# Latest Action-Shooter, Bulletstorm, Hits the Streets, Powered by Epic Games' Unreal Engine 3 Integrated With NVIDIA 3D Vision

## Unparalleled 3D Gaming Experience Enabled by World's Most Popular Game Engine Equipped With Integrated 3D Vision Support

SANTA CLARA, CA -- NVIDIA today announced the availability of *Bulletstorm,* a blockbuster action game developed with Epic Games, Inc.'s Unreal Engine 3 (UE3) and its newly integrated NVIDIA® 3D Vision™ technology. 3D Vision is NVIDIA's award-winning 3D technology, which delivers an unparalleled stereoscopic 3D experience for gamers, movie-lovers and photo enthusiasts on desktop and notebook PCs.

*Bulletstorm* is the highly-anticipated new action shooter developed by People Can Fly and Epic Games. Published by Electronic Arts Inc., *Bulletstorm* is available for purchase in retail stores and online beginning today.

"*Bulletstorm* shows how gaming can be transformed by state-of-the-art stereoscopic 3D into something truly breathtaking," said Tony Tamasi, senior vice president of content and technology at NVIDIA. "UE3 with 3D Vision support provides unlimited possibilities for developers to add awesome 3D effects to all types of games, and the folks at People Can Fly have really hit this one out of the ballpark."

UE3 is the world's most popular game engine, powering some of the most successful titles, including *Batman: Arkham Asylum*, *BioShock 2*, *Borderlands*, *Mass Effect 2,* and the *Gears of War* series. Featuring full integrated support for NVIDIA 3D Vision technology, UE3 provides a robust, feature-rich platform for theater-quality 3D game development to UE3 developers and licensees worldwide. NVIDIA 3D Vision technology is also integrated into the Unreal Development Kit (UDK), the free edition of UE3, which can be downloaded for free at www.udk.com.

"You cannot imagine how incredible it is to play Bulletstorm using 3D Vision," said Lukasz Migas, lead programmer for People Can Fly. "It brings the Bulletstorm world so close that you really feel immersed in the carnage and mayhem of the Skillshot system. You have to *experience* it. I did and I want more!"

In addition to showing *Bulletstorm* in 3D, Epic will be demonstrating the latest updates to Unreal Engine 3 at its booth (Business Suite #400, South Hall) at the 2011 Game Developers Conference (GDC), Feb. 28 to March 4, at the Moscone Center in San Francisco. NVIDIA will also be demonstrating the NVIDIA 3D Vision technologies and games in its booth during the show (Booth #1802, South Hall).

"If you haven't seen *Bulletstorm* with 3D Vision, be prepared to be completely blown away," said Mark Rein, vice president at Epic Games. "The level of realism and stunning 3D visual effects it enables are absolutely amazing. We can't wait to see what other Unreal Engine 3 developers will come up with next!"

Both UE3 and UDK give game developers "out of the box" support for NVIDIA 3D Vision, enabling them to easily integrate breathtaking, lifelike stereoscopic 3D environments in their upcoming games.

**About NVIDIA 3D Vision**
NVIDIA 3D Vision technology supports the richest array of 3D content available, including more than 500 3D games, Blu-ray 3D movies, 3D photos and streaming Web video. It also enables users to upload, share and view full-resolution 3D photos, as well as enjoy 3D movies at NVIDIA's 3DVisionLive.com, the world's first 3D Vision online community. In addition, NVIDIA's new 3DTV Play™ software enables consumers to attach their PC or notebook to 3D HDTVs and HDMI 1.4-capable audio/video receivers and enjoy all the latest 3D content in the comfort of their living rooms in full HD 3D, and with HD surround sound audio.

**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 1,700 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 impact of NVIDIA 3D Vision technology; 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 faster or more efficient technology; 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 31, 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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