CD PROJEKT RED and NVIDIA Partner to Bring Ray Tracing to ‘Cyberpunk 2077’

Highly Acclaimed, Highly Anticipated Game Uses Real-Time Ray Tracing

E3--NVIDIA and CD PROJEKT RED today announced that NVIDIA® GeForce RTX™ is an official technology partner for Cyberpunk 2077 and that the companies are working together to bring real-time ray tracing to the game.

Cyberpunk 2077 won over 100 awards at E3 2018 and Gamespot calls it “one of the most anticipated games of the decade." The game is the next project from CD PROJEKT RED, makers of the highly acclaimed The Witcher 3: Wild Hunt, which has won numerous “Game of the Year" awards. NVIDIA and CD PROJEKT RED have a long history of technology collaboration that spans more than a decade.

“Cyberpunk 2077 is an incredibly ambitious game, mixing first-person perspective and deep role-playing, while also creating an intricate and immersive world in which to tell its story," said Matt Wuebbling, head of GeForce marketing at NVIDIA. “We think the world of Cyberpunk will greatly benefit from the realistic lighting that ray tracing delivers."

Ray tracing is the advanced graphics technique used to give movies their ultra-realistic visual effects. NVIDIA GeForce RTX GPUs contain specialized processor cores designed specifically to accelerate ray tracing so the visual effects in games can be rendered in real time.

“Ray tracing allows us to realistically portray how light behaves in a crowded urban environment," says Adam Badowski, head of Studio at CD PROJEKT RED. “Thanks to this technology, we can add another layer of depth and verticality to the already impressive megacity the game takes place in."

Cyberpunk 2077 is an open-world, action-adventure story set in Night City, a megalopolis obsessed with power, glamour and body modification. You play as V, a mercenary outlaw going after a one-of-a-kind implant that is the key to immortality. You can customize your character's cyberware, skillset and playstyle, and explore a vast city where the choices you make shape the story and the world around you.

E3 attendees will get a firsthand look at Cyberpunk 2077 at booth 1023 in the South Hall of the Los Angeles Convention Center. More details, as well as exclusive 4K screenshots featuring real-time ray tracing on PC, are available at www.nvidia.com.

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Certain statements in this press release including, but not limited to, statements as to: CD PROJEKT RED and NVIDIA bringing gamers ray-traced *Cyberpunk 2077*; *Cyberpunk 2077* using ray tracing and NVIDIA GeForce RTX; *Cyberpunk 2077* being an ambitious game and its features; the benefits of *Cyberpunk* using ray-tracing technology; the impact, benefits, performance and abilities of NVIDIA’s products and technologies, including ray tracing and NVIDIA GeForce RTX GPUs; ray tracing adding depth and verticality to the game; and where E3 attendees can get a look at the game 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 most recent reports NVIDIA files with the Securities and Exchange Commission, or SEC, including, but not limited to, its annual report on Form 10-K and quarterly reports on Form 10-Q. 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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