



FORWARD LOOKING STATEMENTS

The following communications contain certain "forward-looking statements" within the meaning of the Private Securities Litigation Reform Act of 1995. These statements are based on 3dfx management's current expectations and are naturally subject to uncertainty and changes in circumstances. Actual results may differ materially from the expectations contained herein. The forward-looking statements herein include statements about future financial and operating results and the impact of the Merger on such results. The following factors, among others, could cause actual results to differ materially from those described herein: the failure of 3dfx and GigaPixel Corporation ("GigaPixel") to complete the Merger, difficulties and costs involved in integrating the technology, operations and personnel of 3dfx and GigaPixel after the Merger, difficulty in predicting the aggregate number of shares of 3dfx common stock to be issued in the Merger and the value that GigaPixel shareholders will receive in the Merger, the possibility that GigaPixel shareholders will not receive 3dfx shares that will be held in escrow pursuant to documents executed pursuant to the Merger (the "Merger Documents"), delays in purchasing or licensing decisions by 3dfx or GigaPixel customers pending the outcome of the Merger, the increase in freely tradable shares of 3dfx as a result of the Merger and the impact on 3dfx's stock price of such an increase, the impact of continued losses by GigaPixel on 3dfx after the Merger, the impact of expenses associated with the Merger on the financial results of 3dfx and the potential reduction in the value that GigaPixel shareholders could receive for their stock, the impact of non-cash charges associated with the Merger on 3dfx's future earnings and stock price, conflicts of interest of certain GigaPixel officers, directors and shareholders and the negative impact that these conflicts may have on the consideration utilized in the Merger, the loss of any revenue associated with former customers or licensees of GigaPixel that choose to reduce or cease doing business with GigaPixel following the Merger, the risk that the securityholders' representative appointed pursuant to the Merger Documents may not act in the manner that GigaPixel shareholders desire, the final economic terms of GigaPixel's modified development agreement with WebTV and differences in the stock attributes of GigaPixel and 3dfx shareholders. More detailed information about these and other factors is set forth under the caption "Risk Factors" in the Proxy Statement/Prospectus/Information Statement dated June 6, 2000 of 3dfx and GigaPixel Corporation relating to the Merger, as well as documents incorporated by reference therein. 3dfx is not under any obligation to (and expressly disclaims any such obligation to) update or alter its forward-looking statements whether as a result of new information, future events or otherwise.

ADDITIONAL INFORMATION RELATING TO THE MERGER

In connection with the proposed merger by and among 3dfx, Galapagos Acquisition Corp. and GigaPixel, 3dfx has filed with the SEC the Proxy Statement/Prospectus/Information Statement dated June 6, 2000 of 3dfx and GigaPixel relating to the Merger, as well as documents incorporated by reference therein. You are urged to read the Proxy Statement/Prospectus/Information Statement, the related Registration Statement on Form S-4, and any other relevant documents filed with the SEC because they contain important information. You may obtain the documents free of charge at the SEC's web site, <http://www.sec.gov>. In addition, documents filed by 3dfx with the SEC can be obtained by contacting 3dfx at the following address and telephone number: Shareholder Relations, 4435 Fortran Drive, San Jose, California 95134, telephone: (408) 935-4400. Please read the Proxy Statement/Prospectus/Information Statement carefully before making a decision concerning the Merger. 3dfx, its officers, directors, employees and agents may be soliciting proxies from 3dfx shareholders in connection with the Merger. Information concerning the participants in the solicitation is set forth in the Proxy Statement/Prospectus/Information Statement.

