

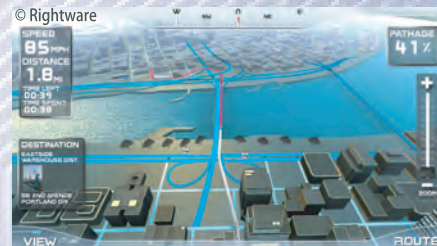
SMAPH[®]-S 3D Graphics IP

Mobile devices, consumer electronics, automotive, industry, game consoles, entertainment devices, etc.



The world's smallest and most scalable OpenGL ES 2.0 shader-based graphics IP core

SMAPH-S is a high-performance 3D graphics IP core that offers industry lowest power consumption with its state-of-the-art power saving technologies and highly optimized OpenGL ES 2.0 based-shader pipelines. SMAPH-S meets the widespread demand for ASIC/ASSP/SoC applications including mobile devices, consumer electronics, automotive, industry, game consoles, and entertainment devices. With its support of scalable shader architecture, the total number of the geometry and pixel processors can be configured from as small as 2 for entry level mobile devices, up to 24 for high performance devices.



Example navigation display rendered using Rightware's Automotive Benchmark

Fully supports industry standard

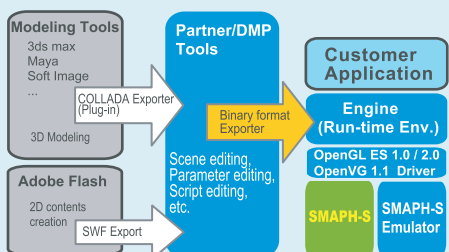
SMAPH-S will support the popular OpenGL ES 2.0, OpenGL ES 1.1, OpenVG 1.1, and OpenCL 1.0 standards. SMAPH-S supports industry standard OCP and AMBA AXI bus interconnect as well as DMP's proprietary architecture such as optimized cache structure for memory interfaces, which make it easy to integrate the IP into SoC, and achieve system level performance goals in real life implementations.

Main features / Specifications

- API support: OpenGL ES 2.0
- Frame buffer: Maximum 4095x4095 pixels
- Pixel format: RGBA4444, RGB565, RGBA5551, RGBA8888
- Number of vertex processors: 1-8
- Number of fragment processors: 1-16
- Support for programmable shader
- Render to texture
- mipmap
- Bilinear texture filtering
- Alpha blending
- Full-scene antialiasing
- Multisample antialiasing
- 8-bit stencil buffer
- 24-bit depth buffer
- Single/Double/Triple buffer
- Clock frequency: 266MHz (65, 40nm process)
- Vertex performance: Maximum 106M polygons/sec (at 266MHz, 4 vertex processors)
- Pixel performance: Maximum 2.2G fragments/sec (at 266MHz, 8 fragment processors)

Content Creation Support Tool

DMP continues to work with 3rd party middleware tool vendors and offers a variety of content creation tool chains to meet the wide range of needs for different types of application development.



Contact: **Digital Media Professionals Inc.**

7F Mitaka Takagi Building, 1-15-5 Nakacho, Musashino-shi, Tokyo 180-0006 Japan

TEL: +81-422-60-3480 FAX: +81-422-60-3479

URL: http://www.dmpof.com/index_en.html E-mail: info_06@dmpof.com

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