



# Project 1

## World's Worst Video Card

# VGA Controller Design Using Verilog

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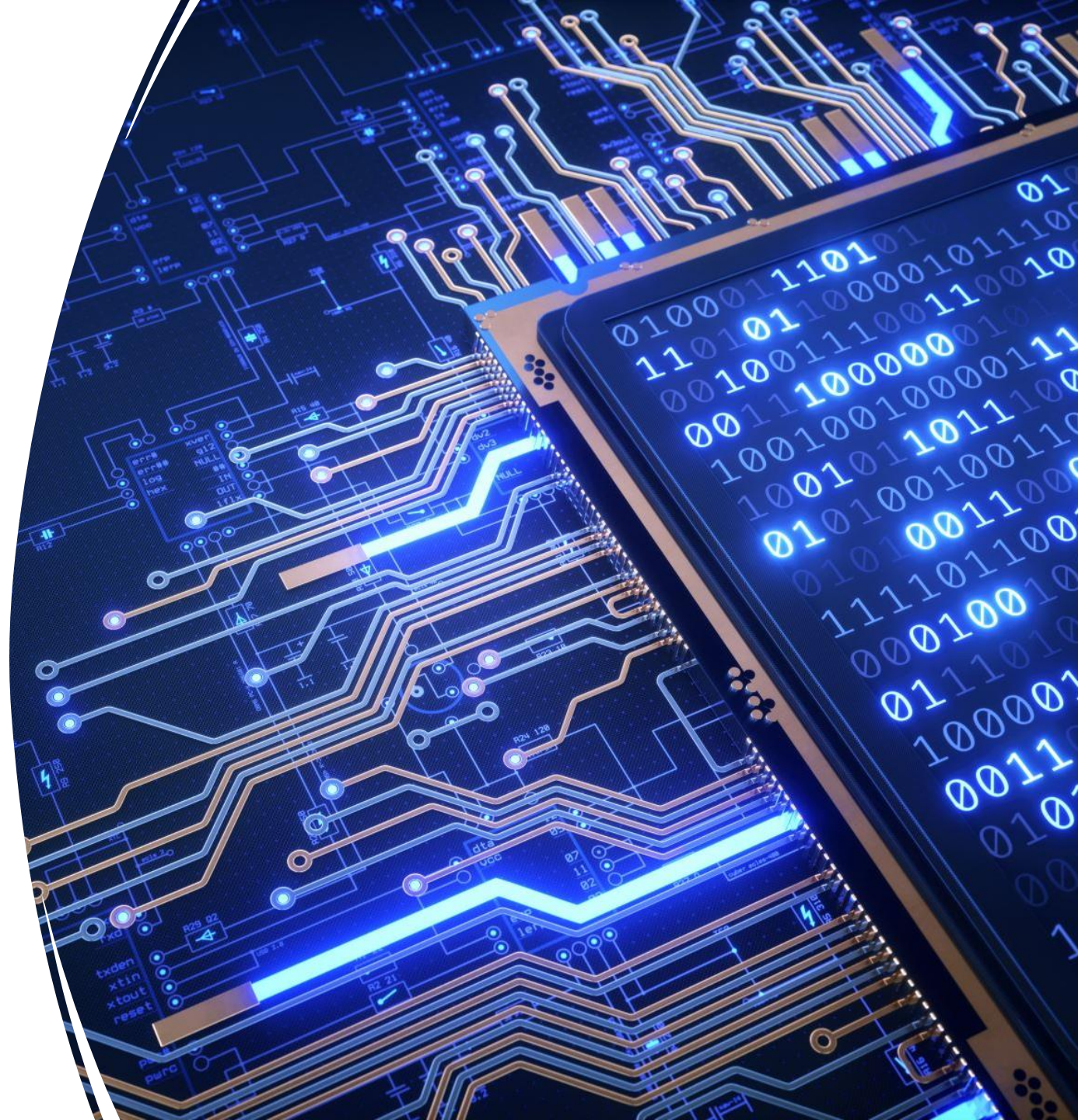




# Outlines

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- What is VGA
- Idea Of Work
- Architecture of VGA
- RTL Code
- Simulation & Verification