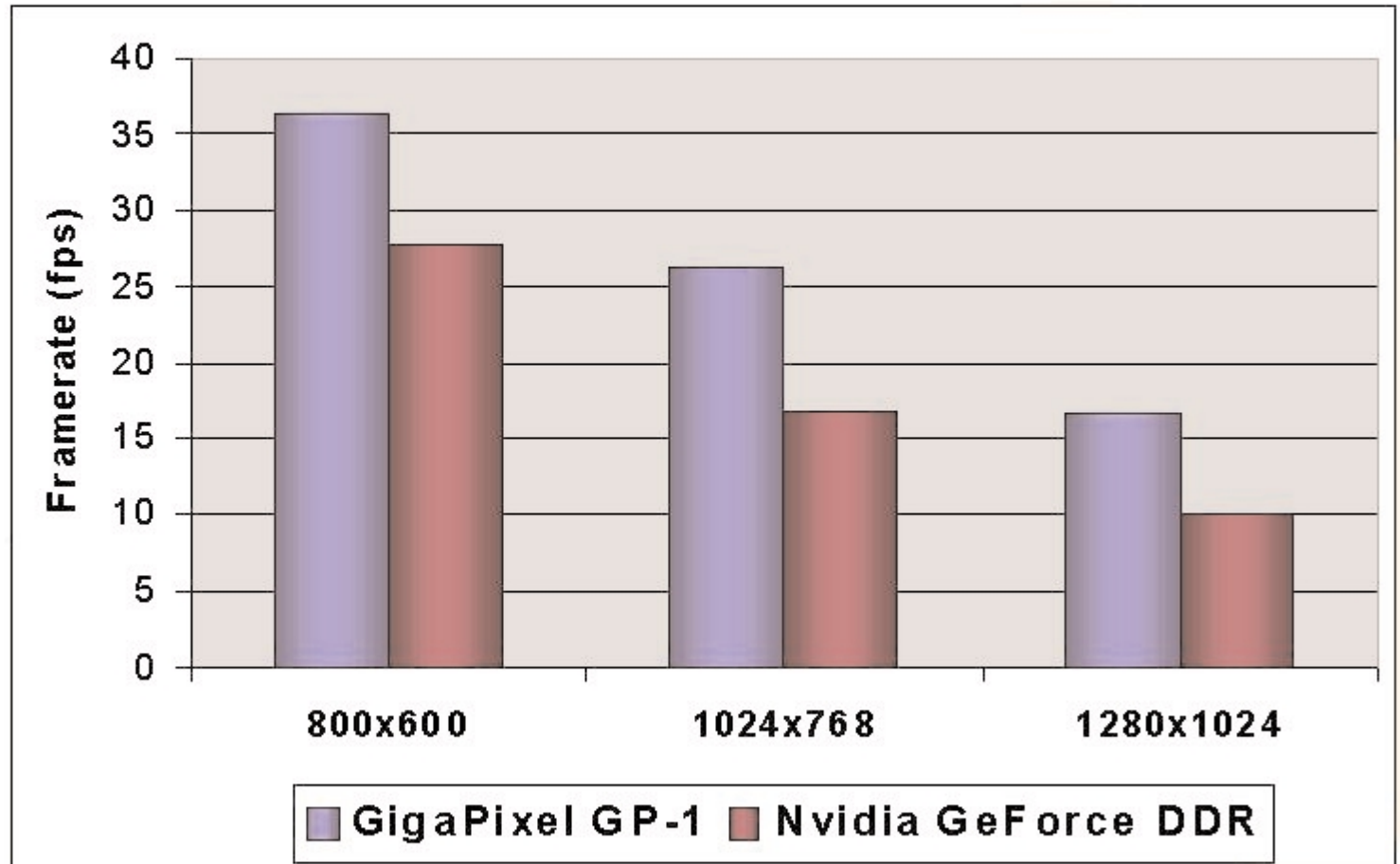


interactive

3dfx & GigaPixel Proxy Tour

June 2000

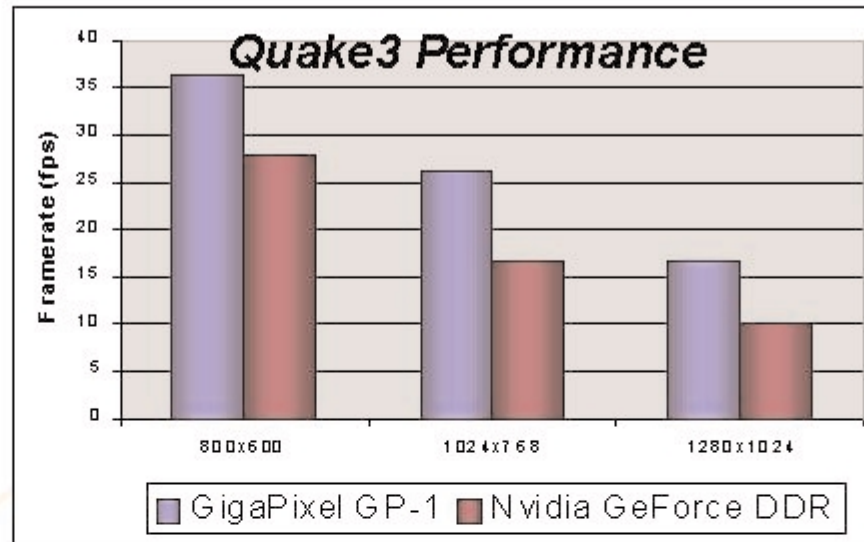
Quake3 Performance



#1: Superior performance to Nvidia GeForce DDR!

