NVIDIA's 2012 GPU Technology Conference, One of the World's Fastest-Growing Computational Science Events, Opens for Registration

Four-Day Event Gathers Experts From Around the Globe; Showcases Breakthroughs Across Broad Range of Scientific, Visual, Technology Fields

SANTA CLARA, CA -- NVIDIA today announced that registration is now open for its third GPU Technology Conference (GTC) in the U.S., one of the world's fastest-growing events focused on computational science and visualization.

GTC 2012 -- to be held in San Jose, Calif., from May 14-17 -- is the flagship in NVIDIA's global series of events focused on how the GPU is transforming science. It is expected to draw the greatest minds in the scientific, engineering, research and developer communities from more than 40 nations.

For more information or to register, visit the GTC website.

"In just a few short years, GTC has become the single most important event for scientists and researchers who use GPUs to advance their work," said Steve Scott, CTO for Tesla at NVIDIA. "The leading figures in astronomy, bioinformatics, cloud computing and neuroscience, among many other fields, will be sharing their latest computing techniques, technologies and real-world experiences."

GTC 2012 will include keynotes, presentations, research posters, tutorials, and hundreds of instructional sessions from top experts. It will again feature the Emerging Companies Summit, where some of the world's most innovative startups showcase new technologies. It will also include networking events throughout the week, enabling experts to share information.

A partial list of those scheduled to present at GTC 2012 are experts from:

- Supercomputing and research centers: Barcelona Supercomputing Center, CERN, National Institute of Natural Sciences/Institute for Molecular Science (Japan), Irish Centre for High-End Computing, Chinese Academy of Sciences/Institute of Process Engineering, Lawrence Berkeley National Laboratory, Naval Research Laboratory, Pacific Northwest National Laboratory

- Corporations: Citrix Systems, Cray, GE Intelligent Platforms, HP, ING Bank, LEGO, Microsoft, Siemens Corporate Research, Synopsys, Tata Motors Limited, Technicolor VMware

- Universities: Johns Hopkins University, Nanyang Technological University, National Tsing Hua University, Stanford University, Texas A&M University, Tokyo Institute of Technology, Tsinghua University, University of Bonn, University of Calgary/Department of Chemical & Petroleum Engineering, University of California at Berkeley, University of Hamburg/Institute of Applied Physics and Microstructure Research Center, University of Hong Kong, University of Illinois at Urbana-Champaign, University of Michigan, University of Pennsylvania

In addition, NVIDIA and Los Alamos National Laboratory, a leading U.S. national security research institution, will co-host at GTC 2012 the Accelerated High Performance Computing Symposium, bringing together leaders in supercomputing to share knowledge to help solve the most crucial supercomputing technology challenges.

Also co-located at GTC 2012 will be the new InPar 2012 academic conference, which provides a first-tier venue for peer-reviewed publications in the field of innovative parallel computing.

The GTC website will provide GTC 2012 attendees and the GPU computing community with the latest news and information from the event. The site serves a year-round resource, featuring details of keynotes, technical sessions and events from regional GTC events, as well as conference scheduling tools, social media resources, and much more.

Sponsors for GTC 2012 include: HP, Microsoft, Supermicro, PNY, Adobe, Dell, Los Alamos National Laboratory, Lenovo, CAPS, Bull, Synnex, Cooley, TSMC, Amazon Web Services, Next IO, GE Intelligent Platforms, Appro, Fusion IO, and SGI.

About NVIDIA
NVIDIA (NASDAQ: NVDA) awakened the world to computer graphics when it invented the GPU in 1999. Today, its processors power a broad range of products from smart phones to supercomputers. NVIDIA's mobile processors are used in cell phones, tablets and auto infotainment systems. PC gamers rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create visual effects in movies and design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with high-performance computing. The company holds more than 2,200 patents worldwide, including ones covering ideas 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 impact and benefits of the GPU Technology Conference; 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 new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners products; 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 30, 2011. 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.

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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