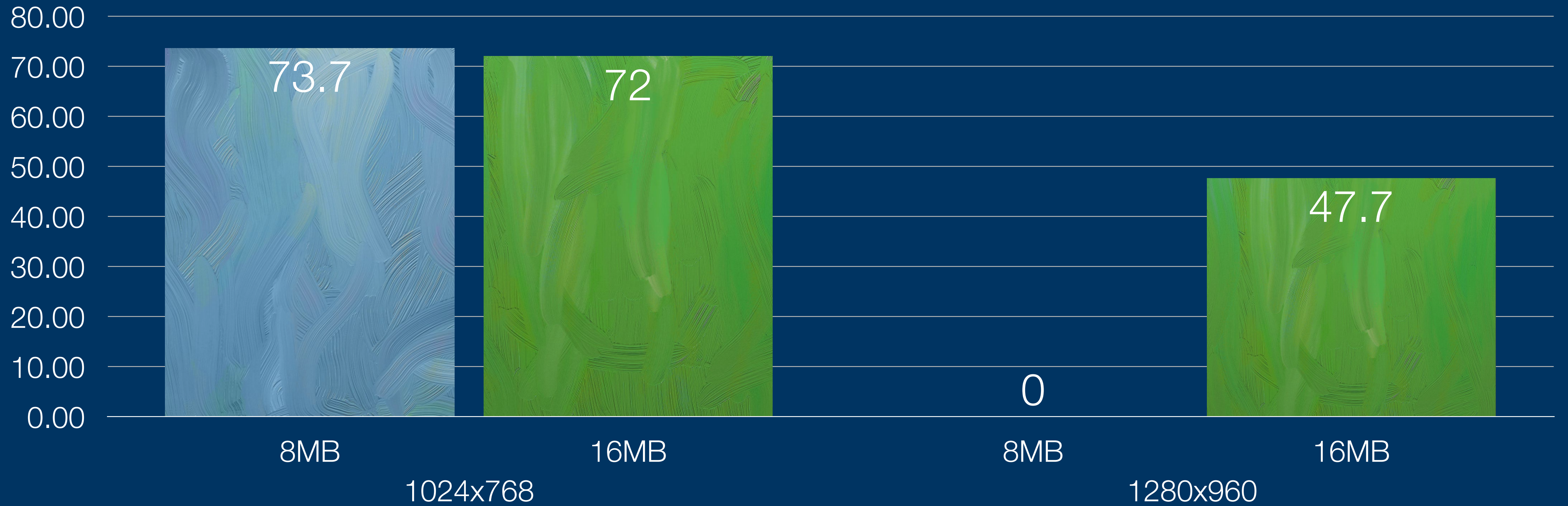
**8MB vs 16MB**



**Velocity 100 AGP 2 TMU - 8MB SG**  
**Voodoo 3 2000 AGP - 16MB SD**