The "Disruptive" GigaPixel 3D Technology

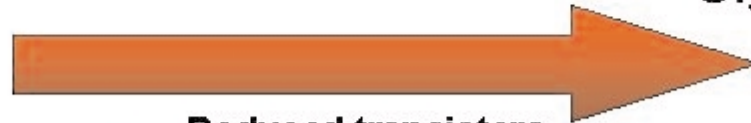
interactive



Nvidia GeForce DDR



~15M 3D Transistors



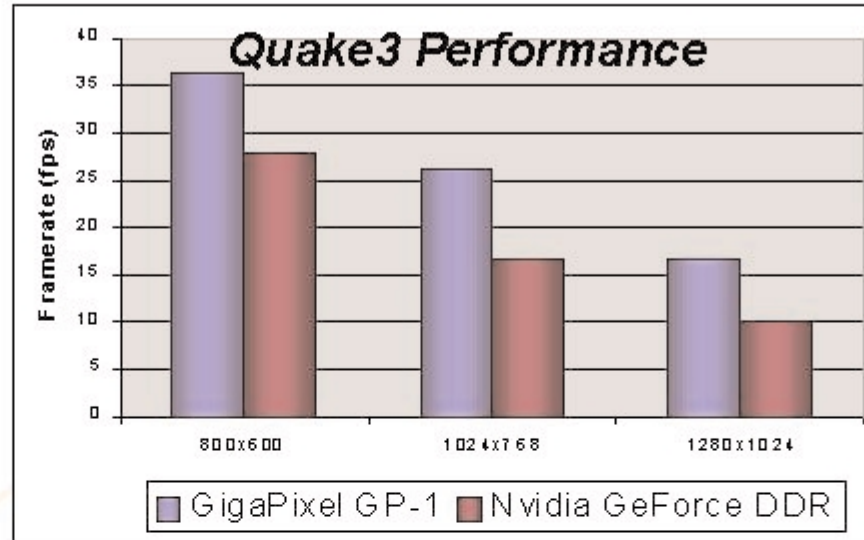
- Reduced transistors
- Reduced die size
- Reduced power

