

## The ANA factor

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As most everyone knows, I'm a huge fan of the Xbox 360. I have had mine for over a year and really enjoy how seamlessly it has integrated itself into our family. Sarahpoo and Amberpoo may actually use it more than me now, and it is the only DVD player in our living room. I was wondering how the PS3 was going to stack up against the year old Xbox 360 and to be frank, I am utterly shocked at how similar they are in graphics and amazed at some of the items the PS3 can't get right that the Xbox 360 has been doing from launch. One of the greatest things I love about my Xbox 360 is the up-scaling feature. I have an older Mitsubishi 65" HDTV and it doesn't handle 720p. No worries, the Xbox 360 will upscale everything to 1080i. It looks gorgeous!! Seems that a special scaler chip is inside the Xbox 360 that handles all of that magic so the processor and graphics chips don't get bogged down worrying about what output resolution needs to be done. Found a great article that explains it really well over at Ars Technica.

<http://arstechnica.com/articles/headstart.ars>