

# NVIDIA Reports Financial Results for Annual and Fourth Quarter Fiscal 2012

SANTA CLARA, CA--(Marketwire - Feb 15, 2012) - NVIDIA (NASDAQ: NVDA)

- Revenue for the year increased 12.8 percent over fiscal 2011 to \$4.00 billion.
- · GAAP gross margin for the year was 51.4 percent, up 11.6 percentage points; non-GAAP gross margin was 51.9 percent, up 6.8 percentage points.
- GAAP EPS for the year rose 118.6 percent; non-GAAP EPS rose 46.9 percent.
- Quarterly revenue decreased 10.6 percent to \$953.2 million from \$1.07 billion in the previous quarter.
- GAAP gross margin was 51.4 percent for the quarter; non-GAAP gross margin was 52.5 percent.
- Quarterly GAAP EPS were \$0.19, down from \$0.29 in the previous quarter; non-GAAP EPS were \$0.26, down from \$0.35 in the previous quarter.

NVIDIA (NASDAQ: NVDA) today reported revenue for fiscal 2012 ended Jan. 29, 2012 of \$4.00 billion, up 12.8 percent from \$3.54 billion in fiscal 2011. GAAP earnings per share for the year were \$0.94 per diluted share, an increase of 118.6 percent over \$0.43 in fiscal 2011. Non-GAAP earnings per share for fiscal 2012 were \$1.19, up 46.9 percent over \$0.81 in fiscal 2011.

Revenue for the fourth quarter of fiscal 2012 was \$953.2 million, down 10.6 percent from the prior quarter, and up 7.5 percent from \$886.4 million in the same period a year earlier.

"I am pleased with our achievements last year. Our GPU business grew sharply. And, with the success of Tegra, we established our position in the mobile market," said Jen-Hsun Huang, president and chief executive officer of NVIDIA. "We expect continued growth ahead, as Tegra 3 powers a new wave of quad-core super phones and Kepler, our next-generation GPU architecture, sets new standards in visual and parallel computing."

	Annual Highlights			
(in millions except per	share data)	FY12	GAAP	
Revenue	\$3,997.9	\$	\$3,543.3	
Gross margin	51.4%		39.8%	
Operating expenses	\$1,408	. 2	\$1,153.3	
Net income	\$581.1		\$253.1	
Earnings per share	\$0.94		\$0.43	
	Quarterly Highlights			
(in millions except per	share data)	Q4 FY12	GAAP	
Revenue	\$953.2	\$1,	\$1,066.2	
Gross margin	51.4%		52.2%	
Operating expenses	\$367.7		\$359.6	
Net income	\$116.0		\$178.3	
Earnings per share	\$0.19		\$0.29	

On a GAAP basis, the company recorded net income of \$116.0 million, or \$0.19 per diluted share, for the fourth quarter of fiscal 2012. That compares with net income of \$178.3 million, or \$0.29 per diluted share, in the prior quarter and \$171.7 million, or \$0.29 per diluted share, in the same period a year earlier.

On a non-GAAP basis -- which excludes certain charges or credits, as applicable in the fiscal quarter, and the tax impact associated with such items, including: stock-based compensation, amortization of acquisition-related intangible assets, other acquisition-related costs, and legal settlements -- net income was \$158.1 million, or \$0.26 per diluted share. That compares with non-GAAP net income of \$217.0 million, or \$0.35 per diluted share, in the prior quarter, and net income of \$142.4 million, \$0.24 per share, in the same period a year earlier.

GAAP gross margin was 51.4 percent, compared with 52.2 percent in the previous quarter and 48.1 percent in the same period a year earlier. Non-GAAP gross margin, which excludes stock-based compensation and a legal settlement charge, was 52.5 percent and compares with 52.5 percent in the previous quarter and 48.3 percent in the same period a year earlier.

## Outlook

Our outlook for the first quarter of fiscal 2013, is as follows:

- Revenue is expected to be between \$900 million and \$930 million.
- GAAP gross margins are expected to be 49.2 percent, plus or minus 1 percentage point; non-GAAP gross margins are expected to be 49.5 percent, plus or minus 1 percentage point.
- GAAP operating expenses are expected to be approximately \$383 million; non-GAAP operating expenses are expected to be approximately \$340 million.
- GAAP and non-GAAP tax rates are expected to be approximately 20 percent for the fiscal year 2013; and approximately 16 percent for the year, if the
  research tax credit is reinstated into U.S. tax law. Our annual projected tax rates reflect our expectation for the quarter, excluding any discrete tax events that



may occur, which, if realized, may increase or decrease our GAAP and non-GAAP tax rates.