GigaPixel GP-1

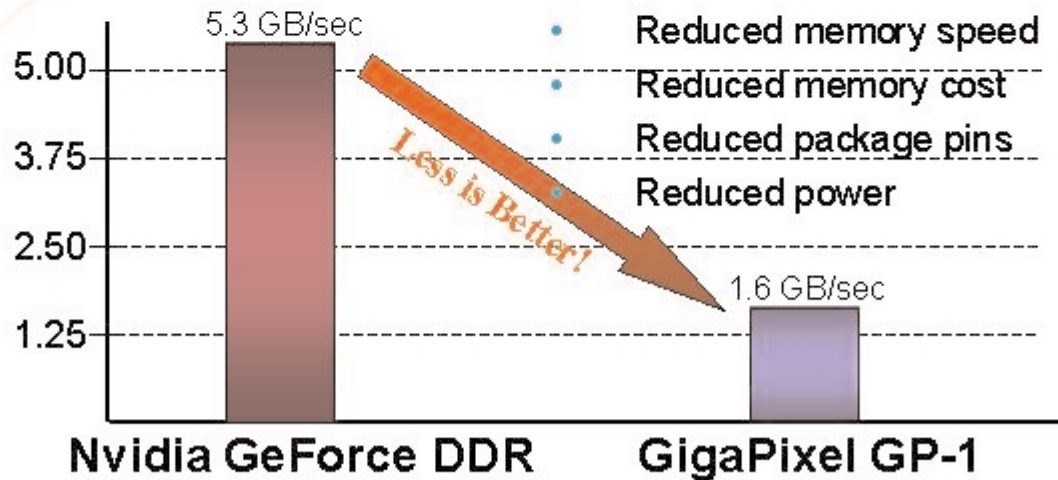


~3M 3D Transistors

#2: Superior performance at 20% the die size!



GBytes/sec Memory Bandwidth Required



#3: Superior performance with ~30% the memory bandwidth required!



Today's Presentation

- 3dfx history
- Markets for 3D and 3dfx
- GigaPixel “disruptive” 3D technology
- 3dfx + GigaPixel combined strategy and opportunity

