Available Models
1. Vanta 8    TNT2-Vanta, 8MB SDRAM    5184-3492
2. Vanta 8-TP  TNT2-Vanta, 3MB SDRAM, TV/PAL   5184-4746
3. Vanta 16   TNT2-Vanta, 16MB SDRAM    5184-3926
4. Vanta 16-TP  TNT2-Vanta, 16MB SDRAM, TV/PAL   5184-4747

Hardware Specifications
- Graphics Engine: TNT2 VANTA, 64-bits 3D/2D processor
- Memory: 8/16MB SDRAM
- Vertical Refresh Rate: 75-240 Hz
- RAMDAC: Triple 8-bit 300MHz Palette DAC
- Bus Standard: AGP
- VGA Connector: 15-pin D-sub VGA connector

2D Features
- High performance True 128-bit, single cycle operation, 2D/GUI/DirectDraw Acceleration.
- Optimized Direct Framebuffer (DFB) access with Write-combining
- Full featured 128-bit BitBLT Engine
- Multi buffering (Double, Triple, Quad buffering) for smooth animation.
- DMA Pusher allows the 2D graphics pipeline to load rendering methods optimizing TNT2 VANTA/host multi-tasking.

3D Features
- Twin-Texel (TNT) 32-bit graphics pipeline, processes 2 pixels-per-clock cycle enabling single-pass.
- 2 texture mapped, lit pixels per clock
- Single pass multi-texture rendering
- Square and non-square texture support
- Up to 1920x1200x16.7M color
- High precision 24-bit or 16-bit floating point Z-buffer
- TextureBlend support examples (Multi-texture, Reflection maps, Bump Map, Detail textures, Texture modulation, Environmental maps, Light maps, Procedural textures)
- Backend blend (Destination, Alpha blending, 32-bit ARGB rendering, Point sampled, bilinear, trilinear and 8-tap anisotropic filtering - better than trilinear Mipmaping)
- Per-Pixel perspective texture mapping (Fog, Lighting, Mip mapping)