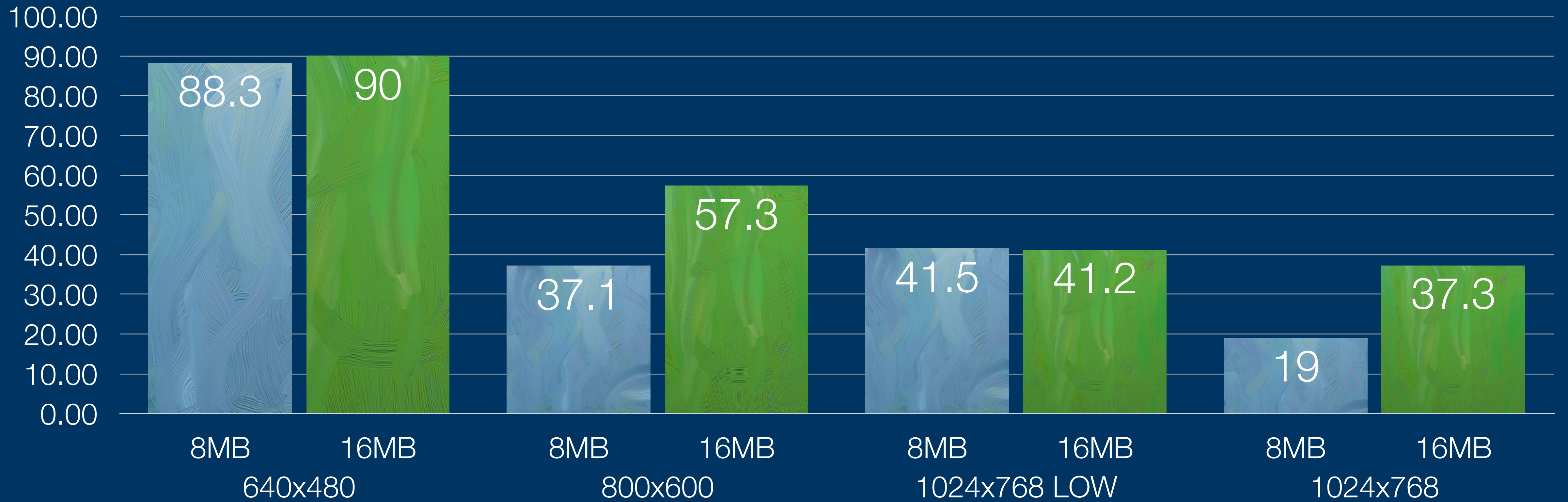


# Quake 2



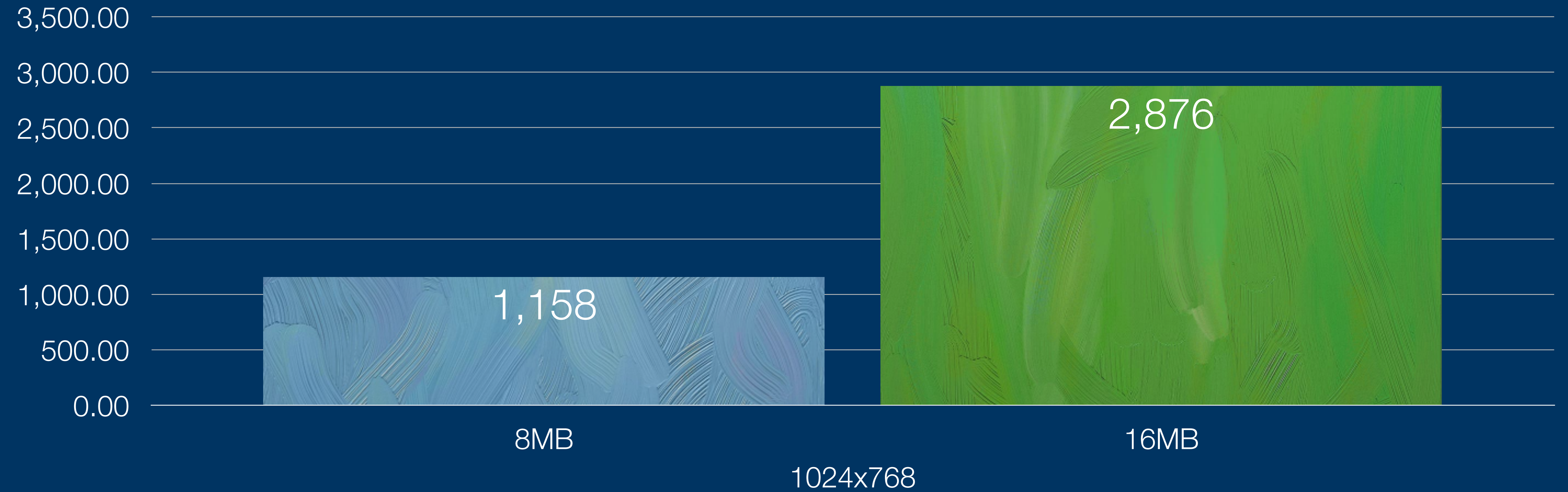


# Quake 3



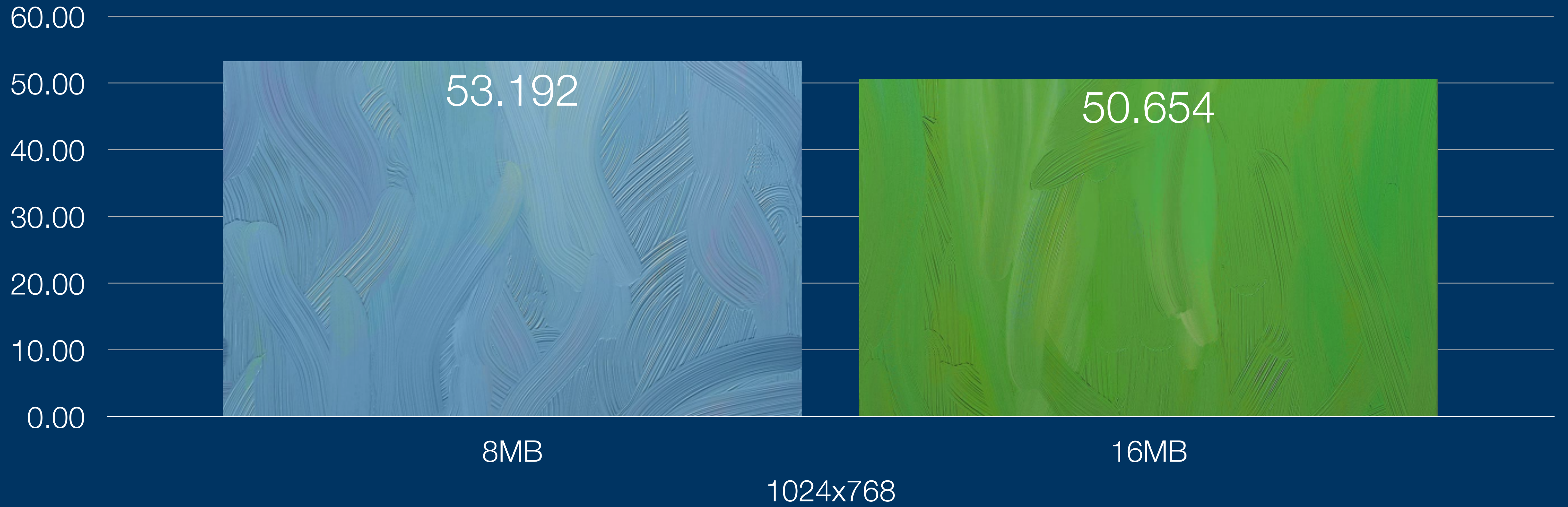