# What is VGA



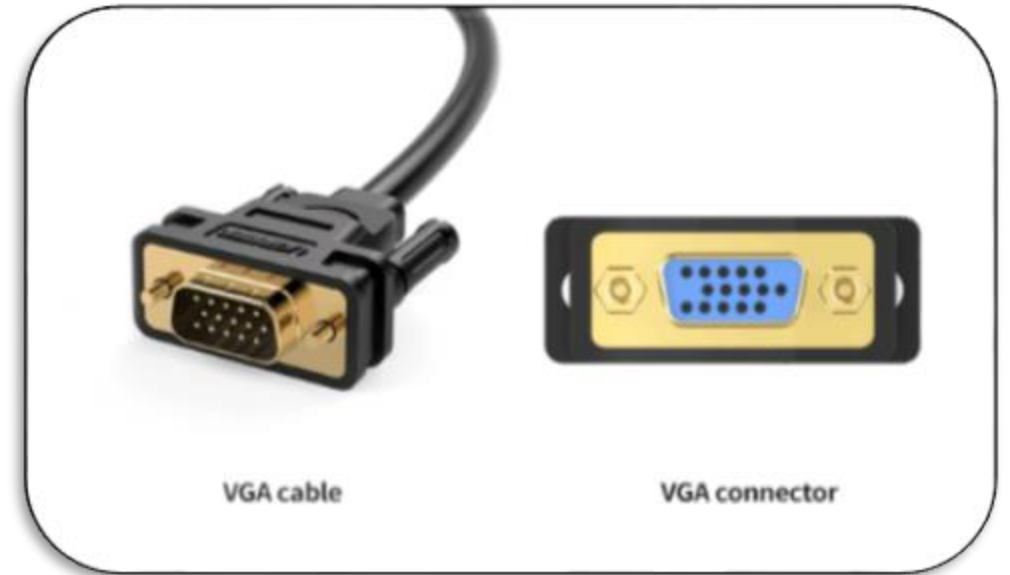
VGA stands for Video Graphics Array



it is a standard display interface used for connecting computers to monitors or other display devices



