Few companies have shaped VR as much as Silicon Graphics (SGI). Originally a manufacturer of graphical terminals, Silicon Graphics rose to prominence toward the early nineties, when its audiovisually capable Unix workstations and servers found use in the media industry. The company pioneered many notable VR technologies, such as hardware-accelerated 3D and OpenGL, and their high-end systems were the backbone of a number of virtual reality setups until the early 2000s, when commodity hardware quickly replaced expensive special setups.