# 3D Mark 2000





# Unreal

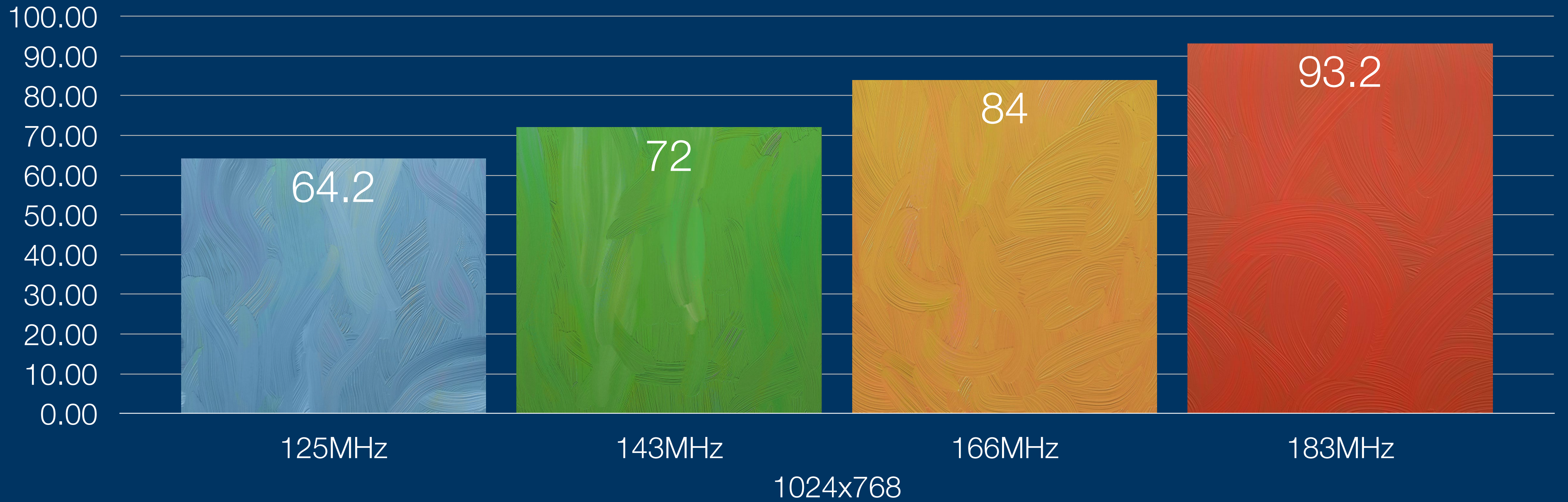




# Frequency (MHz) Scaling

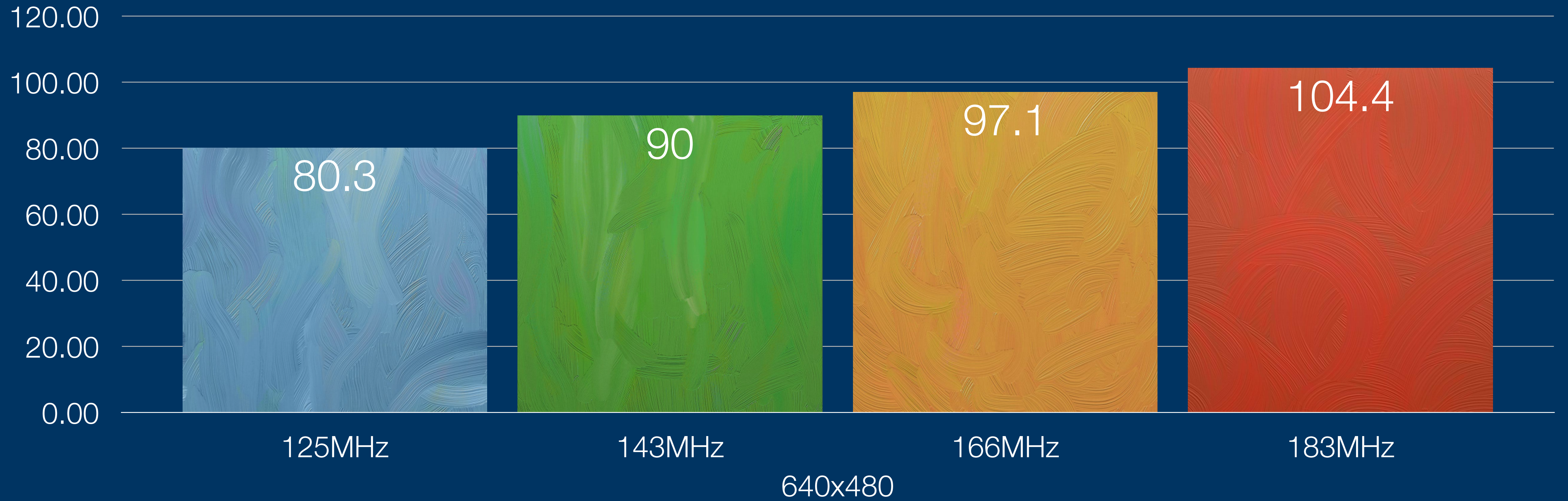