We estimate depreciation and amortization for the first quarter to be approximately \$52 million to \$56 million. Capital expenditures are expected to be in the range of \$35 to \$45 million.

Diluted shares for the first quarter are expected to be approximately 622.5 million.

Fourth Quarter Fiscal 2012 Highlights:

• NVIDIA's Tegra 3® processors started shipping to consumers in the Asus Transformer Prime tablet. The tablet is the first to run Android 4.0, "Ice Cream Sandwich." Asus also announced a \$249 tablet to be based on Tegra 3.

Other Tegra 3 devices announced in the quarter include:

- Asus Transformer Prime TF700T, similar to the Prime, but with a 1920x1200 resolution display.
- Acer Iconia Tab A700, also with a 1920x1200 display.
- Lenovo IdeaPad K2, again with a 1920x1200 display.
- Fujitsu announced an unnamed Android phone, running Android 4.0 "Ice Cream Sandwich."
- NVIDIA announced NVIDIA Maximus™ technology, which increases productivity by enabling design and simulation to be accelerated on a single workstation.

### **CFO Commentary**

Commentary on the quarter by Karen Burns, NVIDIA interim chief financial officer, is available at www.nvidia.com/ir.

#### Conference Call and webcast Information

NVIDIA will conduct a conference call with analysts and investors to discuss its fourth quarter fiscal 2012 financial results and current financial prospects today at 2:00 p.m. Pacific Time (5:00 p.m. Eastern Time). To listen to the call, please dial (706) 679 2572. A live webcast (listen-only mode) of the conference call will be accessible at the NVIDIA investor relations web site <a href="www.nvidia.com/ir">www.nvidia.com/ir</a> and at <a href=

#### Non-GAAP Measures

To supplement NVIDIA's Condensed Consolidated Statements of Operations and Condensed Consolidated Balance Sheets presented in accordance with GAAP, the company uses non-GAAP measures of certain components of financial performance. These non-GAAP measures include non-GAAP gross profit, non-GAAP gross margin, non-GAAP operating expenses, non-GAAP income tax expense, non-GAAP net income, and non-GAAP net income, or earnings, per share. In order for NVIDIA's investors to be better able to compare its current results with those of previous periods, the company has shown a reconciliation of GAAP to non-GAAP financial measures. These reconciliations adjust the related GAAP financial measures to exclude legal settlements, a charge related to the weak die/packaging material set that was used in certain versions of the NVIDIA's previous generation MCP and GPU products, net of insurance reimbursement, stock-based compensation, amortization of acquisition-related intangible assets, other acquisition-related costs, and the associated tax impact of these items, where applicable. NVIDIA believes the presentation of its non-GAAP financial measures enhances the user's overall understanding of the company's historical financial performance. The presentation of the company's non-GAAP financial measures is not meant to be considered in isolation or as a substitute for the company's financial results prepared in accordance with GAAP, and our non-GAAP measures may be different from non-GAAP measures used by other companies.

### About NVIDIA

NVIDIA (NASDAQ: NVDA) awakened the world to computer graphics when it invented the GPU in 1999. Today, its processors power a broad range of products from smart phones to supercomputers. NVIDIA's mobile processors are used in cell phones, tablets and auto infotainment systems. PC gamers rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create visual effects in movies and design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with high-performance computing. The company holds more than 2,200 patents worldwide, including ones covering ideas essential to modern computing. For more information, see <a href="https://www.nvidia.com">www.nvidia.com</a>.

