



NVIDIA Helps Transform the PC With Windows 8 Developer Program

ANAHEIM, CA -- NVIDIA announced today its Windows 8 Developer Program to provide developers with tools and resources for building applications for the hundreds of millions of ARM and x86-based devices that will take advantage of Microsoft's operating system, Windows 8.

All four NVIDIA® processor brands will support Windows 8. NVIDIA's next-generation, quad-core Tegra® processor, code-named Project Kal-EI, is an ARM-based system on a chip that will power lightweight, energy-efficient tablets and notebooks. NVIDIA will also support Windows 8 on x86 systems with its GeForce® GPUs, which deliver the best gaming experience; Quadro® GPUs, the leading graphics solution for film-makers and other professional workstation users; and Tesla® GPUs, which provide breakthrough performance for scientific research, data centers, and high performance computing.

"With its elegant user interface and support for tablets and notebooks using ARM-based processors, Windows 8 will bring a seismic shift to the industry," said Jeff Fisher, senior vice president of the PC Business Unit at NVIDIA. "Our expertise in both ARM and x86 environments, and our intimate familiarity with the Windows code base, makes us uniquely qualified to support Windows 8 developers."

With more than 15 years of experience supporting Microsoft Corp. and the Windows operating system, NVIDIA has created robust tools, utilities, samples and SDKs specifically designed to assist developers in creating applications that shine on Windows. The Windows 8 Developer Program will provide developers with support and resources for software designed to run on ARM and x86-based solutions, along with access to the latest news, training and education.

"We're incredibly excited about the innovation that NVIDIA is bringing to Windows 8 PCs with their ARM processors, and how this will help reshape the PC industry in ways we're only starting to see," said Mike Angiulo, corporate vice president of Windows planning, hardware and PC ecosystem at Microsoft. "Developers are at the forefront of this transition. Microsoft values NVIDIA's leadership in providing tools to the community."

Tim Sweeney, the founder of Epic Games, said, "For over a decade, Epic and NVIDIA have worked closely together to ensure that Unreal Engine takes advantage of state-of-the-art GPU technologies. From the incredible DirectX 11 and PhysX effects in Epic's Samaritan demo to the eye-popping 3D Vision experience in Bulletstorm, our engineers have always enjoyed collaborating with NVIDIA. NVIDIA's developer support is the gold standard for chip makers. We're excited by the announcement of their developer program and look forward to a continued partnership and to making the best games on the planet."

Developers can register for the NVIDIA Windows 8 Developer Program by going to <http://developer.nvidia.com/windows-8> or by visiting the NVIDIA booth at the Microsoft BUILD conference in Anaheim, Calif. Those attending the BUILD conference are invited to visit the NVIDIA booth to see DirectX, DirectCompute, Parallel Computing and HTML5 resources.

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 mobile phones 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 2,100 issued 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, features and performance of NVIDIA Tegra processors, NVIDIA GeForce GPUs, NVIDIA Quadro GPUs, and NVIDIA Tesla GPUs; the impact and availability of the NVIDIA Windows 8 Developer Program; NVIDIA's product and technical support of Windows 8 development; 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 July 31, 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.

© 2011 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, GeForce, PhysX, Quadro, Tegra, and Tesla are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and/or other countries. Other company and product names may be trademarks of the respective companies with which they are associated. Features, pricing, availability, and specifications are subject to change without notice.

Ken Brown
Corporate Communications
+1-408-486-2626
kebrown@nvidia.com