# Quake 2



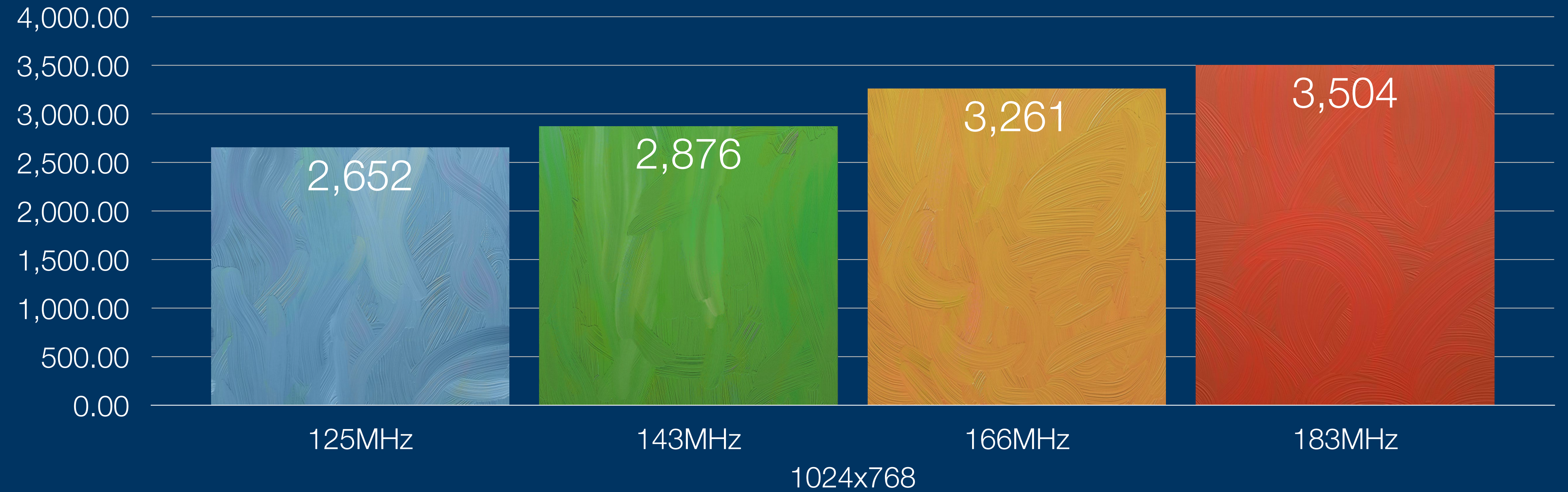


# Quake 3



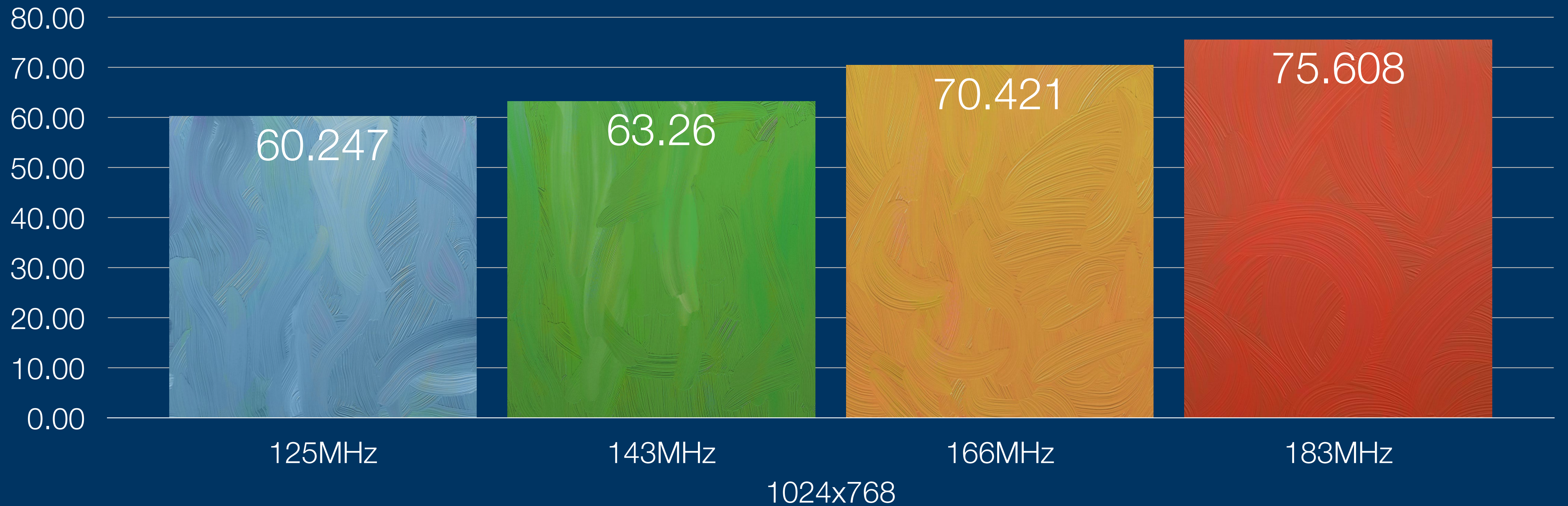


# 3D Mark 2000