Certain statements in this press release including, but not limited to statements as to: the company's financial outlook for the first quarter of fiscal 2013; the benefits of NVIDIA Maximus technology; the company's continued growth; the success and momentum of Tegra 3; the impact of the company's next-generation Kepler architecture; and the effects 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: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners products; 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 October 30, 2011. 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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NVIDIA CORPORATION

CONDENSED CONSOLIDATED STATEMENTS OF INCOME

(In thousands, except per share data)

(Unaudited)

Three Months Ended

January 29, January 30,

2012 2011

Revenue \$ 953,194

Cost of revenue 463,181 Gross profit 490,013

Operating expenses

Research and development 266,862

Sales, general and administrative 100,834

Legal settlement (A)

Total operating expenses

Operating income 122,317

Interest and other income, net 2,260
Income before income tax expense 124,577

Income tax expense 8,552

Net income \$ 116,025

Basic net income per share \$ 0.19
Diluted net income per share \$ 0.19

Shares used in basic per share computation 611,432
Shares used in diluted per share computation 618,599

(A) On January 10, 2011, the Company and Intel entered into a new six-year cross

NVIDIA CORPORATION

CONDENSED CONSOLIDATED BALANCE SHEETS

(In thousands)
(Unaudited)

January 29, January 30,

2012 2011

ASSETS

Current assets:

Cash, cash equivalents and marketable securities \$

Accounts receivable, net 336,143

Inventories 340,297

Prepaid expenses and other current assets

Total current assets 3,905

Property and equipment, net 560,072

Goodwill 641,030

Intangible assets, net 326,136

Other assets 120,332

Total assets \$ 5,552,928

LIABILITIES AND STOCKHOLDERS' EQUITY

Current liabilities:

Accounts payable \$ 335,072

Accrued liabilities and other current liabilities

Total current liabilities

99



\$

7,300

455,807 Other long-term liabilities

21,439 Capital lease obligations, long term

Stockholders' equity 4,145,724

Total liabilities and stockholders' equity

NVIDIA CORPORATION

RECONCILIATION OF GAAP TO NON-GAAP FINANCIAL MEASURES

(In thousands, except per share data)

(Unaudited)

Three Months Ended Twelve Months Ended

January 29, October 30,

2012 2011

GAAP gross profit 490,013

GAAP gross margin 51.4%

Stock-based compensation expense included in cost of revenue (A)

Legal settlement (D)

Net charge against cost of revenue arising from a weak die/packaging material s

Non-GAAP gross profit 500,361

Non-GAAP gross margin 52.5%

GAAP operating expenses \$ 367,696

Stock-based compensation expense included in operating expense (A)

Amortization of acquisition-related intangible assets

Net charge against operating expenses arising from a weak die/packaging materia

Other acquisition-related costs (C)

Legal settlement (D)

Non-GAAP operating expenses 325,215

GAAP net income \$ \$

Total pre-tax impact of non-GAAP adjustments Income tax impact of non-GAAP adjustments

Non-GAAP net income 158,136

Diluted net income per share

0.19 GAAP \$

Non-GAAP \$ 0.26

Shares used in diluted net income per share computation

618,599

Metrics:

Graphics Processing Unit (GPU) revenue

Chipset product revenue

GPU revenue excluding chipset products

GAAP Revenue

Chipset product revenue

Revenue excluding chipset products

(A) Excludes stock-based compensation as follows:

January 29,

2012 Cost of revenue 3,048

Research and development Sales, general and administrative

Excludes a charge related to the weak die/packaging material set, net of insu (B)

2011

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(C)	Other acqu	isition-related	costs are	comprised of	transaction	costs,	compensat
(D)	Excludes 1	egal settlement	charges an	nd benefits as	s follows:		
	On February	7, 2012, the Co	mpany and R	Rambus entered	d into a lice	ensing	agreement

On January 10, 2011, the Company and Intel entered into a new six-year cross li

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RECONCILIATION OF GAAP TO NON-GAAP OUTLOOK

Q1 FY2013 Outlook

GAAP gross margin		49.2	%		
	Impact of stock-based compensation (A)				
Non-GAAP gross margin		49.5	8		
	Q1 FY2013 Outlook				
	(In millions)				
GAAP operating expenses	\$	383.0			

Stock-based compensation expense included in operating expense Amortization of acquisition-related intangible assets

Other acquisition-related costs (B)

Non-GAAP operating expenses \$ 340.0

(A) Represents \$2.8 million of stock-based compensation expense included in cost
(B) Other acquisition related costs are comprised of transaction costs, compensation

### **About NVIDIA**

Since 1993, NVIDIA (NASDAQ: NVDA) has pioneered the art and science of visual computing. 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 <a href="http://nvidianews.nvidia.com/">http://nvidianews.nvidia.com/</a> and <a href="http://nvidianews.nvidia.com/">http://nvidianews.nvidia.com/</a>.

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