Epic Brings NVIDIA 3D Vision Support to Unreal Engine 3

World's Most Popular Game Engine Goes 3D

SAN FRANCISCO, CA -- GAME DEVELOPER'S CONFERENCE-- BOOTH #1702, SOUTH HALL - NVIDIA and Epic Games, Inc. today announced the addition of NVIDIA® 3D Vision™ technology support to Unreal Engine 3. Today's announcement means that licensees of the world's most successful game engine will be able to take full advantage of integrated 3D Vision™ technology support and offer an unprecedented level of immersion in their upcoming games. Epic's popular Unreal Development Kit (UDK), a free version of Unreal Engine 3, will also benefit from the addition of 3D Vision support, bringing a theater-quality 3D development platform to the more than 200,000 current users worldwide.

"Having the number one 3D engine on the planet embrace 3D Vision is fantastic news for UE3 licensees, UDK users and gamers," says Tony Tamasi, vice president of content and technology at NVIDIA. "It's now easier than ever to add state-of-the-art stereoscopic 3D effects to your Unreal Engine 3-based creations."

"The combination of Unreal Engine 3 and 3D Vision makes already amazing games even more jaw dropping," said Mark Rein, vice president at Epic Games. "If you haven't seen Unreal Engine 3 in 3D, you won't believe how realistic it is! We're excited to offer this technology for free to our licensees and can't wait to see what people create with it."

Facts about NVIDIA® 3D Vision and Unreal Engine 3:

- Epic Games and NVIDIA have worked together to integrate "out of the box" support for NVIDIA® 3D Vision technology into Unreal Engine 3.
- Unreal Engine 3 is the engine that powers some of the most successful games in the marketplace including: Gears of War and Gears of War 2, Shadow Complex, BioShock 2, Mass Effect and Mass Effect 2, Borderlands and Batman: Arkham Asylum.
- The updated version of Unreal Engine 3 and UDK will be available in the near future for all licensees, allowing games developed with that revision (or later) to deliver "out of the box" support for 3D vision.
- 3D Vision is the world's leading consumer 3D solution and supports PC gaming, photographs, videos, Blu-ray 3D, and 3D Web browsing.
- 3D Vision consists of wireless, active-shutter glasses and wireless USB emitter and can work with compatible 120Hz desktop LCDs, 3D TVs and projectors. A NVIDIA GeForce® 8800 GTX or higher GPU is also required.

Additional Quotes:

"Epic and NVIDIA share a commitment to advancing the state of PC gaming. The addition of 3D Vision support to our Unreal Engine 3 will dramatically enhance the gaming experience. We are very excited to see the future of gaming in 3D."

- Mark Rein, vice president of Epic Games.

"3D really brings a new level of immersion to games, and we are ecstatic that Unreal Engine 3 licensees will be able to offer this 3D capability in their upcoming titles. Epic and NVIDIA share a common philosophy in that we love PC gaming. This will further solidify the PC as the preeminent gaming platform."

- Phil Eisler, general manager of 3D Vision technology at NVIDIA.

Useful Links:
http://developer.nvidia.com/object/gdc-2010.html

Tags / Keywords:
Unreal Engine, NVIDIA, Epic, 3D Vision, PC gaming, 3D gaming, graphics.

About Unreal Engine 3
The award-winning Unreal Engine is known for cutting-edge graphics and its best-of-breed toolset. Unreal Engine 3 maintains those features in addition to multi-core processor support, Xbox 360® and PLAYSTATION®3 optimizations, massive world support, and a highly mature tool pipeline. Unreal Engine 3's consistently evolving toolset is designed to accelerate developers' productivity for PC and console games, visualization applications, training simulations, and linear animated content. Additional information on Unreal Engine can be obtained through the Unreal Technology Web site at www.unrealtechnology.com.

About Epic Games
Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its "Unreal" series, including "Unreal Tournament 3" for PC, PLAYSTATION®3 and Xbox 360®. Epic's "Gears of War" won over 30 Game of the Year awards, and the sales of "Gears of War" and "Gears of War 2" have eclipsed 11 million units. Epic's Unreal Engine 3 is the three-time consecutive winner of Game Developer magazine's Best Engine Front Line Award, was the 2008 Hall of Fame inductee and won Best Engine again in 2009. Unreal Engine 3 has also been recognized as the number one game engine by Develop magazine. Additional information about Epic can be obtained through the Epic Games Web site at www.epicgames.com.

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, features, impact and capabilities of the combination of 3D Vision technology and the Unreal Engine 3, 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: development of more efficient or faster technology; design, manufacturing or software defects; the impact of technological development and competition; changes in consumer preferences and demands; customer adoption of different standards or our competitor's products; 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 including its Form 10-Q for the fiscal period ended October 25, 2009. 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.

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/.

Media Contacts

Bryan Del Rizzo
+1 408 486 2772
bdelrizzo@nvidia.com