



NVIDIA and Ubisoft Form Gaming Alliance for This Fall's Hottest Games

SANTA CLARA, CA -- NVIDIA today announced an alliance with Ubisoft to offer PC gamers the best gaming experiences possible for Ubisoft's biggest fall titles, including *Tom Clancy's™ Splinter Cell® Blacklist™*, *Assassins Creed® IV Black Flag* and *Watch Dogs™*.

NVIDIA's developer technology team is working closely with Ubisoft's development studios on incorporating graphics technology innovations to create game worlds that deliver new heights of realism and immersion. One example is NVIDIA® TXAA™ antialiasing, which provides Hollywood-levels of smooth animation, soft shadows, HBAO+ (horizon-based ambient occlusion) and advanced DX11 tessellation.

"PC gaming is stronger than ever and Ubisoft understands that PC gamers demand a truly elite experience -- the best resolutions, the smoothest frame rates and the latest gaming breakthroughs," said Tony Tamasi, senior vice president of Content and Technology at NVIDIA. "We've worked closely with Ubisoft's incredibly talented creative team throughout the development process to incorporate our technologies and deliver the most immersive and visually spectacular game worlds imaginable."

"The PC remains one of the world's most popular gaming platforms, and we're committed to offering PC players the best possible experience with our games," said Tony Key, senior vice president of Sales and Marketing at Ubisoft. "Combining NVIDIA's visual computing expertise and the creativity of our development teams will give customers a stunning experience when choosing an Ubisoft game for the PC."

The PC version of *Splinter Cell Blacklist*, released on Aug. 20, is available now from participating retailers as part of an NVIDIA bundle with GeForce® GTX™ 660, 660 Ti, 670, 680, 760, 770 or 780 GPUs. More details on the bundle and the exclusive tech within the game are [available here](#).

For more information on how GeForce GTX GPUs are dramatically changing the way games are played, visit www.geforce.com.

About Ubisoft

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has offices in 29 countries and has sales in more than 55 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. For the 2012-13 fiscal year Ubisoft generated sales of EUR 1,256 million. To learn more, please visit: www.ubisoftgroup.com.

Bryan Del Rizzo
GeForce Desktops and Notebooks, eSports
NVIDIA Corp.
+1-408-486-2772
bdelrizzo@nvidia.com
Benjamin Berraondo
Director of Global PR, GeForce Products
NVIDIA Corporation
+44 7979 384482
bberraondo@nvidia.com