It was introduced by IBM in 1987



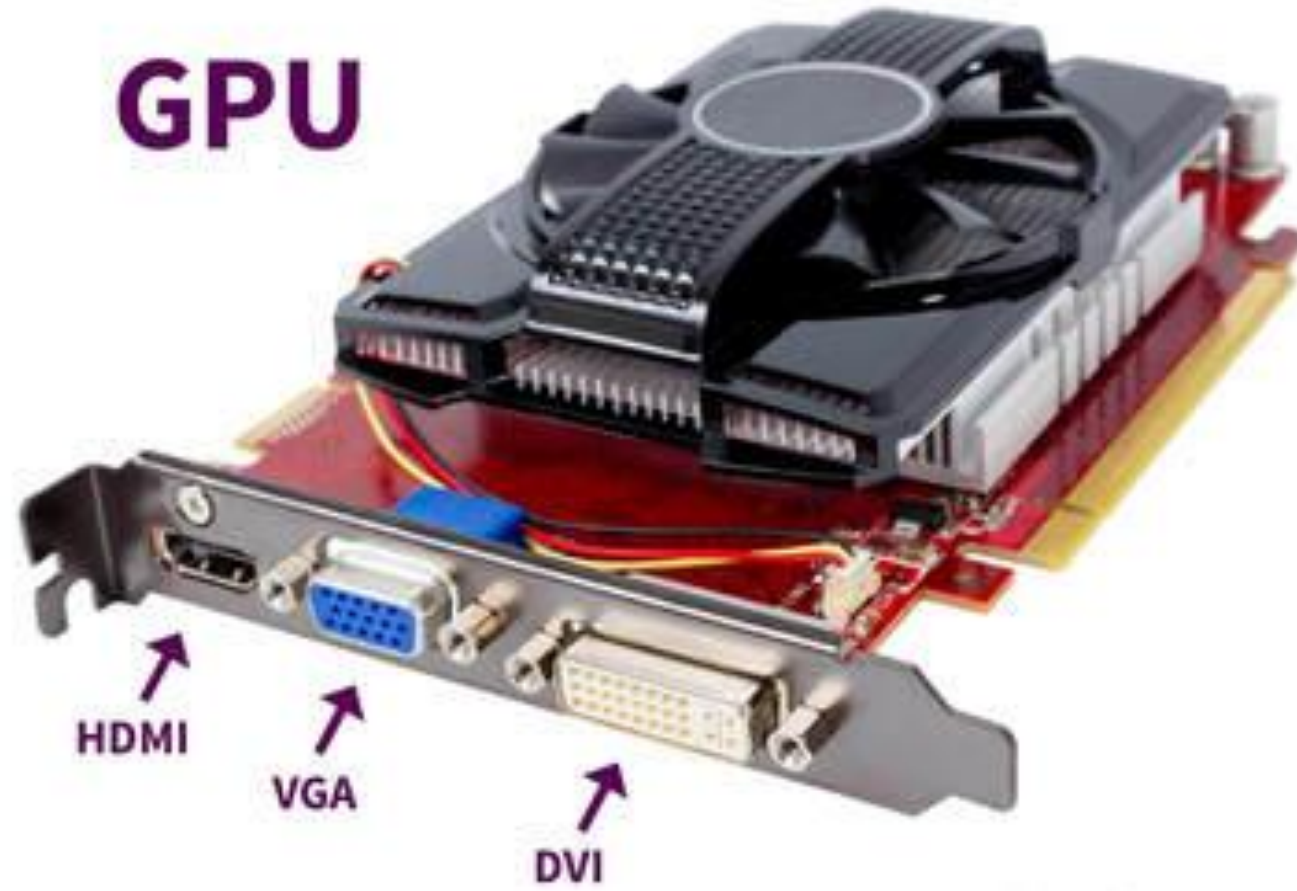


# Other Types of Video Graphics Standards

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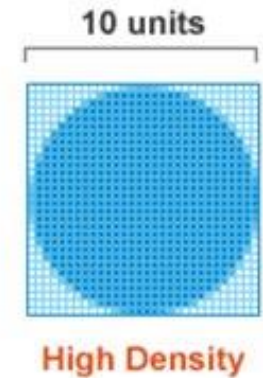
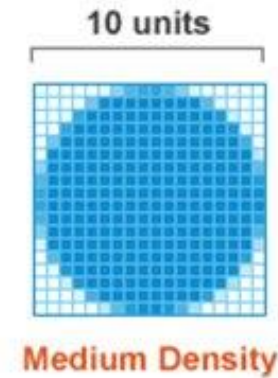
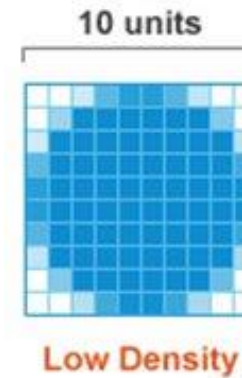
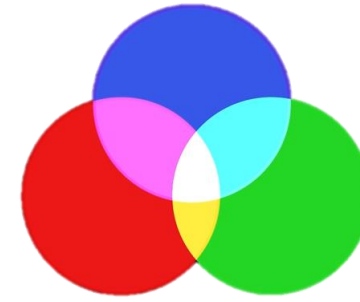


# GPU



# Graphics

- Video is array of photos
- Photos are array of pixels
- Pixels consist of 3 dots (RGB)
- More pixels in same area = higher resolution







# How does VGA Controller Work

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# VGA Controller

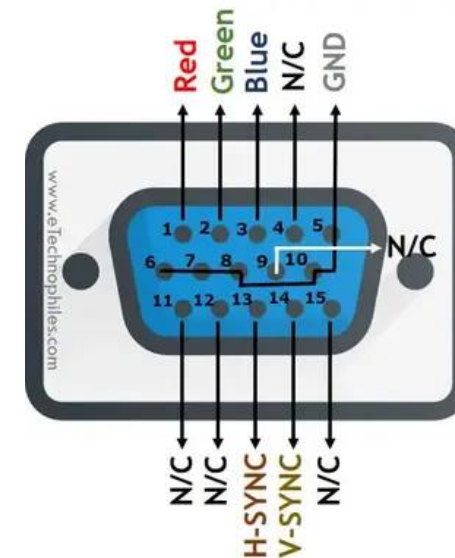
- handles the low-level details of communicating with a monitor over a VGA connector.

