

PATENT ASSIGNMENT

Electronic Version v1.1

Stylesheet Version v1.1

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT
CONVEYING PARTY DATA	
Name	Execution Date
Silicon Graphics, Inc.	09/28/2001
RECEIVING PARTY DATA	
Name:	Microsoft Corporation
Street Address:	One Microsoft Way
City:	Redmond
State/Country:	WASHINGTON
Postal Code:	98052
PROPERTY NUMBERS Total: 1	
Property Type	Number
Application Number:	09632662
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NAME OF SUBMITTER:	Courtney Scanlon
Total Attachments: 20 source=SGI Confirming Assignment#page1.tif source=SGI Confirming Assignment#page2.tif source=SGI Confirming Assignment#page3.tif source=SGI Confirming Assignment#page4.tif source=SGI Confirming Assignment#page5.tif source=SGI Confirming Assignment#page6.tif	

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EXHIBIT 1

CONFIRMING ASSIGNMENT

WHEREAS, SILICON GRAPHICS, INC., a Delaware Corporation, ("SGI"), and MICROSOFT CORPORATION, a Washington Corporation ("Microsoft"), entered into various patent agreements, including a CONFIDENTIAL PATENT ASSIGNMENT dated September 28, 2001 ("Assignment") and a concurrently executed CORRECTIVE CONFIDENTIAL PATENT ASSIGNMENT ("Correction");

WHEREAS, on September 28, 2001, SGI assigned and transferred to Microsoft all right, title and interest in and to certain inventions, patents and patent applications (hereinafter referred to as the "Intellectual Property"), including the patents and patent applications as set forth in Schedule 1 hereto; and

WHEREAS, the parties need a document which can be recorded to demonstrate the assignment of the patent applications and patents as set forth in the attached Schedule 1.

NOW, THEREFORE, for good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, SGI does hereby confirm that SGI assigned and transferred to Microsoft and to Microsoft's legal representatives, successors and assigns, its full and exclusive rights in and to the Intellectual Property, including the patents and patent applications as set forth in Schedule 1 hereto, in the U.S. and every foreign country and its entire right, title, and interest in and to the Intellectual Property and related applications (e.g., provisional applications, non-provisional applications, continuations, continuations-in-part, divisionals, reissues, reexaminations, National phase applications, including petty patent applications, and utility model applications) that may be filed in the United States and every foreign country on the Intellectual Property, and extensions or derivations thereof, both foreign and domestic, that may issue thereon, and we do hereby authorize and request the Commissioner of Patents to issue U.S. patents to the above-mentioned Assignee agreeably with the terms of this assignment document.

SGI HEREBY CONFIRMS THAT SGI authorized Microsoft to insert in Schedule 1 to this assignment document the filing date and application number of any application if the date and number are unavailable at the time this document is executed.

SGI HEREBY CONFIRMS THAT SGI conveyed to Microsoft the right to make application in its own behalf for protection of the Intellectual Property in the U.S. and countries foreign to the U.S. and to claim under the Patent Cooperation Treaty, the International Convention and/or other international arrangement for any such application the date of any earlier U.S. application (or any other application on the invention) to gain priority with respect to other applications.

IN WITNESS WHEREOF, SGI has caused one of its officers to hereunder set his hand on the date shown below.

Date March 26, 2002

Sandra Escher

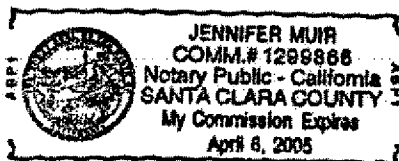
General Counsel

Title

STATE OF CA }
COUNTY OF Santa Clara } SS:

On this 26th day of March, 2002, before me, a Notary Public in and for said county, appeared Sandra Escher, who is personally known to me to be the same person whose name is subscribed to the foregoing assignment document, and acknowledged that he/she signed and delivered the document as his/her free and voluntary act for the uses and purposes therein set forth.

{SEAL}



Jennifer Muir
Notary Public

My Commission Expires: April 6, 2005

Schedule 1 - U.S. Patent Applications

	Country	Application No.	Title	Filing Date
Graphics Rendering	US	243789	Method And Apparatus For Clearing A Region Of Z-Buffer	9/13/88
	US	527644	Method And Apparatus For Clearing A Region Of Z-Buffer	5/22/90
	US	244401	Clock Switching Circuit For Asynchronous Clocks Of Graphics Generation Apparatus	9/15/88
	US	715550	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	6/14/91
	US	305095	Video Timing And Display Id Generator	9/13/94
	US	590670	Graphical Representation Of Computer Network Topology And Activity	9/28/90
	US	087137	Graphical Representation Of Computer Network Topology And Activity	7/2/93
	US	733313	Graphics Memory Apparatus And Method	7/22/91
	US	657325	Z-Subdivision For Improved Texture Mapping	2/19/91
	US	089929	Antialiased Imaging With Improved Supersampling	7/9/93
	US	089801	A Method And Apparatus For Generating Computer Graphic Images Incorporating Projected Textures	7/9/93
	US	089799	A Method And Apparatus For Interactive Generation Of Shadowed Scenes	7/9/93
	US	472216	System And Method For Antialiasing Of Texture Edges	6/7/95
	US	137067	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	8/20/98
	US	09/243930	3D Graphics In A Computer System Having A Unified Memory Architecture	2/3/99
	US	09/244258	Method For Accessing A Unified Memory Architecture In A Computer System	2/3/99
	US	09/243899	Bus Structure For A Unified Memory Architecture In A Computer System	2/3/99
	US	08/914897	System Software For Use In A Graphics Computer System Having A Shared System Memory And Supporting DM Pbuffers And Other Constructs Aliased As DM Buffers	8/20/97
	US	09/393250	System And Method For Displaying Active Uniform Network Resource Locators Embedded In A Time Based Medium	9/10/99
	US	175320	Morphing Based On Multiple Weighted Parameters	10/20/98
	US	070809	Method, System And Computer Program Product For Providing Color Illumination In Computer Graphics Shading And Animation	5/1/98
	US	091599	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	7/2/98
	US	09/274169	Antialiasing Method For Computer Graphics	3/23/99
	US	60/142547	Method, System And Computer Program Product For Multi-Pass Bump-Mapping Into An Environment Map	7/7/99
	US	60/227940	Method, System, And A Computer Program Product For Filtering A Texture Applied To A Surface Of A Computer Generated Object	8/25/00
	US	not yet assigned	Texture Tiling With Adjacency Information	10/5/01
	US	09/632605	Video Card With Interchangeable Connector Module	8/4/00
	US	09/632443	System And Method For Frame Rate Matching	8/4/00

