

NVIDIA's Emerging Companies Summit Expands to Include Mobile Computing, Game Development, Cloud

Globe-Spanning Startups to Showcase Latest in GPU Technology at Fourth Annual Silicon Valley Event

SANTA CLARA, CA -- GTC 2013 -- More than a dozen startups using the massive computing power of GPU technology to redefine the possibilities of business will participate in NVIDIA's [Emerging Companies Summit](#) (ECS) 2013, to be held March 20 at the McEnery Convention Center in San Jose, Calif.

A highlight of the [GPU Technology Conference \(GTC\)](#), ECS will feature 16 companies from around the world. This year's conference and summit have expanded to include companies focused on mobile computing, game development and cloud-based technologies. Also participating are companies advancing areas as diverse as visual search, financial services and medical diagnostics. Five top startups will be recognized for their innovation in a competition with more than \$75,000 in prizes.

As part of the fast-paced "CEO on Stage" event in front of the ECS audience, executives will present their companies to a distinguished panel of professional investors, analysts and technology leaders. The expert panelists will then challenge presenters with questions and provide insightful feedback.

Panelists this year include: Gerald Brady, managing director of Silicon Valley Bank; Nathan Brookwood, CEO at Insight64; Rob Enderle, president and principal at the Enderle Group; Jeff Herbst, vice president of Business Development at NVIDIA; Jon Peddie, president of Jon Peddie Research; Savitha Srinivasan, partner in the Venture Capital Group at IBM; and Rik Turner, senior analyst of Financial Services Technology at OVUM.

Participating "CEO on Stage" companies include: Athentech Imaging (Canada), BIM+ (Germany), Cortexica Vision Systems (U.K.), Fluid (U.S.), Fuzzy Logix (U.S.), Hanweck Associates (U.S.), Mainframe2 (U.S.), Morpheus Medical (U.S.), Murex (France), Oculus VR (U.S.), OUYA (U.S.), SoftKinetic (Belgium), Splashtop (U.S.), SynerScope (Netherlands), Total Immersion (U.S.) and Ubitus (Taiwan).

Also at ECS, an industry panel will address how technology will shape the future monetization of visual content. Panelists include: Ted Mico, CEO at Mixed Media Works; Pat Moorhead, founder and principal analyst at Moor Insights and Strategy; Mark Popkiewicz, CEO of MirriAd; Steve Semenzato, vice president of Business Development at Cortexica; and Blake White, director in the Entertainment, Media and Communications advisory practice at PricewaterhouseCoopers.

Now in its fourth year in Silicon Valley, ECS provides an opportunity to see how startups are using GPUs to transform industries and create new ones. The exhibit halls of the summit will be filled with the innovative work of companies in a diverse array of fields.

"The universe of GPU-powered applications is dramatically expanding, and ECS is the focal point to see the action," said Herbst. "We bring together some of the best startups and best minds in the business for an event that technology leaders, investors and analysts won't want to miss."

ECS's platinum sponsor is Cooley LLP, a San Francisco-based law firm. Supporting sponsors include Silicon Valley Bank, Deloitte, Bank of America Merrill Lynch, Morgan Stanley, UBS, CCICE TechLAB, VentureBeat, Nasdaq and Hedge Connection.

GTC 2013, to be held March 18-21 in San Jose, is the place to learn about and share how advances in GPU technology help people tackle their day-to-day computational and graphics challenges. Conference attendees include thousands of industry leaders, researchers, scientists, graphic artists, engineers, designers, venture capitalists, angel investors, entrepreneurs, press and analysts. See the GTC 2013 agenda [here](#). Register for ECS and GTC at <https://registration.gputechconf.com/>.

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 [smartphones](#) 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 [3D graphics](#) 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 [high performance computing](#). The company has more than 5,000 patents issued, allowed or filed, 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 of GPUs; the participants in NVIDIA's Emerging Companies Summit 2013; 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 28, 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.

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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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