## Specifications:

Resolution = > 640 x 480

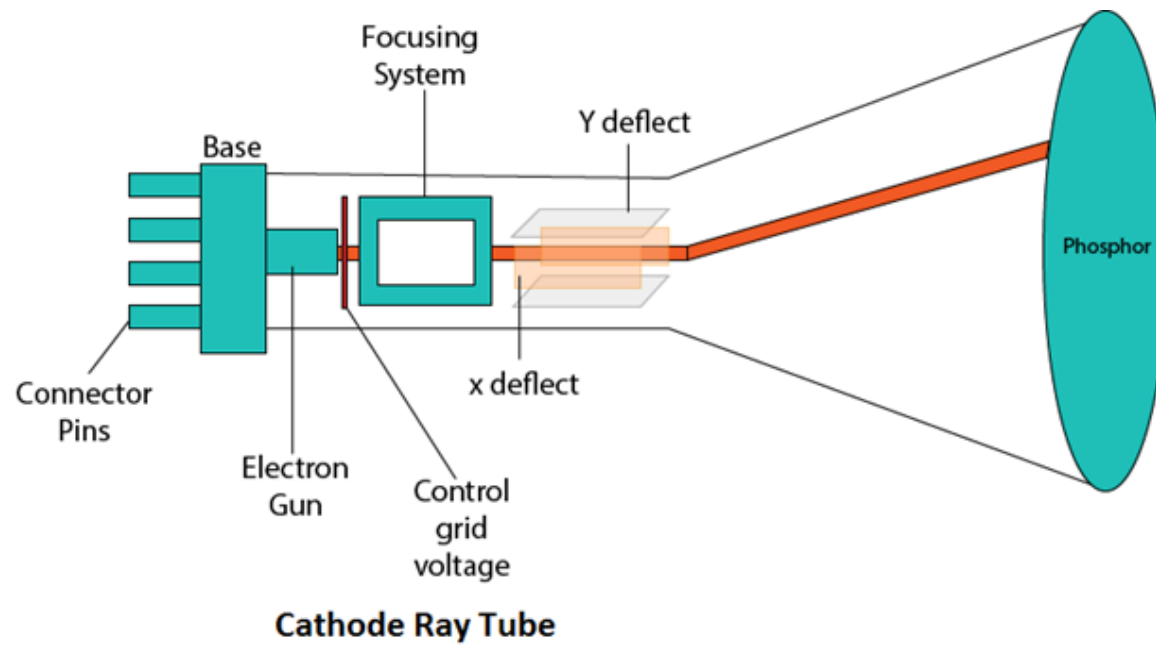