Schedule 1 - Foreign Patents and Applications

Country	Title	Application No.	Foreign Filing Date	Patent No.	Issue Date	Status
France	Method And Apparatus For Clearing A Region Of Z-Buffer	89910803.9	9/12/89	551251	2/7/96	
Great Britain	Method And Apparatus For Clearing A Region Of Z-Buffer	89910803.9	9/12/89	551251	2/7/96	
Switzerland	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line	89910565.4	9/11/89	433373	5/29/96	
WO	Graphics Processor With Staggered Memory Timing	89910710.6	9/12/89			
DE	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	P4232144.1-53	25-Sep-92			
GB	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	9218986.9	8-Sep-92	2270450	3/26/97	
JP	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	291980/92	7-Oct-92			
JP	A Method And Apparatus For Generating Computer Graphic Images Incorporating Projected Textures	180466/94	11-Jul-94			
JP	A Method And Apparatus For Interactive Generation Of Shadowed Scenes	180467/94	7/11/94			
EP	Subsampled Texture Edge Antialiasing	99907170.7	23-Feb-98			
JP	Subsampled Texture Edge Antialiasing	2000-534973	23-Feb-99			
WO	Subsampled Texture Edge Antialiasing	US99/03816	23-Feb-99			
EP	Method And Apparatus For Texture Memory Management	00916656.2	24-Mar-00			
WO	Video Card With Interchangeable Connector Module	US00/21356	4-Aug-00			
WO	System And Method For Frame Rate Matching	US00/21367				

Exhibit 2 - U.S. Patents
(Replacement for Schedule A of Exhibit A to
Confidential Patent Assignment - September 28, 2001)

	Country	Patent No.	Title	Issue Date
Digital Media	US	5,506,624	Rotating Sample of Video Images	4/9/96
	US	5,745,713	Movie-Based Facility for Launching Application Programs or Services	4/28/98
	US	5,774,666	System and Method for Displaying Uniform Network Resource Locators Embedded in Time-Based Medium	6/30/98
	US	5,987,509	System and Method for Displaying an Active URL During Playback of a Media File or Media Broadcast	11/16/99
	US	5,808,662	Synchronized, Interactive Playback of Digital Movies Across a Network	9/14/98
	US	5,943,347	Apparatus and Method for Error Concealment in an Audio Stream	8/24/99
	US	6,005,600	High Performance Player for Distributed, Time-Based Media	12/21/99
	US	6,147,695	System and Method for Combining Multiple Video Streams	11/14/00
	US	6,075,906	System and Method for the Scaling of Image Streams that Use Motion Vectors	6/13/00
	US	D365,585	Video Camera Used with Personal Computer	12/26/95
	US	5,604,866	Flow Control System Having a Counter in Transmitter for Decrementing and Incrementing Based Upon Transmitting and Received Message Size Respectively for Indicating Free Space in Receiver	2/18/97
	US	5,311,329	Digital Filtering for Lenticular Printing	5/10/94
	US	5,438,429	Digital Filtering for Lenticular Printing	8/1/95
	US	6,070,002	System Software for Use in a Graphics Computer System Having a Shared System Memory	3/30/00
	US	5,649,186	System and Method for a Computer-Based Dynamic Information Clipping Service	
Internet	US	5,737,560	Graphical Method and System for Accessing Information on a Communications Network	4/7/98
	US	5,877,767	Graphical Method and System for Accessing Information on a Communications Network	3/2/99
	US	5,742,768	System and Method for Providing and Displaying a Web Page Having an Embedded Menu	
	US	5,890,170	Method and Apparatus for Publishing Documents in a Hypertextual Network Environment	3/30/99
	US	6,026,433	Method of Creating and Editing a Web Site in a Client-Server Environment Using Customizable Web Site Templates	2/15/00
	US	6,072,491	Method and Computer Program Product for Accessing a Web Site	6/6/00
	US	6,096,096	Web-Site Delivery	8/1/00
	US	6,098,092	Server to Dynamically Generate Graphics for the World Wide Web	8/1/00
	US	6,189,029	Web Survey Tool Builder and Result Compiler	2/13/01
	US	6,081,829	General Purpose Web Annotations Without Modifying Browser	6/27/00
	US	6,199,098	Method and Apparatus for Providing an Expandable, Hierarchical Index in a Hypertextual, Client-Server Environment	3/6/01
	US	6,012,055	Mechanism for Integrated Information Search and Retrieval from Diverse Sources Using Multiple Navigation Methods	1/4/00
	US	4,772,881	Pixel Mapping Apparatus for Color Graphics Display	9/20/88
Graphics Rendering	US	5,038,297	Method and Apparatus for Clearing a Region of Z-Buffer	8/6/91
	US			

Exhibit 2 - U.S. Patents
(Replacement for Schedule A of Exhibit A to
Confidential Patent Assignment - September 28, 2001)

