



## **AMD Z460 3D Graphics Core**

***A Game Console for Every Pocket***

## **AMD Z180 Vector Graphics Core**

***High-End User Interfaces for the Mass Market***

AMD delivers leading-edge 3D and vector graphics intellectual property (IP) to a broad market of handheld and portable devices as part of a dedicated business to license graphics technologies to mobile chipset and baseband suppliers. AMD's complete graphics platform will soon include the AMD Z460 3D graphics core and AMD Z180 vector graphics core offering the latest OpenVG and OpenGL ES technologies optimized to deliver superb image quality and performance without increasing costs and power consumption.

### **AMD Z460 3D Graphics Core**

- AMD Z460 OpenGL ES 2.0 graphics technology will deliver fully programmable shader models for realistic 3D graphics, designed to revolutionize the mobile gaming experience for portable devices.
- AMD Z460 3D graphics technology leverages the same patented AMD Unified Shader Architecture that provides an immersive graphics platform from PCs to game consoles such as the Microsoft® Xbox 360™ video game and entertainment system.
- AMD's balanced architecture for 3D graphics is optimized for photorealistic 3D graphics for mobile gaming and general purpose computing on the graphics processor.

### **AMD Z180 Vector Graphics Core**

- AMD Z180 OpenVG 1.x graphics technology will be ideal for advanced user interfaces, navigational systems and portable devices designed to handle animation, mapping and Flash®-style content.
- AMD Z180 vector graphics core will continue AMD's offering of the only available native hardware-accelerated vector graphics solution, designed to render vector graphics content with 16X antialiasing up to 20-40 times faster than software-based solutions.\* AMD's solution will deliver outstanding image quality and performance with low power consumption and a small footprint.
- AMD Z180 vector graphics technology is designed to deliver outstanding 3D perspective texture, reflection and shadow effects, as well as native Flash support for web applications, enabling smooth scaling of content for easy viewing on a handheld device.

\* Measured on ARM9 Versatile @ 210MHz using a commercially available software rasterizer