COMMON SENSE
Designing effective presentation graphics really boils down to a matter of common sense.
Select the appropriate style to deliver your message. Keep it simple, both in its message and its visual style. But most of all, plan ahead. Know who your audience is and determine what you want them to learn from your presentation. In any event, a computer graphics slide-making system like the Xerox 350 can greatly simplify your production task.

Creating effective presentation graphics doesn't have to be a difficult task. Computer technology is here to help.

Figure 6. A sample pie chart.
Operator simply to enter section weights, designate colors, etc., and the computer then calculates the appropriate section size with extreme accuracy. Because the slide data is stored electronically, changes and updates are completed in a matter of minutes. There are also times when it is necessary to combine two or more charts on a single slide. Because of the computer's ability to scale down the size of any chart already created, it is an easy matter to add or merge additional graphic elements to the slide. Such combining should, nevertheless, be done sparingly and with only the simplest elements.

Raymond K. Gust joined Xerox Corporation in 1982 as a graphics arts specialist, providing technical and artistics support to the Xerox Color Slide Centers. His background includes retail sales promotion and advertising. In addition, Gust has freelanced as a graphic designer and producer of multi-image slide presentations and audiovisual training aids.

2D/3D INTERACTIVE COLOR TERMINAL
MATROX GXT-1000

THE NEW MATROX GXT-1000 color graphics terminal delivers true 2D/3D interactive performance. It's fast. It's intelligent. It's high resolution. And it costs less than $10,000 in OEM quantities. Complete.

THE GXT-1000 TRANSFORMS, CLIPS AND DRAWS lines at speeds of up to 20,000 vectors/second. Area filled rectangles at 5000 rectangles/second. True 3D 1000 polygon pictures with hidden surfaces removed and shaded in 10 seconds.

HOST WORKLOAD AND COMMUNICATIONS ARE GREATLY REDUCED. The GXT-1000 allows the user to download complete object data files, using 64K x 64K x 64K virtual co-ordinates, to local memory. The terminal contains up to 22 Mbytes of RAM and disk memory for local picture segment storage, (up to 2000 active segments). Once downloaded, all data manipulation and viewing can be performed locally, in near real-time, without host support.

HIGH RESOLUTION
- up to 1280 x 1024
- 4 to 16 video planes
- 256 color look-up table per surface
- 19" high res. color monitor
- interlaced or non-interlaced

HIGH SPEED
- 80286 graphics engine
- 6 pipelined slave processors
- up to 20,000 short vectors/sec
- up to 5000 filled rectangles/sec

HIGH PERFORMANCE
- 64K x 64K x 64K virtual addressing
- local picture storage up to 22 Mbytes on disk
- local segment storage up to 1 Mbyte (2000 segments) in RAM
- full 2D transformations standard
- 3D with hidden surface removal and shading optional
- multiple viewports and dialog areas (up to 64)
- real time pan in 64K x 64K virtual space

LOCAL I/O SUPPORT
- host interface via RS-232, RS-422/449 or parallel DMA
- detachable low profile keyboard
- complete interfaces for data tablet, optical mouse, printer & plotter
- add-on Winchester/floppy disks

OEM OPTIONS
- desktop or rackmount electronics
- available unbundled as Multibus board set
- VAX host software package

Matrox, 80286 - TM/INTEL VAX - TM DEC