	Country	Patent No.	Title	Issue Date
		5,197,126	Clock Switching Circuit for Asynchronous Clocks of Graphic Generation Apparatus	3/23/93
	US			
	US	4,771,279	Dual Clock Shift Register	9/13/88
		4,951,232	Method for Updating Pipelined Single Port Z-Buffer by Segments on a Scan Line	8/21/90
	US			
	US	4,789,927	Interleaved Pipeline Parallel Processing Architecture	12/6/88
		5,113,490	Method for Forming a Computer Model from an Intersection of a Cutting Surface with a Bounded Volume	5/12/92
	US			
	US	5,182,548	Method and Apparatus for Painting on a Computer	1/26/93
		4,991,110	Graphics Processor with Staggered Memory Timing	2/5/91
	US			
	US	5,129,059	Graphics Processor with Staggered Memory Timing	7/7/92
		5,193,145	Method and Apparatus for Producing a Visually Improved Image in a Computer System	3/9/93
	US			
		5,847,700	Integrated Apparatus for Displaying a Plurality of Modes of Color Information on a Computer Output Display	12/8/98
	US			
	US	5,371,518	Video Timing and Display ID Generator	12/6/94
		5,621,432	Method and Apparatus for Generating Display Identification Information	4/15/97
	US			
	US	5,051,737	Efficient Graphics Process for Clipping Polygons	9/24/91
		5,266,941	Apparatus and Method for Controlling Storage of Display Information in a Computer System	11/30/93
	US			
		5,394,170	Apparatus and Method for Controlling Storage of Display Information in a Computer System	2/28/95
	US			
		5,768,552	Graphical Representation of Computer Network Topology and Activity	6/16/98
	US			
	US	5,585,824	Graphics Memory Apparatus and Method	12/17/96
		5,818,433	Graphics Memory Apparatus and Method	10/6/98
	US			
	US	5,307,450	Z-Subdivision for Improved Texture Mapping	4/26/94
		5,230,039	Texture Range Controls for Improved Texture Mapping	7/20/93
	US			
		5,343,558	Method for Scan Converting Shaded Triangular Polygons	8/30/94
	US			
		5,347,618	Method for Display Rendering by Determining the Coverage of Pixels in Polygons	9/13/94
	US			
	US	5,345,252	High Speed Cursor Generation Apparatus	9/6/94
		5,265,199	Method and Apparatus for Accomplishing Z-Buffering by Prediction	11/23/93
	US			
		5,548,709	An Apparatus and Method for Integrating Texture Memory and Interpolation Logic in a Computer System	8/20/96
	US			
		5,706,481	Apparatus and Method for Integrating Texture Memory and Interpolation Logic in a Computer System	1/6/98
	US			
	US	5,684,939	Antialiased Imaging with Improved Pixel Supersampling	11/4/97
		6,072,500	Antialiased Imaging with Improved Pixel Supersampling	6/6/00
	US			
		5,581,680	Method and Apparatus for Antialiasing Raster Scanned Images	12/3/96
	US			
		5,636,338	Method for Designing Curved Shapes for Use by a Computer	6/3/97
	US			
	US	5,515,484	Method and Apparatus for Rendering Volumetric Images	5/7/96
		5,369,739	Apparatus and Method for Generating Point Sample Masks in a Graphics Display System	11/29/94
	US			
		5,528,737	Processor-Based Method for Rasterizing Polygons at an Arbitrary Precision	6/18/96
	US			
		5,805,782	A Method and Apparatus for Projective Texture Mapping Rendered from Arbitrarily Positioned and Oriented Light Source	9/8/98
	US			

Exhibit 2 - U.S. Patents
(Replacement for Schedule A of Exhibit A to
Confidential Patent Assignment - September 28, 2001)

	Country	Patent No.	Title	Issue Date
	US	5,682,554	Apparatus and Method for Handling Data Transfer Between a General Purpose Computer and a Cooperating Processor	10/28/97
	US	5,457,779	System for Accessing Graphic Data in a SIMD Processing Environment	10/10/95
	US	5,671,401	Apparatus for Efficiently Accessing Graphic Data for Rendering on a Display	9/23/97
	US	5,742,749	A Method and Apparatus for Shadow Generation Through Depth Mapping	4/21/98
	US	5,490,240	A System and Method of Generating Interactive Computer Graphic Images Incorporating Three Dimensional Textures	2/6/96
	US	5,438,654	System and Method for Sharpening Texture Imagery in Computer Generated Interactive Graphics	8/1/95
	US	5,455,627	Programmable Video Output Format Generator	10/3/95
	US	5,471,572	A System and Method for Adding Detail to Textures Imagery in Computer Generated Interactive Graphics	11/28/95
	US	5,704,024	A Method & Apparatus for Generating Reflection Vectors Which can be Unnormalized and For Using These Reflection Vectors to Index Locations on an Environment Map	12/30/97
	US	5,649,082	An Efficient Algorithm for Computer Texture Coordinates for Lines & Polygons	7/15/97
	US	5,528,738	Method and Apparatus for Antialiasing Raster Scanned, Polygonal Shaped Images	6/18/96
	US	5,619,597	Method for Sampling a Uniform Spatially-Distributed Sequence of Pixels in a Block	8/8/97
	US	5,710,876	A Computer Graphics System for Rendering Images Using Full Spectral Illumination Data	1/20/98
	US	5,835,133	Optical System for Single Camera	11/10/98
	US	5,608,461	Programmable Video Frame Detector	3/4/97
	US	5,703,810	Improved DRAM for Texture Mapping	12/30/97
	US	5,943,058	Texture Mapping Circuit for Performing Data Interpolations	8/24/99
	US	5,982,939	System and Method for Antialiasing of Texture Edges	11/9/99
	US	5,844,567	Computer Graphics System and Method for Texture Mapping Using Triangular Interpolation	12/1/98
	US	5,819,017	Apparatus and Method for Selectively Storing Depth Information of a 3-D Image	10/6/98
	US	5,877,771	A Method and Apparatus for Supersampling Based on the Local Rate of Change in Texture	3/2/99
	US	5,760,783	A Method and Apparatus for Providing Texture Using a Selected Portion of a Texture MIP-MAP	6/2/98
	US	5,818,613	System and Method for Color Space Conversion	10/6/98
	US	5,736,988	Apparatus and Method for Accelerated Tiled Data Retrieval	4/7/98
	US	5,657,479	Hierarchical Display List Processing in Graphics Data Retrieval System	8/12/97
	US	5,936,626	Computer Graphics Silhouette Load Management	8/10/99
	US	5,845,874	System and Method for Creating Visual Images of Aircraft Wake Vortices	12/8/98
	US	6,226,003	Method for Rendering Silhouette and True Edges of 3-D Line Drawings with Occlusion	5/1/01
	US	5,946,113	System and Method for Color Space Conversion Using an Extended Color Space	8/31/99
	US	6,147,772	System and Method for Color Space Conversion Using an Extended Color Space	11/14/00

