NVIDIA Unveils Industry's First Cloud-Based GPU That Delivers Workstation Graphics Capabilities to Any Screen

NVIDIA VGX K2 Enables Designers, Engineers to Work Anywhere, on Any Device While Accessing the Performance of a Workstation

SANTA CLARA, CA -- Engineers and design professionals will be able to work anywhere on virtually any device and still have access to the computing and graphics performance of a GPU-powered workstation, with today's launch of the cloud-based NVIDIA[®] VGXTM K2 GPU.

Built on the <u>NVIDIA Kepler</u>[™] architecture -- the world's fastest, most efficient GPU architecture -- VGX K2 adds unprecedented workstation capabilities to the <u>NVIDIA VGX platform</u>, which was announced earlier this year.

The NVIDIA VGX platform utilizes the GPU to allow enterprises to efficiently deliver virtualized workstation performance and capabilities -- including rich multimedia and 3D graphics -- to users on smartphones, tablets or PCs. Its VGX K2 board, which includes two workstation-class GPUs, enables enterprises to increase user density without sacrificing performance or application compatibility.

Other key benefits of NVIDIA VGX K2 include:

- Faster interactivity: With 4 GB of graphics memory per GPU, VGX K2 ensures that graphics-intensive design and content-creation applications run with ease.
- Low-latency remote display: Patent-pending remote display technology minimizes the lag traditionally associated with virtual desktop computing.
- Data center power efficiency: Using SMX, a revolutionary streaming multiprocessor, VGX K2 provides unsurpassed performance per watt for enterprise data centers.

"The VGX platform has been developed to bring rich, interactive graphics to all enterprise virtual desktop users," said Jeff Brown, general manager of the Professional Solutions Group at NVIDIA. "With VGX K2 in the data center, designers and engineers who create the core intellectual property for their companies can now access their IP from any device and still enjoy workstation-class performance."

NVIDIA and Citrix Expand Enterprise Presence of Workstation-Class Virtual Desktops

Citrix XenDesktop with HDX 3DPro uses NVIDIA VGX technology to deliver a faster, more interactive user experience. In combination with Citrix XenDesktop and Citrix XenApp, the NVIDIA VGX K2 board provides users full compatibility and performance of all their graphics and GPU computing-intensive applications. In addition, the ecosystem of Citrix Ready partners around HDX 3D will be able to use VGX K2 to provide workstation-class performance.

"In our increasingly global and mobile economy, companies are looking more and more to desktop virtualization as a critical solution, and we're working closely with NVIDIA to offer the most advanced virtualized user experience on the market," said Krishna Subramanian, vice president of marketing and partner engagement at Citrix. "XenDesktop with NVIDIA VGX acceleration aims to deliver workstation-class performance to the most demanding users in enterprises, while also increasing user density in their data centers."

Supporting Partner Quote

"NVIDIA's GPU virtualization technology builds on and accelerates Cisco's vision of delivering virtual desktops and richmedia applications through the cloud, and helps to enable enterprise customers to deploy simple, scalable and highly secure virtualization solutions," said Satinder Sethi, vice president at Cisco, an NVIDIA technology partner.

Availability

The NVIDIA VGX K2 platform for virtual workstations is expected to be available from leading server OEMs starting in early 2013. More information is available at <u>www.nvidia.com/vgx</u>.

Learn more about the NVIDIA Quadro and VGX solutions on YouTube and follow us on Twitter at @NVIDIAQuadro.

About NVIDIA

NVIDIA (NASDAQ: NVDA) awakened the world to computer graphics when it invented the <u>GPU</u> in 1999. Today, its <u>processors</u> power a broad range of products from <u>smartphones</u> to <u>supercomputers</u>. NVIDIA's <u>mobile processors</u> are used in <u>cell phones</u>, <u>tablets</u> and <u>auto infotainment systems</u>. <u>PC gamers</u> rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create <u>3D graphics</u> and visual effects in movies and to design everything from golf clubs to jumbo

jets. And researchers utilize GPUs to advance the frontiers of science with <u>high performance computing</u>. The company has more than 5,000 patents issued, allowed or filed, including ones covering ideas essential to modern computing. For more information, see <u>www.nvidia.com</u>.

Certain statements in this press release including, but not limited to, statements as to: the impact, benefits and availability of the NVIDIA VGX K2 GPU; 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 July 29, 2012. 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.

© 2012 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, Kepler and VGX are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated. Features, pricing, availability and specifications are subject to change without notice.

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