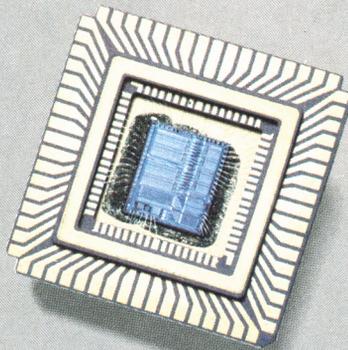


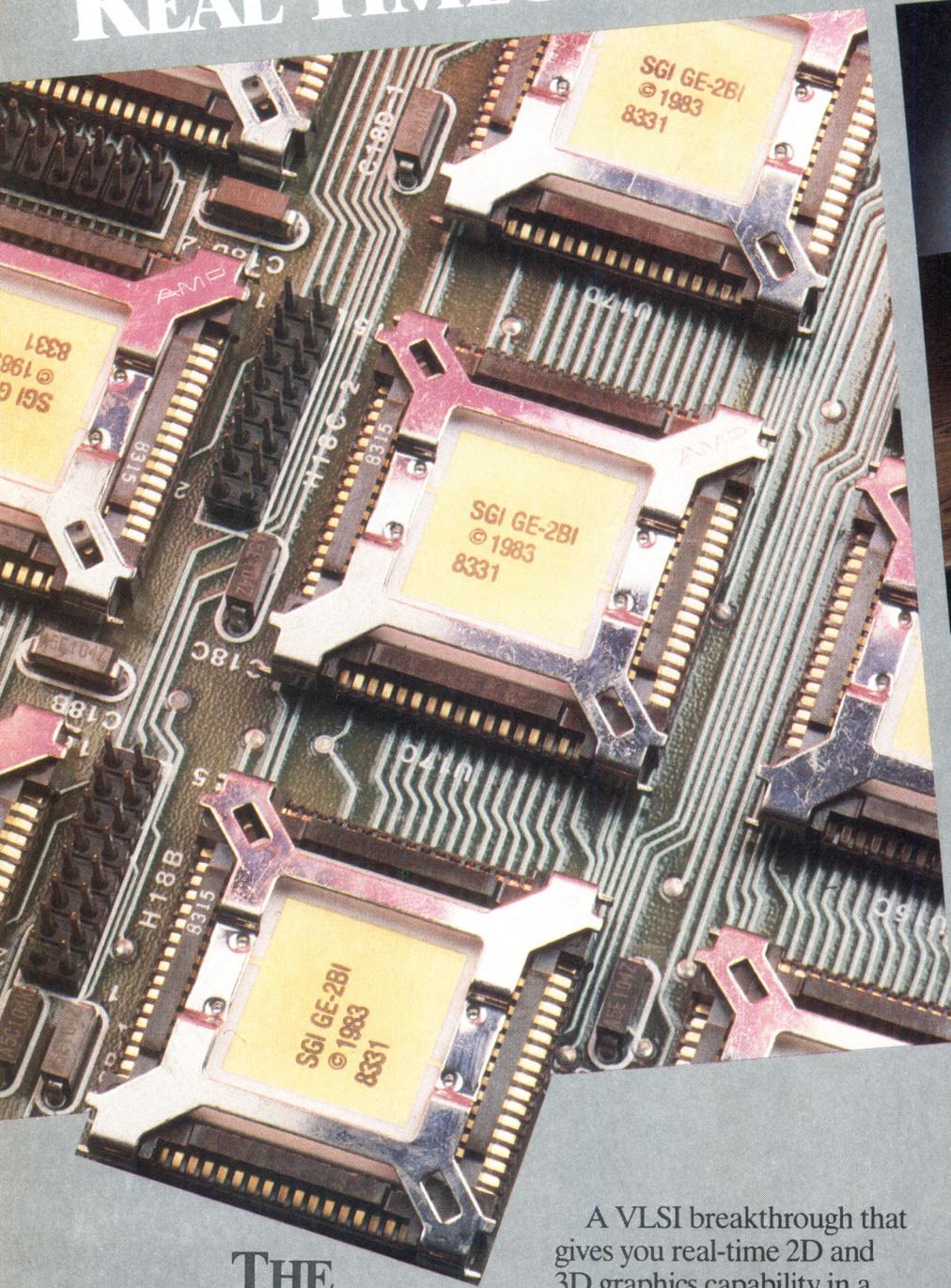
**BUT FOR ONE
IMPRESSIVE
TECHNICAL
ADVANTAGE,**

THIS WOULD SIMPLY BE THE
INDUSTRY'S OUTSTANDING
HIGH-PERFORMANCE
ENGINEERING WORKSTATION.



SILICON GRAPHICS INC SILICON GRAPHICS INC SILICON GRAPHICS INC

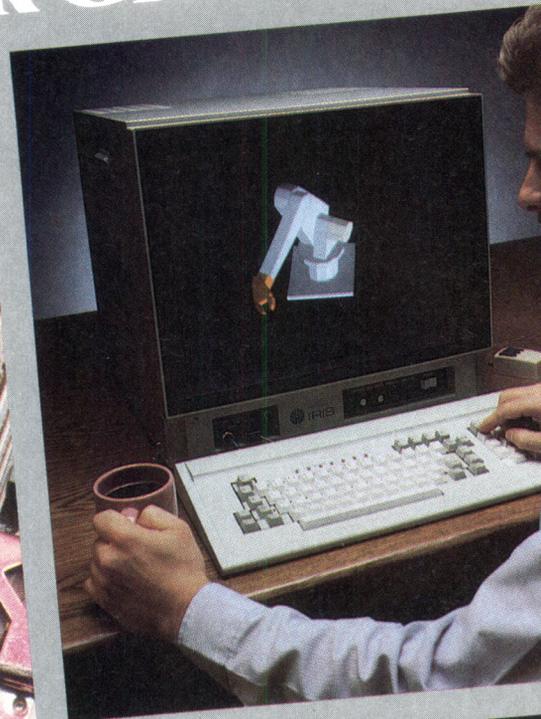
THE IRIS SYSTEM: REAL-TIME 3D COLOR GRAPHICS



THE DIFFERENCE IS THE GEOMETRY ENGINE™:

A VLSI breakthrough that gives you real-time 2D and 3D graphics capability in a workstation.

Silicon Graphics has integrated the Geometry Engine with a powerful 32-bit CPU, high-level graphics software, the UNIX™ operating system, and Ethernet to create the IRIS workstation.



The result is a dramatic increase in performance. You can manipulate graphics data as much as 100 times faster than with conventional systems. So the Geometry Engine can boost your graphics applications to real-time performance levels.



And this unique VLSI technology has other benefits. Like high performance in a compact system that fits easily in your office. And greater reliability.

Our powerful Graphics Library software, combined with standard UNIX systems software, makes program develop-

ment fast and easy. So you can get your applications programs running in less time.

Because the IRIS is available in both terminal and workstation configurations, it is easy to integrate with your current and planned computing resources.

Find out how real-time performance can improve produc-

tivity in your graphics applications. For more information call or write Silicon Graphics, Inc., 630 Clyde Court, Mt. View, CA 94043, (415) 960-1980.

Geometry Engine is a trademark of Silicon Graphics, Inc.
UNIX is a trademark of Bell Telephone Laboratories, Inc.



SILICON GRAPHICS INC SILICON GRAPHICS INC SILICON GRAPHICS INC