Exhibit 2 - U.S. Patents
(Replacement for Schedule A of Exhibit A to
Confidential Patent Assignment - September 28, 2001)

	Country	Patent No.	Title	Issue Date
	US	5,831,620	Syten and Computer-Based Method for Creating Real-Time Mirror Reflections	11/3/98
	US	5,815,162	Computational Low-Cost Anti-Aliased Bresenham Line Algorithm	9/29/98
	US	6,249,289	Multi-Purpose High Resolution Distortion Correction	6/19/01
	US	5,949,424	Method, System and Computer Program Product for Bump Mapping in Tangent Space	9/7/99
	US	5,880,736	Method, System and Computer Program Product for Shading	3/9/99
	US	6,163,319	Method, System and Computer Program Product for Shading	12/19/00
	US	6,104,417	Unified Memory Computer Architecture with Dynamic Graphics Memory Allocation	8/15/00
	US	6,154,794	Upstream Situated Apparatus and Method within a Computer System for Controlling Data Flow to a Downstream Situated Input/Output Unit	11/28/00
	US	6,078,331	A Method and System for Efficiently Drawing Subdivision Surfaces for 3D Graphics	6/20/00
	US	6,078,332	Real-Time Lighting Algorithm Using 3D Texture Mapping	6/20/00
	US	6,175,367	A Method and System for Real Time Illumination of Computer Generated Images	1/16/01
	US	6,002,406	System and Method for Storing and Accessing Data Representative of an Object in Various Levels of Detail	12/14/99
	US	6,154,215	Method and Apparatus for Maintaining Multiple Representations of a Same Scene in Computer Generated Graphics	11/28/00
	US	6,057,850	Blended Texture Illumination Mapping	5/2/00
	US	6,215,495	A Platform Independent Application Program Interface for Interactive 3D Scene Management	4/10/01
	US	6,108,007	Method, Sytem and Computer Program Product for Increasing Interpolation Precision Using Multi-Channel Texture Mapping	8/22/00
	US	6,104,415	Method for Accelerating Minified Textured Cache Access	8/15/00
	US	6,232,981	Method for Improving Texture Locality for Pixel Quads by Diagonal Level of Detail Calculation	5/15/01
	US	6,232,979	Method, System and Computer Program Product for Fast Computation Using Parallel Multi-Channel Resampling and Blending	5/15/01
	US	6,246,415	Method and Apparatus for Culling Polygons	6/12/01
	US	6,236,413	Method and System for a RISC Graphics Pipeline Optimized for High Clock Speeds by Using Recirculation	5/22/01
	US	6,075,546	A Packetized Command Interface to a Graphics Processor	6/13/00
	US	6,230,177	Method and Apparatus for Performing Fast Fourier Transforms	5/8/01
	US	6,252,610	Method and Apparatus for Efficiently Switching State in a Graphics Pipeline	6/26/01
	US	6,128,638	Method and Apparatus for Calculating X to the Exponent of Y	10/3/00
	US	6,133,901	Method and System for Width Independent Antialiasing	10/17/00
	US	6,091,425	Constant Multisample Image Coverage Mask	7/18/00
	US	6,205,531	Method and Apparatus for Virtual Address Translation	3/20/01
	US	6,256,656	Apparatus and Method for Extending Computational Precision of a Computer System Having a Modular Arithmetic Processing Unit	7/3/01

Exhibit 2 - U.S. Patents
(Replacement for Schedule A of Exhibit A to
Confidential Patent Assignment - September 28, 2001)

	Country	Patent No.	Title	Issue Date
		6,229,547	System and Method for Rendering Multi-Planar Reformatations Using Bi-Linear Interpolation	5/8/01
	US			
	US	6,268,861	Volumetric Three-Dimensional Fog Rendering Technique	7/31/01
		6,163,320	Method and Apparatus for Radiometrically Accurate Texture Based Lightpoint Tendering Technique	12/19/00
	US			

Exhibit 2 - Pending Patent Applications
(Replacement for Schedule A of Exhibit to
Confidential Patent Assignment - September 28, 2001)

	Country	Application No.	Title	Filing Date
Tablet Computing	US	196100	"Pen-Based Interface for a Notepad Computer"	11/20/98
	US	196114	"Pen-Based Computer System"	11/20/98
Graphics Rendering	US	09/005129	System and Method for the Direct Rendering of Curve Bounded Objects	1/9/98
	US	191456	Floating Point Gamma Correction Method And System	11/12/98
	US	09/217398	High Precision Texture Wrapping Method And Device	12/21/98
	US	265487	Method And Device For Associating A Pixel With One Of A Plurality Of Regions In A Logarithm Or Cosine Space	3/9/99
	US	072050	Method and System For Providing Texture Using A Selected Portion of a Texture Map	5/5/98
	US	033663	Improved Chroma-Key Suppression Method and Apparatus	3/3/98
	US	09/244275	Memory Chip For Use in a Unified Memory Architecture	2/3/99
	US	244261	Memory Controller for Controlling Memory in a Computer System Having a Unified Memory Architecture	2/3/99
	US	244254	I/O Chip in a Computer System Having a Unified Memory Architecture	2/3/99
	US	220078	System and Method for Morphing Based on Multiple Weighted Parameters	12/23/98
	US	845526	A Method and System for Efficiently Evaluating and Drawing Nurbs Surfaces for 3D Graphics	4/25/97
	US	899123	System and Method for Displaying Different Portions of an Object In Different LOD Levels	7/23/97
	US	070808	System and Method for Displaying Different Portions of an Object in Different Levels of Detail	5/1/98
	US	074027	Occlusion Culling For Complex Transparent Scenes in Computer Generated Graphics	5/6/98
	US	137005	Method and System for Performing Rasterization in Producing Three-Dimensional Graphics Using YUV Color Space and Combining Same with Digital Video in YUV Color Space	8/20/98
	US	035376	Subsampled Texture Edge Antialiasing	3/5/98
	US	956537	Method and Apparatus for Providing Image and Graphics Processing Using a Graphics Rendering Engine	10/23/97
	US	937793	Method, System and Computer Program Product for Providing Illumination in Computer Graphics Shading and Animation	9/25/97
	US	09/048099	Method for Efficient Handling of Texture Cache Misses by Recirculation	3/26/98
	US	09/081073	Method and Apparatus for Line Antialiasing by Gamma Corrected Area Calculation	5/19/98
	US	246136	System and Method for Rendering an Image	2/8/99
	US	09/448907	A Packetized Command Interface to a Graphics Processor	11/23/99
	US	09/549156	A Packetized Command Interface to a Graphics Processor	4/13/00
	US	09/145516	Method and Apparatus For Rasterizing in a Hierarchical Tile Order	9/2/98
	US	978755	Range Correct Layered Fog Model Using 3D Texture	11/26/97
	US	111284	Backface Primitives Culling	7/6/98