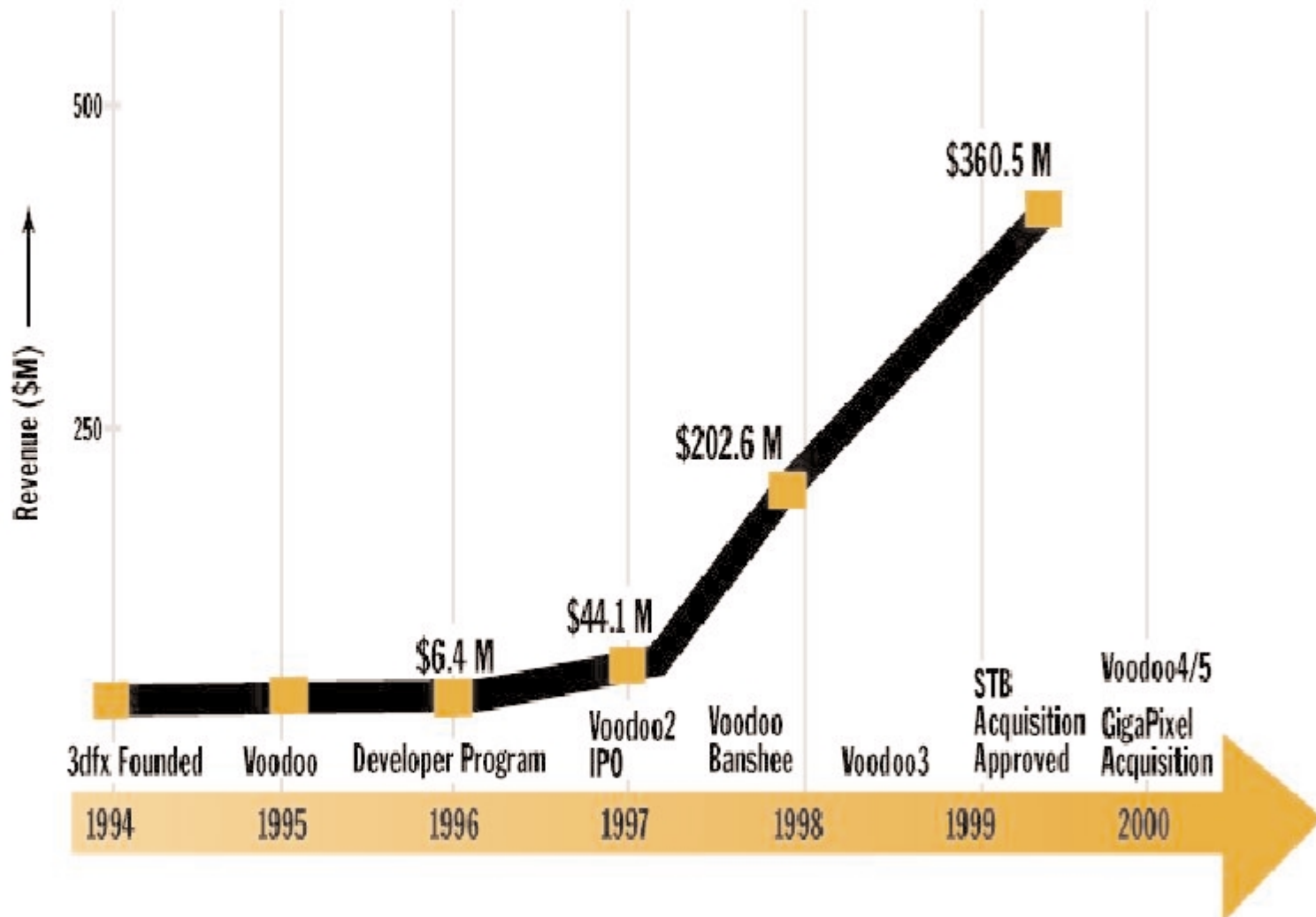
3dfx + GigaPixel Synergy



A new company with enhanced technology, resources and growth opportunities



A Little History...



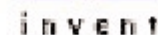
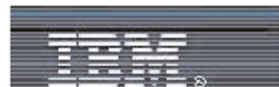
PC Retail Market

- 3dfx dominant retail board supplier
 - 39% market share 1Q'00, closest competitor 24%
 - Only \$99 and \$149 price points so far targeted
- Growing retail market share worldwide through product and price point breadth
 - Boards from \$99 to >\$300
 - Target 50% retail market share
- Retail board market CAGR 26%



PC OEM Market

- Approximately 2% market share in '99
- 120-150M unit opportunity in CY2000
 - 100% 3D penetration
- Growing OEM market share by focusing on two primary segments
 - High-end, performance boards (driven by retail success)
 - Integrated chipsets for low end into mid-range PCs

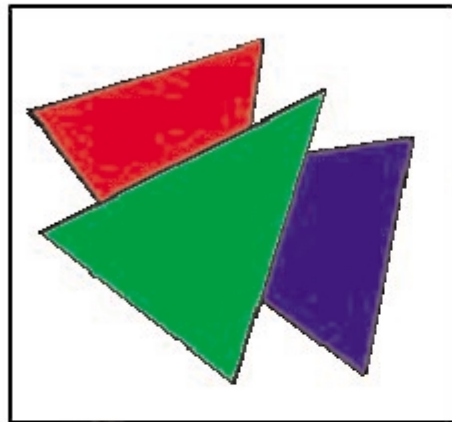




Integrated 3D Graphics Trends

PC System ASP	2000	2001	2002	2003
Performance (\$2000+)	Add In Card <ul style="list-style-type: none">• 3dfx• Nvidia			
Mainstream (\$1000 - \$1999)	Discrete Motherboard <ul style="list-style-type: none">• S3• ATI• Nvidia		Integrated (Segment 1)	
Value (Sub \$1000)	Integrated <ul style="list-style-type: none">• AMD• ALI• ATI• Intel	<ul style="list-style-type: none">• Nvidia• SiS• Trident• Via and more to come...	Integrated (Segment 0)	

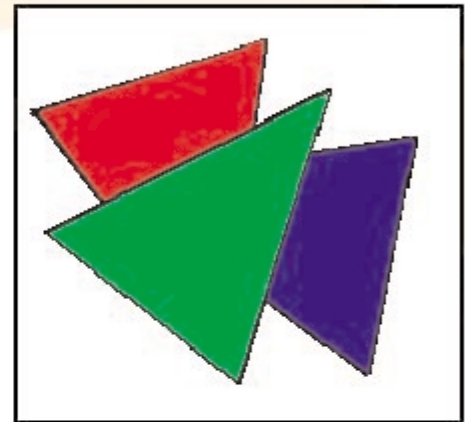
Traditional 3D Architecture



- Step 1: Draw **blue** triangle
- Step 2: Draw **red** triangle
- Step 3: Draw **green** triangle