Refresh Rate => 60 HZ

Color Depth => 1 Bit for each color

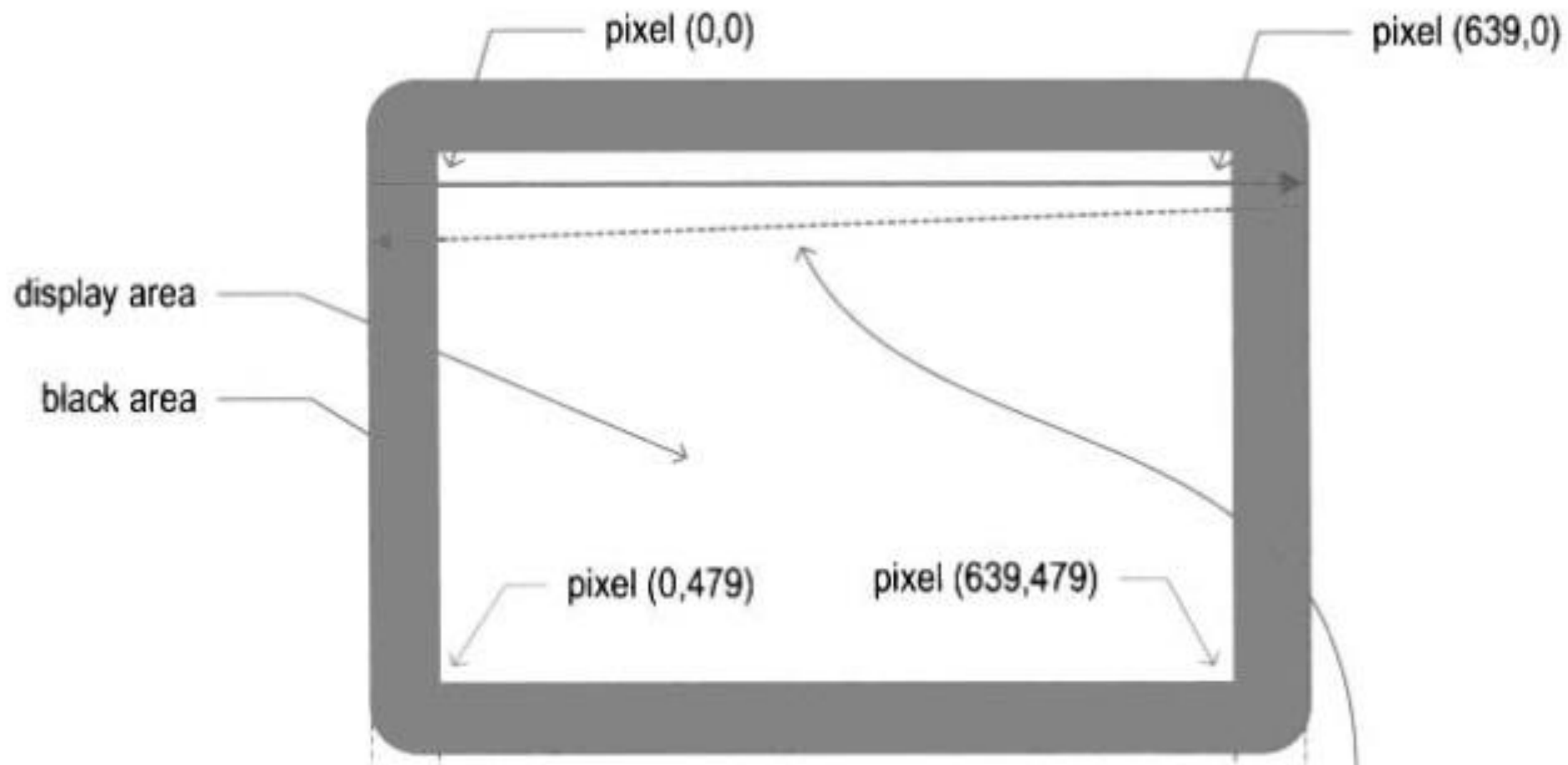


