

Top Start-Ups to Take the Stage at NVIDIA'S Annual Emerging Companies Summit

World's Most Innovative Start-Ups to Share Advances Leveraging GPUs in Stereoscopic 3D, Gesture Recognition and High Performance Computing

SANTA CLARA, CA -- NVIDIA today announced that its third annual [Emerging Companies Summit](#) (ECS 2010) will showcase the world's most inventive start-up companies using graphics processing units (GPUs) for breakthrough solutions.

The summit -- a key part of NVIDIA's [GPU Technology Conference](#) (GTC) -- is a unique forum for startups to showcase innovative applications and technologies that leverage the GPU to solve visual and high-performance computing challenges. ECS 2010 will be held Sept. 21-23 in San Jose, Calif. It follows two previous ECS shows which successfully brought together entrepreneurs with those who fund their ventures. In 2009, ECS featured presentations by 60 emerging companies from 15 different countries.

In addition to start-up presentations, ECS 2010 will feature a series of panel discussions. They include a session on "Computer Vision on GPUs," covering facial, gesture, human motion and biometrics recognition; augmented reality; and robotic computing; as well as a panel on "Creating Businesses Through Disruptive Industry Changes," featuring Morgenthaler Ventures and Silicon Valley Bank Venture Capital Group. There will also be a "fireside chat" with Jen-Hsun Huang, NVIDIA's president and CEO, to be moderated by Quentin Hardy, national editor at Forbes magazine.

A new feature of ECS 2010, "CEO on Stage," includes the heads of a select group of start-ups. In a lively and fast-paced exchange, CEOs will each introduce their companies and interact with a panel of industry analysts, investors and technology leaders. These companies will be selected by an advisory committee that includes Jon Peddie, president of Jon Peddie Research, and Drew Lanza, partner at Morgenthaler Ventures. The deadline for applications is Aug. 1, and selected speakers will be announced by Sept. 15. Interested companies can submit their proposals at the GTC 2010 Submissions [site](#).

ECS 2010 will continue to be prominently featured on [NVIDIA@ GPU Venture Zone](#), which showcases the breadth of innovative companies that leverage the GPU for visual and other computing applications.

Registration for GTC 2010 is now open and interested attendees can register at www.nvidia.com/gtc.

Quotes:

- "The GPU computing revolution has now hit full stride. This year's Emerging Companies Summit will continue to demonstrate the amazing innovations that are being unleashed by the GPU. A number of emerging companies from countries all over the world will be coming to share their innovative and inspirational work."
- Jeff Herbst, Vice President of Business Development at NVIDIA
- "The Emerging Companies Summit is a can't-miss event for the GPU computing ecosystem. Start-ups on the cutting edge can network and share their stories with their peers, venture capitalists, entrepreneurs, and analysts. We've been doing some great work on NVIDIA's CUDA@-based GPU hardware systems and RealityServer@ with iray@ renderer."
- Chris Blewitt, CEO at [Luminova](#)

For More Information:

- To learn more about ECS, visit the [ECS 2010](#) page and subscribe to [ECS blog posts](#) via RSS.
- To learn more about the NVIDIA GPU Ventures Program, visit the [GPU Venture Zone](#).
- To submit your proposal for "CEO on Stage," see the [Call for Emerging Companies CEO on Stage](#).
- To register for GTC 2010, visit [GTC Registration](#).
- To learn about being a sponsor or exhibitor, see [GTC Sponsors/Exhibitors](#).
- To read the related blog post visit [The NVIDIA Blog](#).
- To stay up to date on GTC 2010, visit the [GTC 2010](#) website, follow the [GTC blog RSS feed](#), sign up for the [GTC 2010 mailing list](#) or join the [GTC Facebook fan page](#).

Tags / Keywords:

NVIDIA, GTC, GPU, ECS, Emerging Companies Summit, supercomputing, parallel computing, CUDA, GPGPU, Tesla, Quadro, high performance computing, HPC, visual computing, developers, bioscience, oil & gas, medical, finance

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 1,100 U.S. patents, including ones covering designs and insights which are fundamental 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 Company's products and technologies and the GPU conference; 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 period ended May 2, 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](#) (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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Media Contacts

Bruce Chan
+1 408 562 7596
bchan@nvidia.com