

## Theme: Cooking with GPUs

The theme comes from a joke from one of our members that the GPUs can get so hot that it could cook food. There is also a meme "Let Him Cook" that was integrated into our theme.

Although we didn't follow the concept drawing down to a T, the stove GPU box and pan remained integral to our idea.



## making of facsimiles and decor



checking our spot and placements  
+ circuit decor



## Final Booth setup + gimmicks



# Flyers



**Our Chefs**  
Acknowledgement

Get to know our expert chefs!

"Memories in every byte."

**Vote for us!**  
S11 Group 5

**Oldie Chef**

IBM Monochrome Display Adapter /  
Monochrome Display and Printer Adapter

1981-1984

• 8-bit ISA card with a Motorola  
6845 display controller  
• 4 KB of RAM  
• Text-based  
• No Color, only black and white  
• Very "first" GPU  
• DE-9 Output Port

*Our first chef!*

**Oldie Chef**

INTEL 740/8M SUPER 8MB  
AGP Video Graphics Card 64-bit VGA Classic Video Card

February 12, 1998

- 350 nm fabrication process
- VGA
- DirectX 5.0
- 3.5 million transistors

**Oldie Chef**

Dell / nVidia GeForce 2MX 32MB AGP  
Video Card 5G998 05G998

June 28, 2000

- 180 nm fabrication process
- DirectX7
- VGA
- 20 million transistors
- Die area of 0.4mm<sup>2</sup> × 2
- Density of 312.5K/mm<sup>2</sup>
- 32MB SDR memory
- 1x VGA
- Celsius Architecture

**Oldie Chef**

Nintendo Famicom RF Switch Adapter  
Only HVC-003 FC SNES NES SFC  
Japan Import (1988) / Famicom PPU  
(Picture Processing Unit)

July 15, 1988

- Picture Processing Unit (PPU) (another specialized chip but more advanced than the Television Interface Adapter)
- Specialized for 2D games in the Famicom
- Connected the console to a TV using RF signals, coaxial cable to VCR/cable TV

**Newbie Chef**

MSI GeForce NX7100GS (2007)  
August 8th, 2006

- Both VGA and DVI port + S-Video
- 110nm fabrication process
- 75 million transistors
- Die area of 110mm<sup>2</sup>
- Density of 681.8K/mm<sup>2</sup>
- DDR2
- 128 / 256MB memory (This chef is a 256 MB memory)
- Curie architecture

**Newbie Chef**

Nvidia GeForce MX150 (2017)  
May 17th, 2017

- Mobil graphics chip, no output ports
- 14nm fabrication process
- A variant of this chip supports DirectX12 which means all modern games can be run using this chip
- 1800 million transistors
- Die area of 74mm<sup>2</sup>
- Density of 24.3M/mm<sup>2</sup>
- 2048MB GDDR5 memory
- Pascal architecture

**Newbie Chef**

GPU Box for NVIDIA RTX 3080  
September 17, 2020

- 1x HDMI 2.0
- 3x Displayport 1.4a
- 8nm fabrication process
- variant supports DirectX12 Ultimate. This ensures support for hardware raytracing, variable rate shading, etc.
- 28,300 million transistors
- Die area of 623mm<sup>2</sup>
- Density of 45.1M/mm<sup>2</sup>
- 10GB GDDR6X memory (hotdamn!)
- Ampere architecture
- Supports DLSS and DLAA (Machine Learning upscaling/anti-aliasing techniques)
- Ray tracing

Menu-themed flyers presented as a catalogue. We wanted to make it interesting for the visitors to look at while being on theme.

The first page is purely a joke and more so to attract visitors.

For the other pages, there are specifications written for each component we displayed in the booth. The reason why the GPUs have chef hats on the flyers is because we treat them as our chefs. Since our theme is 'Cooking with GPUs,' the main concept is that the GPUs are our chefs as they heat up and have their own specialties that handle the graphics (or food).

## Members manning the booths

don't mind the name, it's an inside joke  
among some of our group members

March 7, 2024 (Th)					
TIME	Ice	Francis	Orrin	Colleen	Lolo
0900-0915					
0915-1045					
1045-1100					
1100-1130					
1130-1200					
1200-1245			LUNCH		
1245-1430					
1430-1500					
March 8, 2024 (F)					
0900-0915					
0915-1045					
1045-1100					
1100-1130					
1130-1200					
1200-1245					
1245-1430					
1430-1500					

# Day 1

if picture is unlabeled, they are guests who played or inquired about our booth



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## Day 2

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