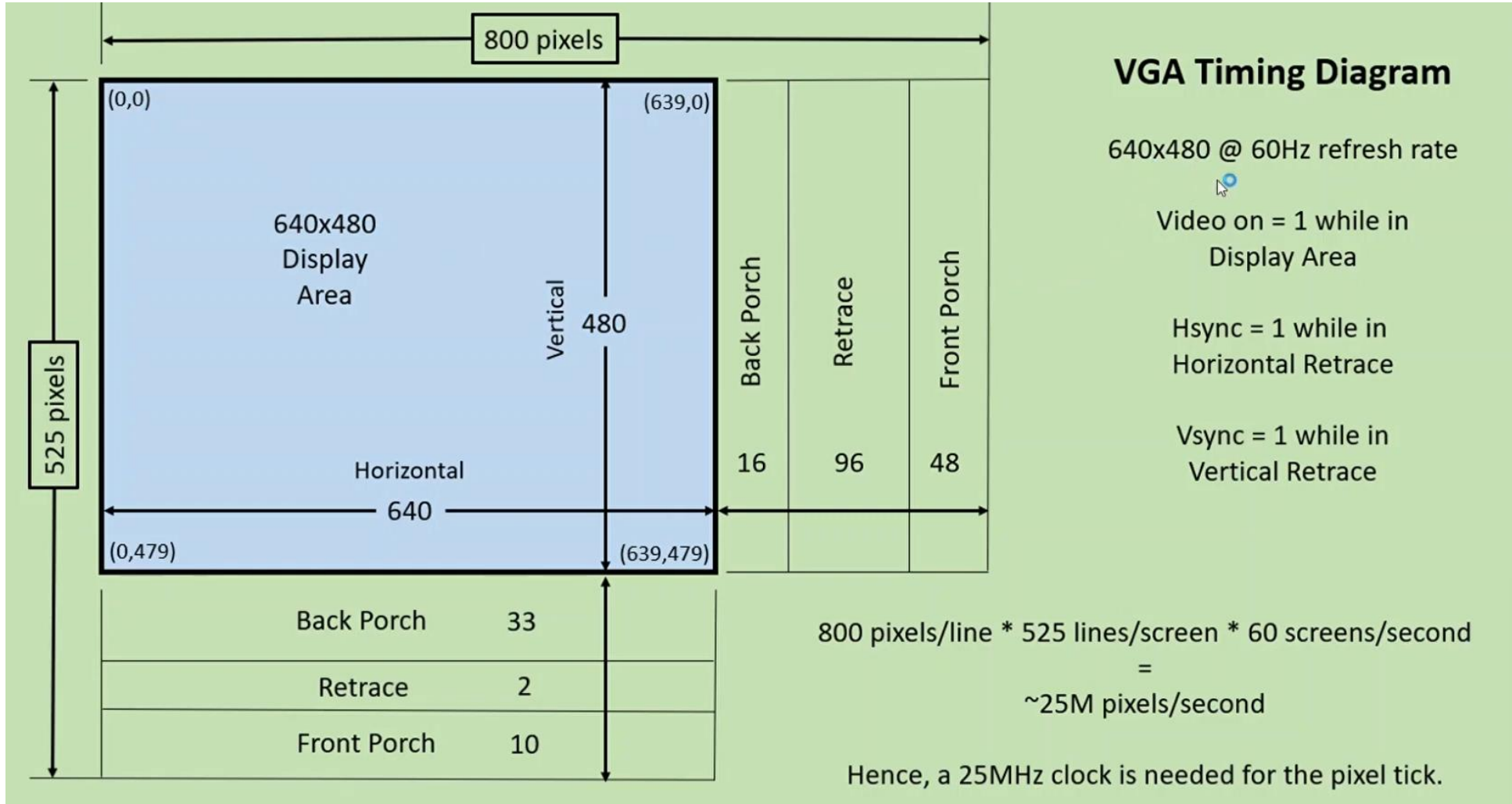
# Cathode Ray Tube (CRT)

