

As you can probably tell from the picture, this is an advertisement for one of the world's most advanced graphics workstations. It's called PERQ 2.

Now imagine that instead of looking at this ad in a magazine, it was up there on PERQ's screen.

**The headline's wrong.**

Too large, perhaps. Or in the wrong place. PERQ can change that at the push of a puck.

The wrong typeface, maybe? PERQ

a full implementation on PERQ of the UNIX™ operating system. This *de facto* international standard gives access to the large body of UNIX-compatible applications.

And we could enthuse about PERQ's extended networking capabilities via the industry standard Ethernet™ Local Area Network. And we still wouldn't have told you everything.

**I don't like the style.**

Suit yourself. PERQ places a whole box of graphics tricks at your fingertips.

# If you don't like this ad, we can change it.

PERQ can model in 3D, for example, or function as an electronic airbrush, or magnify sections in detail. Again, not enough words, we're afraid.

will help you design a new one of your very own. And PERQ's ultra-high resolution graphics display will let you dot the minutest "i's" and cross the tiniest "t's."

**The picture's wrong.**

Hardly does PERQ justice, does it? Well, you could ask PERQ to turn the picture upside down, or back to front, or inside out, or bring it to life and animate it...

**There aren't enough words.**

An unlikely complaint. But we could fill dozens of ads this size with details of all the applications PERQ offers for CAD/CAM, structural analysis, 3D modelling, drafting, simulation, circuit design, electronic publishing, and so on and so on.

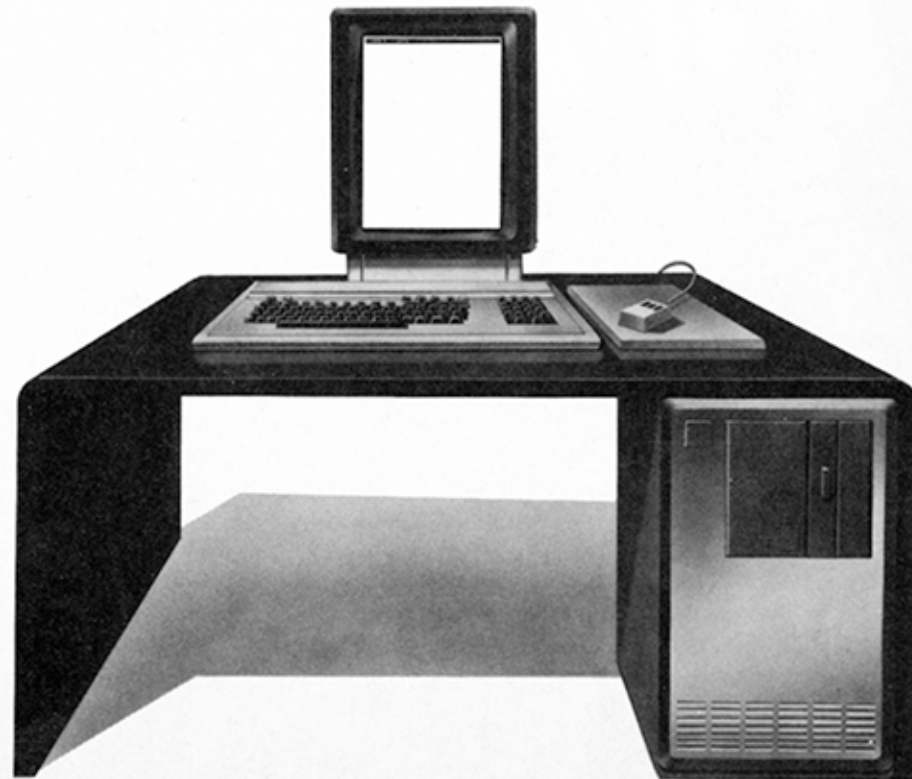
Then we could tell you about PNX,

**The whole ad's wrong.**

Of course it is. Why on earth should you be interested in a computer that can simply shove around the component parts of a magazine ad?

But there again, next time you're designing and laying out a technical report, or analyzing structural stresses, or planning a new highway, wouldn't it be nice to be able to test your work, modify it, and improve it as easily as PERQ can change the page you're looking at right now?

No wonder PERQ 2 has already changed one thing absolutely: the standard by which all future graphics workstations will be judged.



**We should be talking to each other.** 