

NVIDIA Completes Acquisition of Icera, a Leader in Wireless-Modem, RF Technology

Combination Doubles NVIDIA's Revenue Opportunity in Mobile Devices

SANTA CLARA, CA -- NVIDIA announced today that it has completed its \$367 million cash acquisition of Icera, a leading innovator of top-performing wireless modems for 3G and 4G cellular phones and tablets. Icera is now a wholly owned subsidiary of NVIDIA operating under the Icera trade name.

With the addition of Icera, NVIDIA now offers the two main processors used in smartphones -- the applications processor, in the form of the NVIDIA®Tegra® super chip, and the baseband processor, based on Icera technology. The combined offerings will help OEM customers improve their time to market and deliver the requirements of next-generation mobile computing, while approximately doubling NVIDIA's revenue opportunity within each mobile device.

For more background on the acquisition, see this recent [blog entry](#) from Phil Carmack, senior vice president of NVIDIA's mobile business unit.

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 mobile phones and tablets 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 1,900 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 and impact of the acquisition and the combined offerings of NVIDIA and Icera; future product roadmap; product features and benefits; anticipated revenue synergies; future financial results 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: the failure to successfully integrate the acquired business or retain its key employees; 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; obtaining sufficient intellectual property rights; 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 May 1, 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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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 <http://nvidianews.nvidia.com/> and <http://blogs.nvidia.com/>.

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