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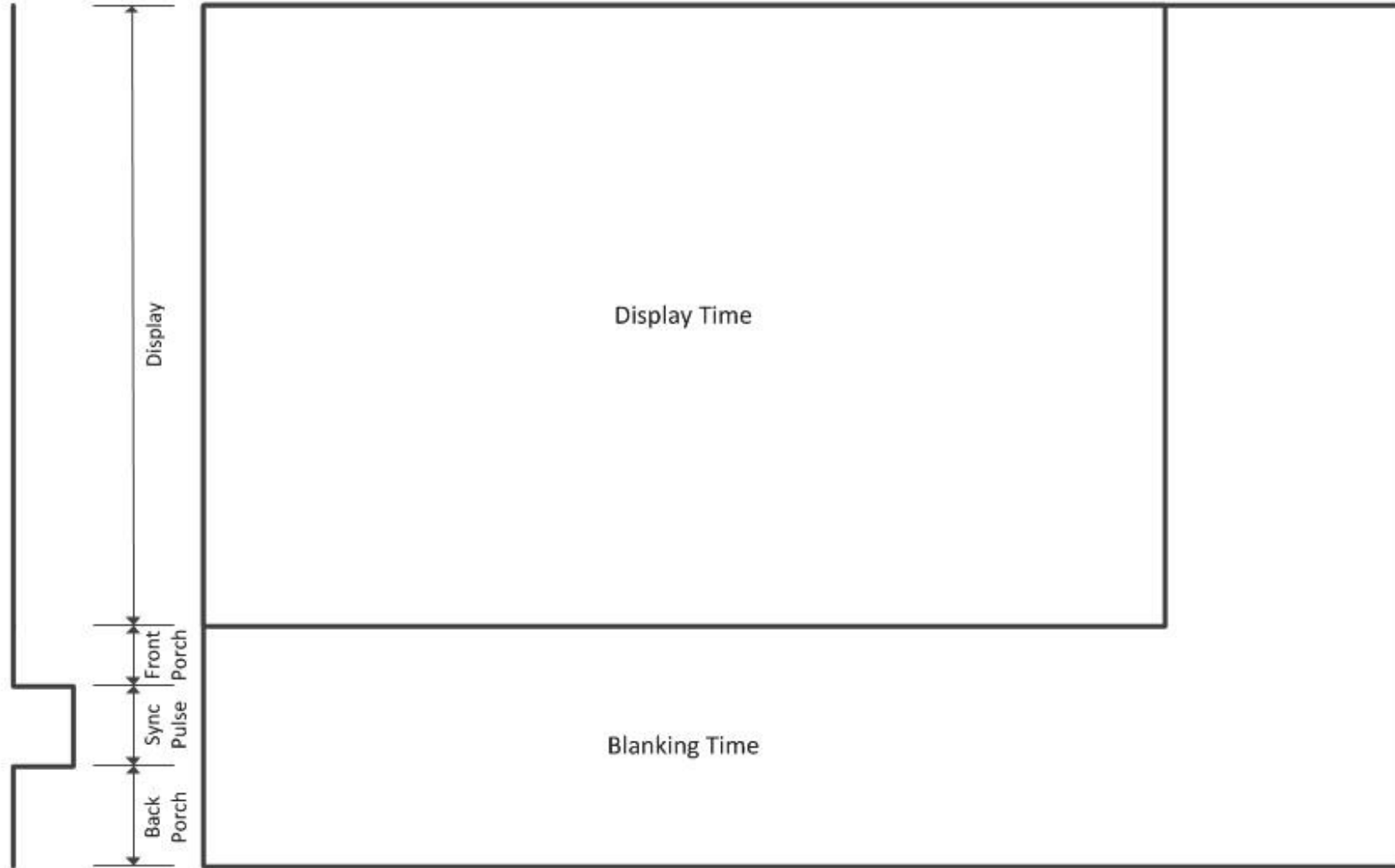




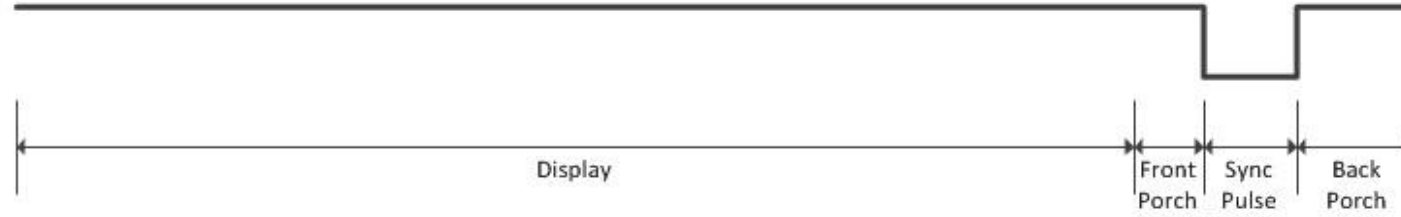




**Vertical Timing  
(v\_sync signal)**



**Horizontal Timing  
(h\_sync signal)**



## VGA Signal 640 x 480 @ 60 Hz Industry standard timing

### General timing

Screen refresh rate	60 Hz
Vertical refresh	31.46875 kHz
Pixel freq.	25.175 MHz

### Horizontal timing (line)

Polarity of horizontal sync pulse is negative.