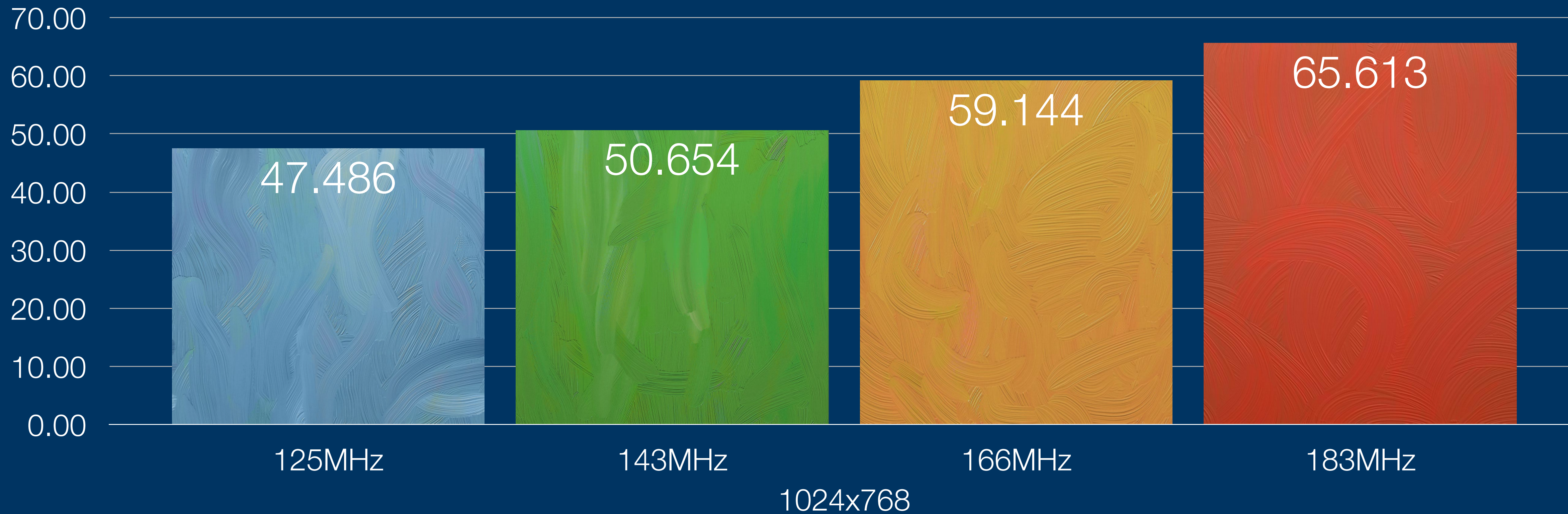


# Expendable





# Unreal

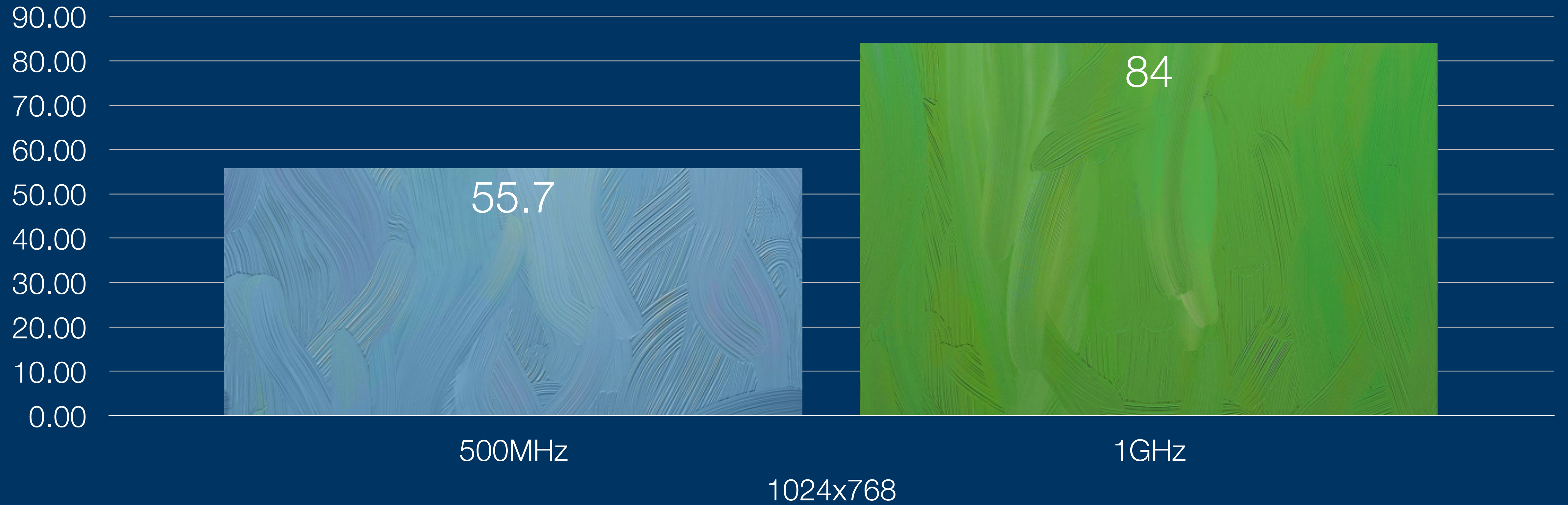




**500MHz vs 1GHz P3**

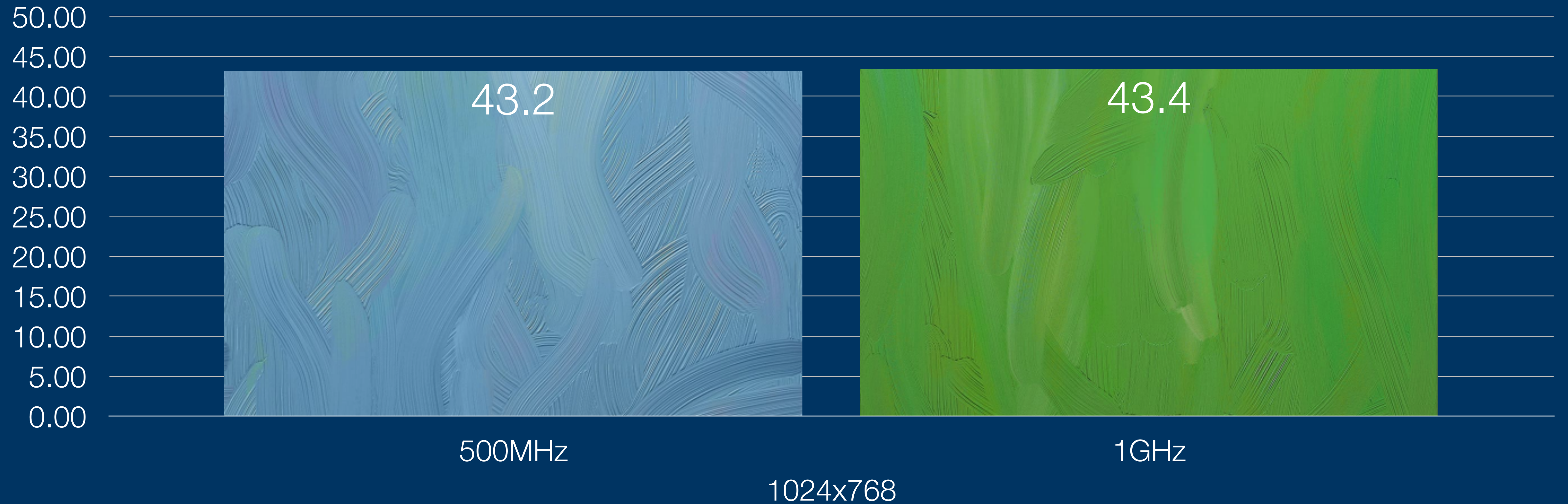