**Exhibit 2 - Pending Patent Applications
(Replacement for Schedule A of Exhibit to
Confidential Patent Assignment - September 28, 2001)**

	Country	Application No.	Title	Filing Date
	US	201814	Multi-Threaded Texture Modulation for Axis Aligned Volume Rendering	12/1/98
	US	247422	Multisample Dither Method With Exact Reconstruction	2/10/99
	US	09/227227	Method and Apparatus For Synchronizing Graphics Pipelines	1/8/99
	US	218121	Scaleable Network Based Computer Graphics System	12/21/98
	US	346071	Computer System Having A Distributed Texture Memory Architecture	7/1/99
	US	09/707418	Method and Apparatus for Radiometrically Accurate Texture-Based Lightpoint Rendering Technique	11/6/00
	US	348882	Antialiasing Method Using Barycentric Coordinates Applied to Lines	7/1/99
	US	08/220596	System and Method For Transitioning Between Two Filters, Allowing For The Use of Higher Order Interpolation	12/28/98
	US	09/416055	Method, System, and Computer Program Product For Compositing True Colors and Intensity-Mapped Colors Into A Frame Buffer	10/12/99
	US	218042	System and Method For Locking Disparate Video Formats	12/22/98
	US	09/247885	Method For Interfacing to Ultra-High Resolution Output Devices	2/10/99
	US	232860	Method For Tilting Multiple Displays to Generate a Large Area Display of Moving Data	1/15/99
	US	294546	Combined Floating-Point Logic Core and Frame Buffer	4/19/99
	US	09/294450	Apparatus and Method for Sharing Antialiasing Memory Across Multiple Displays	4/19/99
	US	277567	Transformation Pipeline for the Computing Distortion Correction Geometry for any Design Eyepoint, Display Surface Geometry and Projector Position	3/26/99
	US	385270	Antialiasing Method for Computer Graphics	3/23/99
	US	09/220156	Processor for Geometry Transformations and Lighting Calculations	12/23/98
	US	263185	System and Method for Maintaining Time Dependencies in Conversions That Include Parallel Operations	3/5/99
	US	09/467561	A Method and System for Efficiently Implementing Two Sided Vertex Lighting in Hardware	12/20/99
	US	275725	Method and Apparatus for Texture Memory Management	3/24/99
	US	09/247816	Method and Apparatus for Early Culling of Occluded Objects	2/9/99
	US	346641	Method and System for Generating Light Values for a Set of Vertices	7/1/99
	US	273247	Method and System for Dynamic Clock Frequency Adjustment for a Graphics Subsystem in a Computer	3/19/99
	US	306987	Fine Grain Multi-Pass for Multiple Texture Rendering	5/7/99
	US	344005	Method and System for Dynamic Texture Replication on a Distributed Memory Graphics Architecture	6/24/99
	US	345366	Cache Memory For High Latency and Out-of-Order Return of Texture Data	7/1/99
	US	328000	Method for Virtual Clipping A Three-Dimensional Graphics Image	6/8/99

Exhibit 2 - Pending Patent Applications
(Replacement for Schedule A of Exhibit to
Confidential Patent Assignment - September 28, 2001)

	Country	Application No.	Title	Filing Date
	US	09/502497	A Method and System For Efficient Simplification of Tetrahedral Meshes Used in 3D Volumetric Representations	2/11/00
	US	09/377778	Method, System and Computer Program Product for Multi-Pass Bump-Mapping into an Environment Map	8/20/99
	US	328164	Method and Apparatus for a Modified Linear Filter Using Texture Data as Phase Angle	6/8/99
	US	303994	View-Dependent Layer Ordering Method and System	5/3/99
	US	300916	Method and System for Iterative Morphing	4/28/99
	US	293869	Apparatus and Method for Increasing the Bandwidth to a Graphics Subsystem	4/19/99
	US	265493	Device, Method and System for Generating Per-Pixel Light Values Using Texture Parameters	3/9/99
	US	386379	Method, System, and Computer Program Product for Efficient Buffer Level Management of Memory-Buffered Graphics Data	8/31/99
	US	386378	Method, System and Computer Program Product for Overlapping Graphics Data Collection and Transmission Using a Single Processor	8/31/99
	US	220082	Method, System and Computer Program Product for Modified Blending Between Clip-Map Tiles	12/23/98
	US	09/369359	Reflection Space Image Based Rendering	8/6/99
	US	09/727985	Texture Generating Apparatus For Dynamic Interference Checking	11/30/00
	US	09/675979	Method and System for Evaluating Derivatives in Screen Space Using Perspective Corrected Barycentric Coordinates	9/29/00
	US	363636	Method and System for Transforming Color Coordinates by Direct Calculation	7/30/99
	US	09/576740	Cheap, Well-Behaved Affine Transformation of Bounding Spheres	5/23/00
	US	348885	Dual Mode Device and Method for Generating Vector Cross Products or DOT Products	7/1/99
	US	408951	System and Method for Load Balancing in a Multi-Channel Graphics System	9/30/99
	US	09/404808	Method, System, and Computer Program Product for Using Alpha Values to Control Pixel Blending	9/24/99
	US	09/461345	Method, System, and Computer Program Product for Generating Spatially Varying Effects in a Digital Image	12/15/99
	US	09/565562	Method and Apparatus for Rendering a Quadrangle Primitive	5/4/00
	US	60/295854	Reducing Fill and Improving Quality of Interlaced Displays Using Multi-Sampling	6/6/01
	US	09/832138	Scene Representation Method and System	4/10/01
	US	09/569649	Method and System for Implementing Graphics Control Constructs	5/12/00
	US	09/569650	Table Indexing System and Method	5/12/00
	US	09/569521	Method and System for Accelerating Noise	5/12/00
	US	09/569520	Data Retrieval Method and System	5/12/00
	US	09/569654	Extended Range Pixel Display Method and System	5/12/00
	US	09/606988	Method, System and Computer Program Product for Implementing Derivative Operators with Graphics Hardware	6/29/00
	US	09/638907	Method and System for Executing SIMD Instruction Using Graphics Technology	8/15/00

