NVIDIA Announces GPU Technology Conference for 2010

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

SANTA CLARA, CA -- NVIDIA today announced that the GPU Technology Conference 2010 (GTC 2010) will take place on Monday, Sept. 20 to Thursday, Sept. 23 at the San Jose Convention Center in San Jose, Calif.

Building on the successful format of last year's inaugural conference, GTC 2010 will offer an even broader and deeper selection of technical sessions, interactive tutorials, technology previews, and industry and academic presentations.

"Last year's GPU Technology Conference was very exciting, with many top researchers and developers demonstrating how they are using the GPU to solve some of the world's most difficult challenges, from medical diagnostics to energy exploration," said Bill Dally, NVIDIA Chief Scientist. "I am eagerly looking forward to seeing the new advances that will be unveiled this year."

"I consider the GPU Technology Conference to be the single best place to see firsthand the amazing work enabled by the GPU," said Professor Hanspeter Pfister, School of Engineering & Applied Sciences, Harvard University and GTC 2009 keynote speaker. "It's a great venue for meeting researchers, developers, scientists, and entrepreneurs from around the world and I'm looking forward to GTC 2010."

The conference will once again encompass three concurrent GPU-focused summits in one location:

- Emerging Companies Summit A showcase for innovative startups to demonstrate their products and network with venture capitalists, GTC attendees, and other investors.
- GPU Developers Summit A wide selection of content-rich sessions, tutorials, and presentations for developers, engineers, and scientists.
- NVIDIA(R) Research Summit A unique opportunity for students, professors, and researchers to present their findings and collaborate.

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 GTC Call for Submissions.
- To learn about being a sponsor or exhibitor, see GTC Sponsors/Exhibitors.
- To watch the GTC 2010 video, see the nTersect blog.

Sponsors:

GTC 2010 sponsors include GE, HP, and PNY.

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 of and format for GTC 2010 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: changes in the format of GTC 2010 as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission including its Form 10-K for the fiscal year ended January 31, 2010. Copies of reports filed with the SEC are posted on NVIDIA'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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For more information, contact:
Hector Marinez
NVIDIA Corporation
(408) 486-3443
hmarinez@nvidia.com

SOURCE: NVIDIA

Hector Marinez
Corporate Communications
+1-408-486-3443
hmarinez@nvidia.com