# Quake 2 - V3 3000 AGP



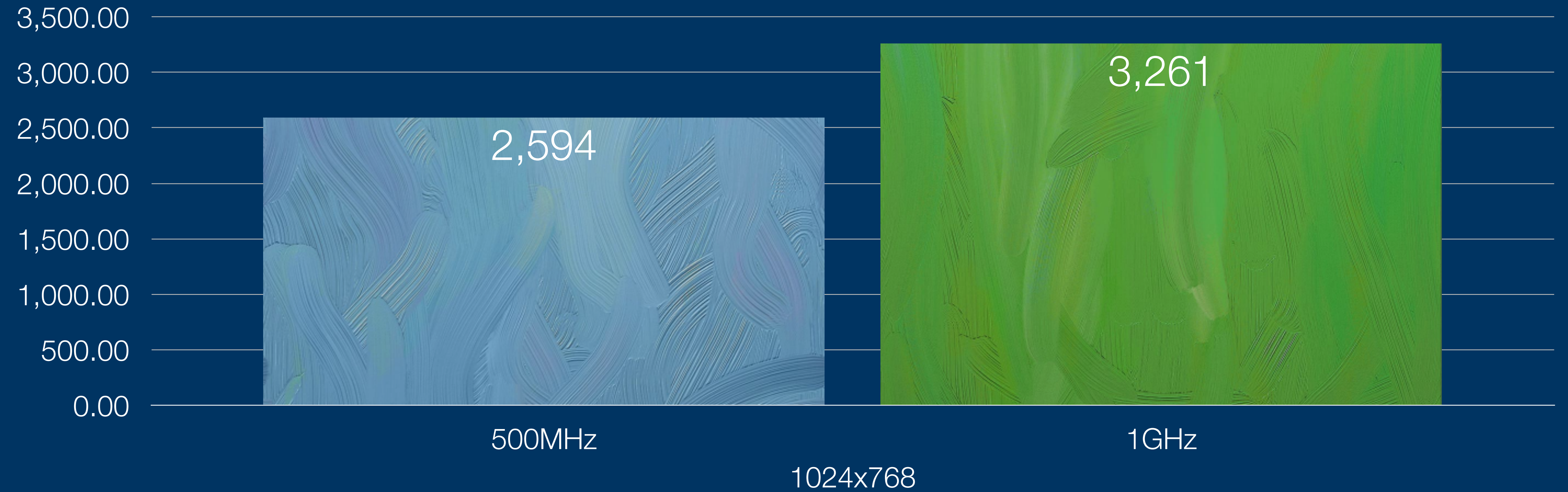


# Quake 3 - V3 3000 AGP



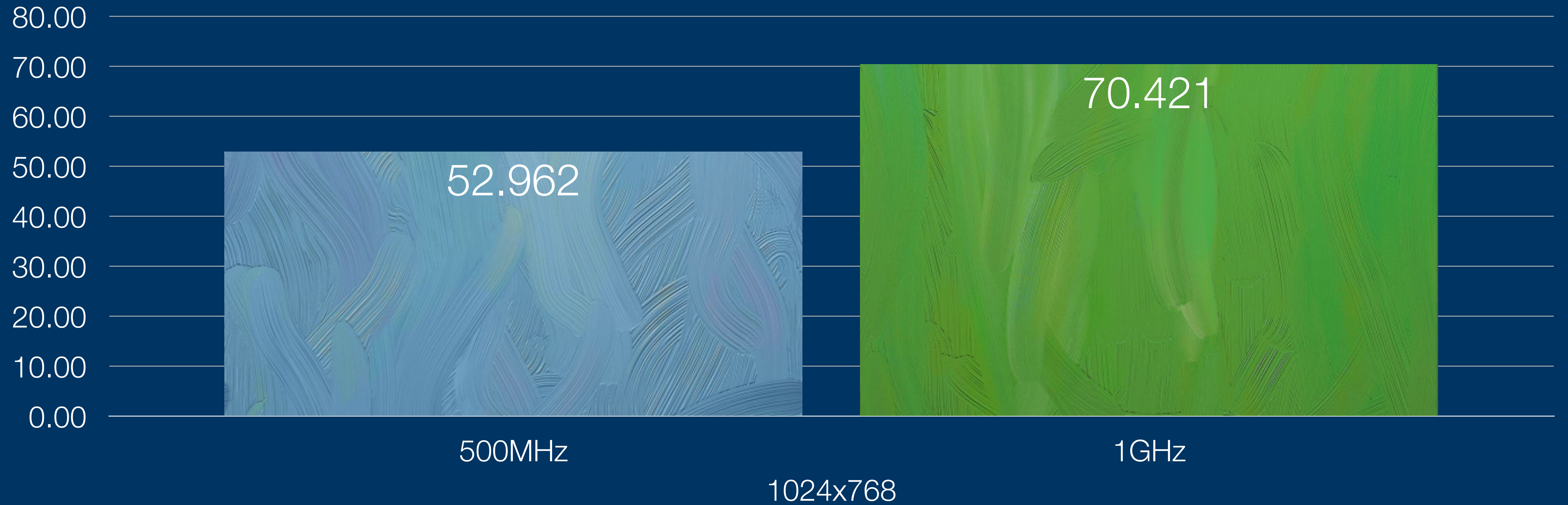