Exhibit 2 - Pending Patent Applications
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	Country	Application No.	Title	Filing Date
	US	09/572452	Method, System, and Computer Program Product for Simulating Camera Depth-of-Field Effects in a Digital Image	5/17/00
	US	09/469558	An Efficient Graphics Pipeline With a Pixel Cache and Data Pre-Fetching	12/22/99
	US	09/470948	A System and Method for Linearly Mapping a Tiled Image Buffer	12/22/99
	US	09/473209	A Graphics Geometry Cache	12/27/99
	US	09/473210	View Volume Clip-Check In Object Space	12/27/99
	US	09/684810	Method, System, and A Computer Program Product For Filtering A Texture Applied To A Surface Of A Computer Generated Object	10/10/00
	US	09/599971	Method and System for Performing Multi-Texturing Operations Using Recursive Interleaving	6/21/00
	US	09/688978	System and Method for Efficiently Controlling a Graphics Rendering Pipeline	10/17/00
	US	60/255883	Method, System and Computer Program Product for Determining Regions That Are Occluded From An Observation Point	12/18/00
	US	09/684812	Method, System, and Computer Program Product for Anisotropic Filtering and Applications Thereof	10/10/00
	US	60/253946	System, Method, and Computer Program Product For General Environment Mapping	11/30/00
	US	60/258323	Hardware-Accelerated Volume Lighting Algorithm	12/28/00
	US	60/252094	Rendering Volumetric Fog and Other Gaseous Phenomena	11/21/00
	US	60/238128	Texture Tiling With Adjacency Information	10/6/00
	US	60/298416	A Volumetric Based Method and System for Visualizing Datasets	6/18/01
	US	60/252092	Rendering Volumetric Fog and Other Gaseous Phenomena Using an Alpha Channel	11/21/00
	US	60/252093	Method, System, and Computer Program Product for Rendering Multicolored Layered Fog with Self-Shadowing and Scene Shadowing	11/21/00
	US	243789	Method And Apparatus For Clearing A Region Of Z-Buffer	9/13/88
	US	527644	Method And Apparatus For Clearing A Region Of Z-Buffer	5/22/90
	US	244401	Clock Switching Circuit For Asynchronous Clocks Of Graphics Generation Apparatus	9/15/88
	US	715550	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	6/14/91
	US	305095	Video Timing And Display Id Generator	9/13/94
	US	590670	Graphical Representation Of Computer Network Topology And Activity	9/28/90
	US	087137	Graphical Representation Of Computer Network Topology And Activity	7/2/93
	US	733313	Graphics Memory Apparatus And Method	7/22/91
	US	657325	Z-Subdivision For Improved Texture Mapping	2/19/91
	US	089929	Antialiased Imaging With Improved Supersampling	7/9/93
	US	089801	A Method And Apparatus For Generating Computer Graphic Images Incorporating Projected Textures	7/9/93
	US	089799	A Method And Apparatus For Interactive Generation Of Shadowed Scenes	7/9/93
	US	472216	System And Method For Antialiasing Of Texture Edges	6/7/95

Exhibit 2 - Pending Patent Applications
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	Country	Application No.	Title	Filing Date
	US	137067	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	8/20/98
	US	09/243930	3D Graphics In A Computer System Having A Unified Memory Architecture	2/3/99
	US	09/244258	Method For Accessing A Unified Memory Architecture In A Computer System	2/3/99
	US	09/243899	Bus Structure For A Unified Memory Architecture In A Computer System	2/3/99
	US	08/914897	System Software For Use In A Graphics Computer System Having A Shared System Memory And Supporting DM Pbuffers And Other Constructs Aliased As DM Buffers	8/20/97
	US	09/393250	System And Method For Displaying Active Uniform Network Resource Locators Embedded In A Time Based Medium	9/10/99
	US	175320	Morphing Based On Multiple Weighted Parameters	10/20/98
	US	070809	Method, System And Computer Program Product For Providing Color Illumination In Computer Graphics Shading And Animation	5/1/98
	US	091599	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	7/2/98
	US	09/274169	Antialiasing Method For Computer Graphics	3/23/99
	US	60/142547	Method, System And Computer Program Product For Multi-Pass Bump-Mapping Into An Environment Map	7/7/99
	US	60/227940	Method, System, And A Computer Program Product For Filtering A Texture Applied To A Surface Of A Computer Generated Object	8/25/00
	US	09/971,098	Texture Tiling With Adjacency Information	10/5/01
	US	09/632605	Video Card With Interchangeable Connector Module	8/4/00
	US	09/632443	System And Method For Frame Rate Matching	8/4/00
Internet	US	357529	General Purpose Web Annotations Without Modifying Browser	7/19/99
	US	09/557149	Graphical Method and System for Accessing Information on a Communications Network	4/25/00
Digital Media	US	09/632558	Workstation for Processing and Producing a Video Signal	8/4/00
	US	09/632662	System and Method for Pre-Processing a Video Signal	8/4/00
	US	09/632452	System and Method for Producing a Video Signal	8/4/00
	US	09/632451	System and Method for Packing and Unpacking Video Data	8/4/00
	US	08/900421	Synchronizing Motion and Time-Based Data for Transfer Between a Server and a Client	7/25/97
	US	09/441729	Seamless Playback of Multiple Clips of Media Data Across a Data Network	11/16/99
	US	09/441722	Frame-Accurate Transport of Media Data Across a Data Network	11/16/99
	US	09/020072	Backfilling Network Movie Player	2/6/98
	US	035687	Preemptive Time Multiplexed Shared Memory Access	3/5/98
	US	09/427197	Video Assistance System with Computer Generated Imagery Overlay	10/25/99
	US	09/099742	System and Method Using a Packetized Encoded Bitstream for Parallel Compression and Decompression	6/18/98
	US	09/519309	A Method and System for Efficiently Streaming 3D Animation Across a Wide Area Network	3/6/00

