

NVIDIA Launches 10th Annual Graduate Research Program

Company to Provide \$250,000 in Grants for Computing Research

SANTA CLARA, CA -- NVIDIA today kicked off its 10th Annual Graduate Fellowship Program to fund work that helps solve complex visual computing challenges. Up to ten selected Ph.D. students will receive individual grants of US \$25,000 for research that advances parallel computing and graphics processing.

The program is open to applicants worldwide starting today. All applications must be received by Feb. 3, 2011. Winners will be announced in April, 2011. Eligibility criteria include completion of the first year of doctorate-level studies in computer architecture, computer science, electrical engineering, high-performance computing, scientific computing or a related area. Applicants must be a member of an active research team. For more information on eligibility and how to apply, visit <http://research.nvidia.com/relevant/graduate-fellowship-program> or email fellowship@nvidia.com.

"The world faces huge challenges today in computing, science and medicine," said Bill Dally, chief scientist at NVIDIA. "The NVIDIA Graduate Fellowship Program provides funding for research that will lead to major advances in graphics and high-performance computing, which can accelerate critical research in fields ranging from cancer research to energy exploration."

In addition to receiving funding for their research, award recipients will also have access to NVIDIA® technology and programming talent.

Nicolas Pinto, a grant recipient over each of the past two years, said, "The NVIDIA Graduate Fellowship Award helped accelerate our research efforts at MIT and Harvard on developing computational theories of how the visual cortex recognizes objects. Our work led to the development of some of today's most promising large-scale object and face recognition systems. I strongly encourage any graduate student in computer science or neuroscience to apply for one of these grants."

Since its inception in 2002, the NVIDIA Fellowship program has awarded more than \$2 million to over 84 Ph.D. research students.

For more information, go to: <http://research.nvidia.com/relevant/graduate-fellowship-program>

About NVIDIA Research

NVIDIA Research has a variety of initiatives and programs aimed at advancing visual, parallel and mobile computing. These include funding and board donations for university research projects through professor partnerships and graduate fellowships; working with faculty to develop curriculum, providing access to developer forums, pre-released tools and drivers through NVIDIA's Developer Relations Program; and providing free online access to some of NVIDIA's award-winning books and coursework. Current work being done by the group spans many domains that include: realistic rendering, ray tracing, physical simulation, scientific computing, computational photography, programming languages and systems, computer architecture, and VLSI circuits. NVIDIA Research is led by the company's chief scientist, Dr. Bill Dally. For more information, please visit www.research.nvidia.com.

About NVIDIA

NVIDIA (NASDAQ: NVDA) awakened the world to the power of computer graphics when it invented the GPU in 1999. Since then, it has consistently set new standards in visual computing with breathtaking, interactive graphics available on devices ranging from tablets and portable media players to notebooks and workstations. NVIDIA's expertise in programmable GPUs has led to breakthroughs in parallel processing which make supercomputing inexpensive and widely accessible. The company holds more than 1,600 patents worldwide, including ones covering designs and insights that are essential to modern computing. For more information, see www.nvidia.com.

Certain statements in this press release including, but not limited to, statements as to: the benefits and impact of the NVIDIA Graduate Fellowship Program and the research it funds; and the impact of the company's patents on modern computing; are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: our reliance on third parties to manufacture, assemble, package and test our products; global economic conditions; development of faster or more efficient technology; the impact of technological development and competition; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission, or SEC, including its Form 10-Q for the fiscal period ended August 1, 2010. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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About NVIDIA

Since 1993, [NVIDIA](http://nvidia.com) (NASDAQ : NVDA) has pioneered the art and science of [visual computing](http://nvidia.com). The company's technologies are transforming a world of displays into a world of interactive discovery — for everyone from gamers to scientists, and consumers to enterprise customers. More information at <http://nvidianews.nvidia.com/> and <http://blogs.nvidia.com/>.

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