Problem: Time wasted rendering pixels which are not visible in the final image

Gigapixel 3D Technology

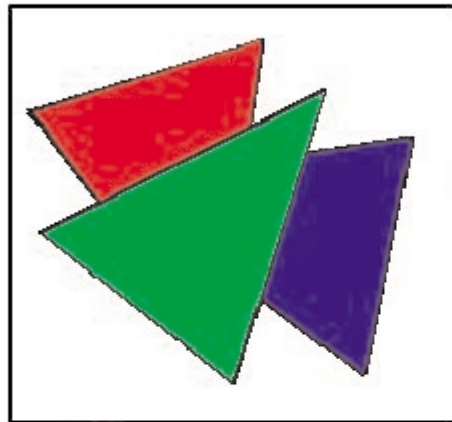


- Single Step: Draw only visible pixels for all triangles

Solution: Architectural breakthrough which greatly improves 3D efficiency



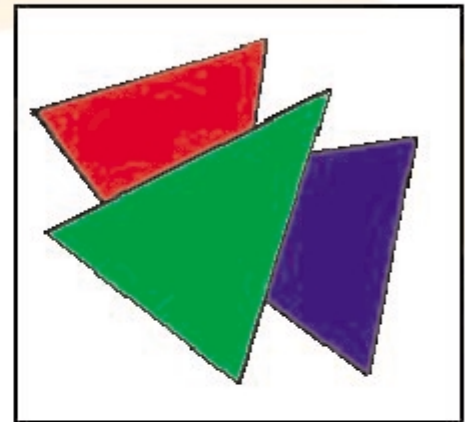
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Gigapixel 3D Technology



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GigaPixel "Disruptive" 3D Technology

Gigapixel 3D technology breakthrough

Benefit

<ul style="list-style-type: none">• Pixel visibility efficiency	<ul style="list-style-type: none">• Higher 3D performance
<ul style="list-style-type: none">• On-chip, tiled rendering	<ul style="list-style-type: none">• Higher 3D performance• Enhanced image quality
<ul style="list-style-type: none">• Reduced memory bandwidth requirements	<ul style="list-style-type: none">• Lower solution cost
<ul style="list-style-type: none">• Reduced gate count	<ul style="list-style-type: none">• Lower cost• Lower power• Core licensing opportunities

3dfx With GigaPixel Technology

Retail	OEM	Non-PC
 <ul style="list-style-type: none"> • Increased performance • Improved visual quality • Reduced cost 	 <ul style="list-style-type: none"> • Reduced cost • Technology leadership for chipset integration • Lower power 	 <ul style="list-style-type: none"> • Lower power • Reduced memory bandwidth • System-on-chip integration expertise

GigaPixel technology benefits all identified 3D market segments!

3dfx Strategy and Opportunity

PC Retail Current Business



Strategy

- Board level sales
- Increase worldwide distribution
- Increase market share by broadening product mix

Market Opportunity

- Currently 39% market share
- 9M units total market 2000
- Growing to 22M units 2005

PC OEM Near term growth



- Chip level sales
- Chipset Integration licensing
- Laptop licensing

- 108M chips 2000
- 74M chipset 2000
- 31M laptop 2000
- Total is 213M growing to 347M in 2005

Non-PC Future growth



- 3D Core licensing
- Penetrate multiple emerging non-PC segments

- 1.7 Billion units in 2005
- Design choices being made today

Multiple Growth Opportunities



GigaPixel Acquisition Points

- **Vote takes place July 19, 2000**
- **Purchase accounting**
- **Engineering teams already operating under a joint development agreement**
- **No anticipated operating income impact for FY2001**
- **Plan is to be accretive in FY2002**



Summary

- GigaPixel “disruptive” 3D technology
- New, differentiated business model
 - Boards
 - Chips
 - Core licensing
- Expanded market opportunities
 - Retail
 - OEM
 - Consumer electronic devices

We need your approval - please vote