

World's Top Scientists, Visualization Experts to Present at NVIDIA'S GPU Technology Conference

Event to Highlight Advances Enabled by GPUs Across High Performance Computing, Professional Visualization, Consumer Applications

SANTA CLARA, CA -- A follow-on to the enormously successful inaugural GPU Technology Conference (GTC), [GTC 2010](#) will host the world's top scientists, researchers and visualization experts. The conference will take place from Monday, Sept. 20 to Thursday, Sept. 23, at the San Jose Convention Center in San Jose, Calif.

GTC 2010 will once again encompass three concurrent GPU-focused summits in one location -- the [Emerging Companies Summit](#), [GPU Developers Summit](#), and the [NVIDIA® Research Summit](#) -- making it the pre-eminent place to learn about the amazing work being enabled by the GPU.

Among those speaking, holding tutorials or conducting technology previews are computing thought leaders Satoshi Matsuoka, a supercomputing expert from Tokyo Institute of Technology; Pat Hanrahan, a computer graphics pioneer at Stanford University; and Hanspeter Pfister, a leader in scientific computing at Harvard University.

In the sciences, speakers include computational biologists Ross Walker, at University of California San Diego and the San Diego Supercomputing Center, and Vijay Pande, of Stanford; Homer Pien, a medical-imaging expert at Massachusetts General Hospital and Harvard Medical School; Wei Ge, a leader in multi-scale particle simulation at Chinese Academy of Sciences; and Timothy Warburton, a Rice University specialist in computational and applied mathematics.

They will join speakers from other organizations such as Adobe, Agilent Systems, Beckman Coulter, CSIRO, Dolby Laboratories, GE Intelligent Platforms, Georgia Tech, Microsoft, Siemens Medical, University of Tennessee and Wolfram Research, along with speakers to be accepted in the [GTC Call for Submissions](#).

Interested speakers can submit their proposals at the [GTC Call for Submissions](#) until June 1, 2010. Registration for GTC 2010 will open in early June at www.nvidia.com/gtc.

Topic clusters for GTC 2010 will cover both computation and graphics across a broad range of industries and interests, in both research and commercial applications. The complete list of possible topics can be found on www.nvidia.com/gtc. Some of the most engaging and discussed topics will include:

- Cloud Computing
- Computer Vision
- Flash, HTML 5, WebGL
- High Performance Computing / Supercomputing
- Life Sciences
- Medical Imaging
- Raytracing and Hybrid Rendering
- Stereoscopic 3D
- Visual Effects in Film and Broadcast

GTC 2010 will also feature pre-conference interactive tutorials to get attendees up to speed on programming languages and APIs for the GPU. Pre-conference tutorials will be held on Monday, Sept. 20, the day before the first keynote. Tutorials will include:

- Languages, APIs and Development Tools for GPU Computing
- C/C++ on the GPU
- DirectCompute
- DirectX 11
- OpenGL
- OpenCL
- Stereoscopic 3D
- NVIDIA® Parallel Nsight™ for Microsoft® Visual Studio™

Official GTC 2010 sponsors include HP, PNY, Microsoft, Supermicro, Next IO, Appro, Amax, GE Intelligent Platforms, SGI, and Adobe.

Quotes:

"GTC attendees are going to be amazed at the breakthrough applications made possible by GPU technology. This year's sessions will reflect revolutionary work done over the past year by some of the world's leading industry, research and academic authorities."

- Bill Dally, NVIDIA Chief Scientist

"I consider the GPU Technology Conference to be the single best place to see firsthand the amazing work enabled by the GPU. It's a great venue for meeting researchers, developers, scientists, and entrepreneurs from around the world and I'm looking forward to GTC 2010."

- Professor Hanspeter Pfister, School of Engineering & Applied Sciences, Harvard University and GTC 2009 keynote speaker

For More Information:

- To stay up to date on GTC 2010, visit the [GTC 2010](#) website and join the [GTC 2010 mailing list](#).
- To submit proposals for tutorials, sessions, and posters, see the [GTC Call for Submissions](#).
- To learn about being a sponsor or exhibitor, see [GTC Sponsors/Exhibitors](#).
- To find out more information about GTC 2010, read the [nTersect](#) blog.
- To review last year's show, visit [GTC 2009](#) for a recap.

Tags / Keywords:

NVIDIA, GTC, GPU, supercomputing, parallel computing, CUDA, GPGPU, Tesla, Quadro, high performance computing, 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-K for the fiscal year ended January 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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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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