**Exhibit 2 - Pending Patent Applications
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	Country	Application No.	Title	Filing Date
	US	09/466398	Constant Bitrate Algorithm for Block Based Image Compression	12/17/99
	US	09/539365	System and Method for Communicating Video Data in a Digital Media Device	3/31/00
	US	09/577171	Cost-Optimal Convolution Algorithm With Low or Null Latency	5/23/00
	US	09/544360	A Technique For Controlling Media Data Streams Using Embedded Controls	4/6/00
	US	09/521234	Apparatus and Method for Recognizing Color Space of a Digital Video Input	3/8/00
	US	09/628796	System and Method for Compressing Data	7/28/00
	US	09/628658	System and Method for Storing Compressed Data onto a Storage Medium	7/28/00
	US	60/281105	Method and Apparatus for Producing Digital Video from a General Digital Graphics Interface	

CORRECTION TO CONFIDENTIAL PATENT ASSIGNMENT

This CORRECTION TO CONFIDENTIAL PATENT ASSIGNMENT ("Correction") is between Silicon Graphics, Inc., a Delaware Corporation ("SGI"), and Microsoft Corporation, a Washington Corporation ("Microsoft").

WHEREAS, SGI and Microsoft entered into various patent agreements, including a CONFIDENTIAL PATENT ASSIGNMENT dated September 28, 2001 ("Assignment") and a CONFIDENTIAL PATENT AGREEMENT dated September 28, 2001 ("Patent Agreement"); and

WHEREAS, the Assignment contained certain errors that the parties seek to correct;

NOW, THEREFORE, SGI and Microsoft agree as follows:

1. Schedule A of Exhibit A to the Assignment is hereby, *nunc pro tunc*, modified as follows:

(a) U.S. Patent No. 6,131,189 ("the '189 patent"), U.S. Patent No. 5,907,962 ("the '962 patent") and U.S. Patent Application No. 09/415,037 ("the '037 application") are stricken from Schedule A of Exhibit A to the Assignment; and

(b) the U.S. and international patent applications identified on Exhibit 1 attached hereto are added to Schedule A of Exhibit A to the Assignment.

2. Schedule A of Exhibit A to the Assignment is replaced, *nunc pro tunc*, by Exhibit 2 hereto.

3. The parties acknowledge that this Correction does not affect any other representation, warranty, forbearance, license, covenant or obligation undertaken or made in the Patent Agreement. Thus, by way of example, the licenses, covenants and other rights granted by SGI to Microsoft and Microsoft's Authorized Licensees pursuant to the Patent Agreement shall be applicable to the '189 patent, the '962 patent and the '037 application.

4. Except for the foregoing, this Correction shall not contradict or vary the terms of the Assignment, Patent Agreement or any other agreement between the parties. No additional licenses, express or implied, are granted by this Correction.

IN WITNESS WHEREOF, the parties hereto have caused this Correction To Confidential Patent Assignment to be made and executed by duly authorized officers as of the dates and years indicated herein below.

Agreed to:

SILICON GRAPHICS, INC.

By: Sandra Escher

Name: Sandra Escher

Title: General Counsel

Date: March 26, 2002

Agreed to:

MICROSOFT CORPORATION

By: [Signature]

Name: DANIEL D. CROUSE

Title: DEPUTY GEN COUNSEL & ASST SECRETARY

Date: 3/28/2002

Exhibit 2 - Foreign Patents and Applications
(Replacement for Schedule A of Exhibit to
Confidential Patent Assignment - September 28, 2001)

Country	Appl/Patent No.	Title	Foreign Filing Date	Issue Date	Status
EPO	98949509.8	Method, System And Computer Program Product For Providing Illumination In Computer Graphics Shading And Animation	9/25/98		Abandoned
Japan	2000-513245	Method, System And Computer Program Product For Providing Illumination In Computer Graphics Shading And Animation	9/25/98		Pending
PCT	US98/20096	Method, System And Computer Program Product For Providing Illumination In Computer Graphics Shading And Animation	9/25/98		Pending
France	99942475.7	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	5/17/00		Pending
Japan	2000-568059	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	6/2/00		Pending
PCT	US99/19353	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	8/23/99		Pending
UK	99942475.7	Method And Apparatus For Rasterizing In A Hierarchical Tile Order	5/17/00		Pending
EPO	903207.9	Method And Apparatus For Synchronizing Graphics Pipelines	7/11/01		Pending
Japan	2000/592791	Method And Apparatus For Synchronizing Graphics Pipelines	7/9/01		Pending
PCT	US00/00549	Method And Apparatus For Synchronizing Graphics Pipelines	1/7/00		Pending
PCT	US00/10634	Combined Floating-Point Logic Core And Frame Buffer	4/19/00		Pending
PCT	US00/107904	Method And Apparatus For Texture Memory Management	3/24/00		Pending
PCT	US00/10379	Apparatus And Method For Increasing The Bandwidth To A Graphics Subsystem	4/19/00		Pending
PCT	US00/06184	Device, Method And System For Generating Per-Pixel Light Values Using Texture Parameters	3/8/00		Abandoned
PCT	US00/40786	Method, System And Computer Program Product For Overlapping Graphics Data Collection And Transmission Using A Single Processor	8/31/00		Pending
PCT	US99/29984	Method, System And Computer Program Product For Modified Blending Between Clip-Map Tiles	12/17/99		Pending
PCT	US00/21361	Workstation For Processing And Producing A Video Signal	8/4/00		Abandoned
PCT	US00/21362	System And Method For Pre-Processing A Video Signal	8/4/00		Abandoned
PCT	US00/21363	System And Method For Producing A Video Signal	8/4/00		Abandoned
PCT	US00/21360	System And Method For Packing And Unpacking Video Data	8/4/00		Abandoned
EPO	99909763.7	Preemptive Time Multiplexed Shared Memory Access	3/2/99		Pending
Japan	2000-534947	Preemptive Time Multiplexed Shared Memory Access	3/2/99		Pending
PCT	US99/04615	Preemptive Time Multiplexed Shared Memory Access	3/2/99		Pending
PCT	US01/23421	System And Method For Compressing Data	7/26/01		Pending
PCT	US01/23419	System And Method For Storing Compressed Data Onto A Storage Medium	7/27/01		Pending
Canada	1290870	Pixel Mapping Apparatus For Color Graphics		10/15/91	Granted
Germany	DE3736195	Pixel Mapping Apparatus For Color Graphics		11/27/97	Granted
Hong Kong	527	Pixel Mapping Apparatus For Color Graphics		6/3/93	Granted
Japan	2913096	Pixel Mapping Apparatus For Color Graphics		4/16/99	Granted
Singapore	87/24844.9	Pixel Mapping Apparatus For Color Graphics		12/26/91	Granted
UK	2198319	Pixel Mapping Apparatus For Color Graphics		5/29/91	Granted
India	172327	Dual Clock Shift Register		5/27/94	Granted
EPO	433373	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		5/29/96	Granted
France	433373	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		5/29/96	Granted