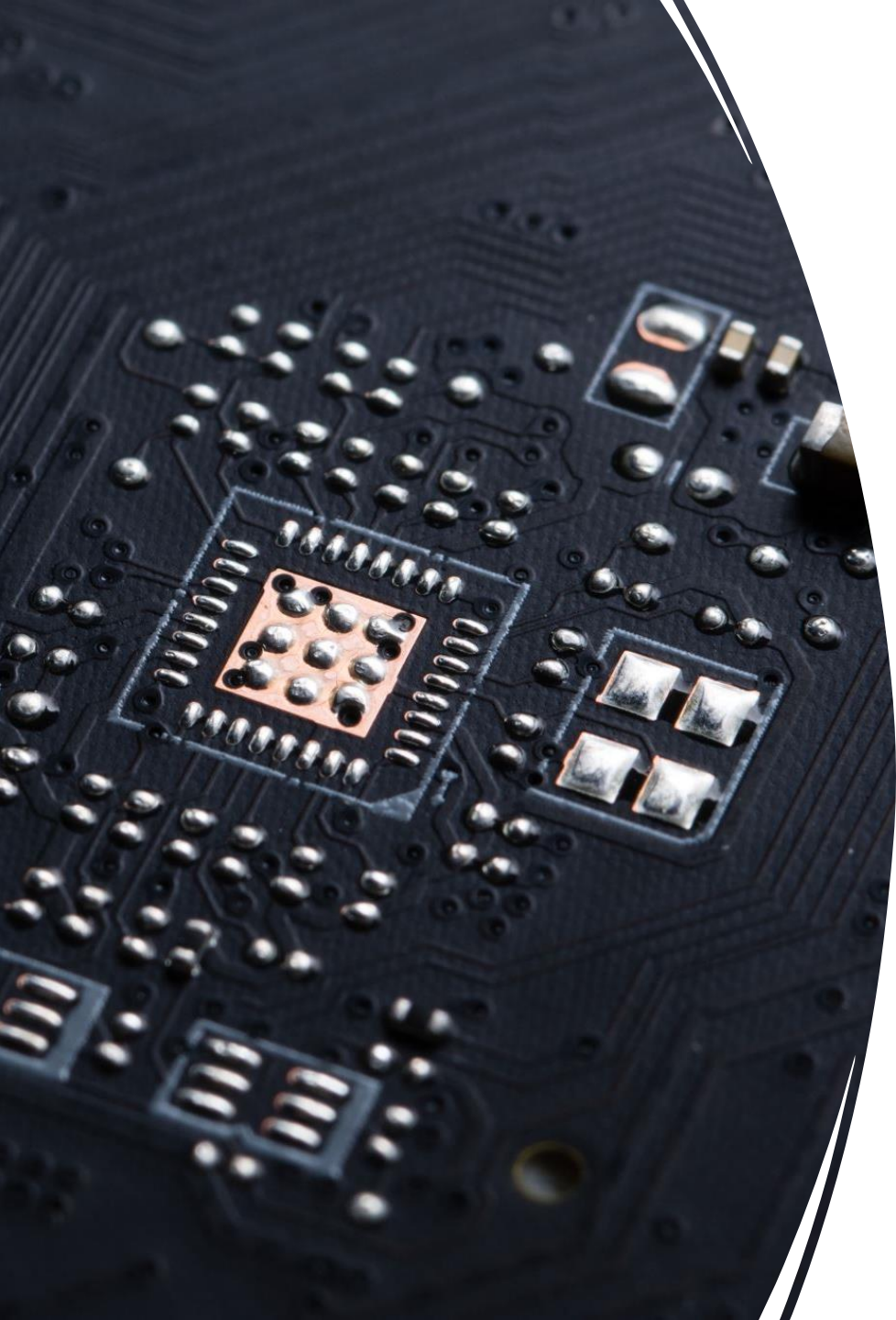
Scanline part	Pixels	Time [ $\mu$ s]
Visible area	640	25.422045680238
Front porch	16	0.63555114200596
Sync pulse	96	3.8133068520357
Back porch	48	1.9066534260179
Whole line	800	31.777557100298

### Vertical timing (frame)

Polarity of vertical sync pulse is negative.

Frame part	Lines	Time [ms]
Visible area	480	15.253227408143
Front porch	10	0.31777557100298
Sync pulse	2	0.063555114200596
Back porch	33	1.0486593843098
Whole frame	525	16.683217477656





# Architecture Of VGA Controller

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# Architecture Of VGA