# 3DMark2000 - V3 3000 AGP



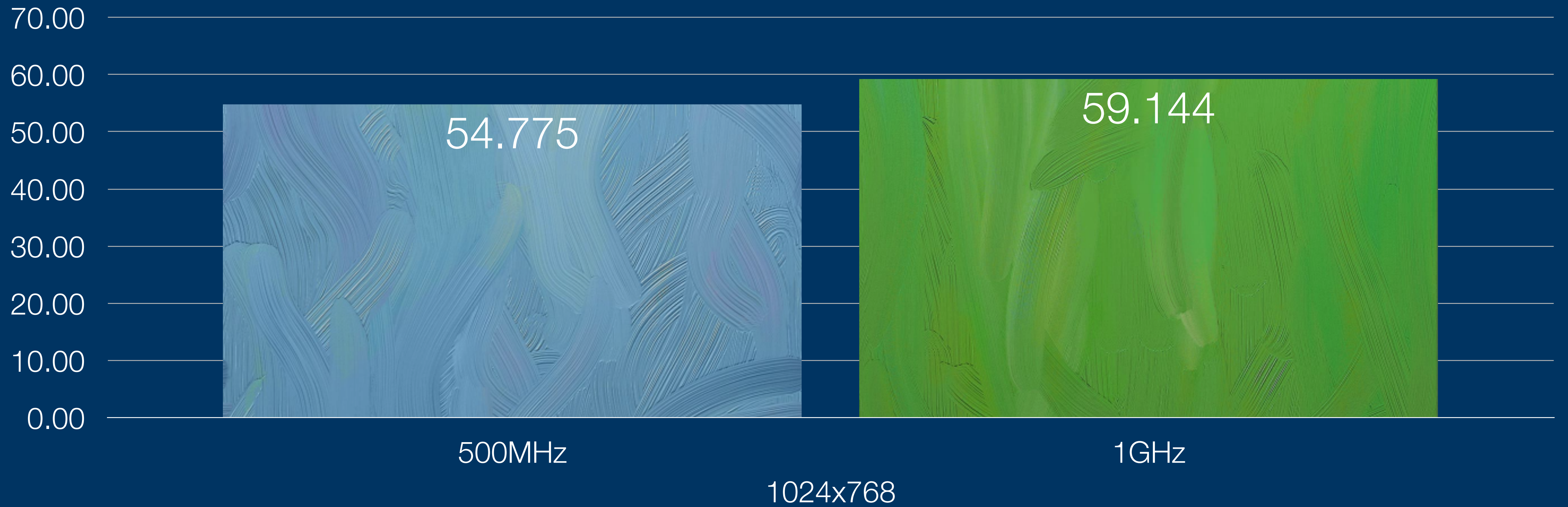


# Expendable - V3 3000 AGP





# Unreal - V3 3000 AGP





# The End

[vogonswiki.com](https://www.vogonswiki.com) & <https://www.youtube.com/channel/UC67uTu6oDBQgRCz-9uuiGTQ>

Michael Dale - 10th June 2024