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Country	Appl/Patent No.	Title	Foreign Filing Date	Issue Date	Status
Germany	DE68926571	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		5/29/96	Granted
Japan	2884250	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		2/12/99	Granted
Korea	131820	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		12/4/97	Granted
Switzerland	433373	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line		5/29/96	Granted
Canada	1276312	Interleaved Pipeline Parallel Processing Architecture		11/13/90	Granted
EPO	95912783.8	An Apparatus And Method For Integrating Texture Memory And Interpolation Logic In A Computer System	3/7/95		Pending
PCT	US95/02853	An Apparatus And Method For Integrating Texture Memory And Interpolation Logic In A Computer System	3/7/95		Abandoned
JP	9510309	An Apparatus And Method For Integrating Texture Memory And Interpolation Logic In A Computer System	3/7/95		
EPO	96928193	Apparatus And Method For Selectively Storing Depth Information Of A 3-D Image	8/15/95		Abandoned
PCT	US96/13245	Apparatus And Method For Selectively Storing Depth Information Of A 3-D Image	8/15/95		Abandoned
EPO	96939541.7	A Method And Apparatus For Providing Texture Using A Selected Portion Of A Texture Mip-Map	11/6/96		Abandoned
PCT	US96/17673	A Method And Apparatus For Providing Texture Using A Selected Portion Of A Texture Mip-Map	11/6/96		Abandoned
EPO	97917591.6	System And Method For Color Space Conversion Using An Extended Color Space	3/28/97		Abandoned
PCT	US97/04691	System And Method For Color Space Conversion Using An Extended Color Space	3/28/97		Abandoned
Canada	2214868	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	9/9/97		Pending
EPO	97306897.6	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	9/5/97		Pending
Japan	251134.97	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	9/16/97		Pending
Mexico	976495	Unified Memory Computer Architecture With Dynamic Graphics Memory Allocation	8/26/97		Pending
PCT	US99/15075	Method And Apparatus For Virtual Address Translation	7/1/99		Abandoned
PCT	US99/19502	System and Method for Combining Multiple Video Streams	8/26/99		Abandoned
PCT	US96/6946	Digital Filtering for Lenticular Printing	8/18/92		Abandoned
AU	9225465	Digital Filtering for Lenticular Printing	8/18/92		Abandoned
PCT	US89/3924	Method and Apparatus for Clearing a Region of Z-Buffer	9/12/89		Abandoned
EP	551251	Method and Apparatus for Clearing a Region of Z-Buffer	9/12/89	2/7/96	Abandoned
DE	68925651	Method and Apparatus for Clearing a Region of Z-Buffer	9/12/89	3/21/96	Abandoned
PCT	WO90/02991	Graphics Processor with Staggered Memory Timing	published 3/22/1990		Abandoned
PCT	WO91/12588	Method and Apparatus for Producing a Visually Improved Image in a Computer System	published 8/22/1991		Abandoned
AU	9173134	Method and Apparatus for Producing a Visually Improved Image in a Computer System	published 9/3/1991		Abandoned
PCT	US00/16745	Computer System Having A Distributed Texture Memory Architecture	6/16/00		Pending
France	89910803.9	Method And Apparatus For Clearing A Region Of Z-Buffer	9/12/89	2/7/96	
Great Britain	89910803.9	Method And Apparatus For Clearing A Region Of Z-Buffer	9/12/89	2/7/96	
Switzerland	89910565.4	Method For Updating Pipelined Single Port Z-Buffer By Segments On A Scan Line	9/11/89	5/29/96	

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Country	Appl/Patent No.	Title	Foreign Filing Date	Issue Date	Status
WO	59910710.5	Graphics Processor With Staggered Memory Timing	9/12/89		
DE	P4232144.1-53	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	9/25/92		
GB	9218956.9	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	9/8/92	3/26/97	
JP	291980/92	Integrated Apparatus For Displaying A Plurality Of Modes Of Color Information On A Computer Output Display	10/7/92		
JP	180466/94	A Method And Apparatus For Generating Computer Graphic Images Incorporating Projected Textures	7/11/94		
JP	180467/94	A Method And Apparatus For Interactive Generation Of Shadowed Scenes	7/11/94		
EP	99907170.7	Subsampled Texture Edge Antialiasing	2/23/99		
JP	2000-534973	Subsampled Texture Edge Antialiasing	2/23/99		
WO	US99/03816	Subsampled Texture Edge Antialiasing	2/23/99		
EP	00916656.2	Method And Apparatus For Texture Memory Management	3/24/00		
WO	US00/21356	Video Card With Interchangeable Connector Module	8/4/00		
WO	US00/21367	System And Method For Frame Rate Matching			