NVIDIA®

Goldman Sachs Sixth Annual
Asia Technology Symposium 2002

Michael Hara
Vice President of Investor Relations

Safe Harbor Statement

During the course of this presentation we may make forward looking statements based on current expectations. Forward-looking statements pertain to future events and are subject to risks and uncertainties. The Company's actual results may differ materially from results discussed in any forward-looking statements. For a complete discussion of risk factors that could affect the Company's present and future financial results please refer to the Company's Form 10K and Annual Report for the fiscal year ended January 27, 2002 and quarterly reports on Form 10-Q filed with the Securities and Exchange Commission.

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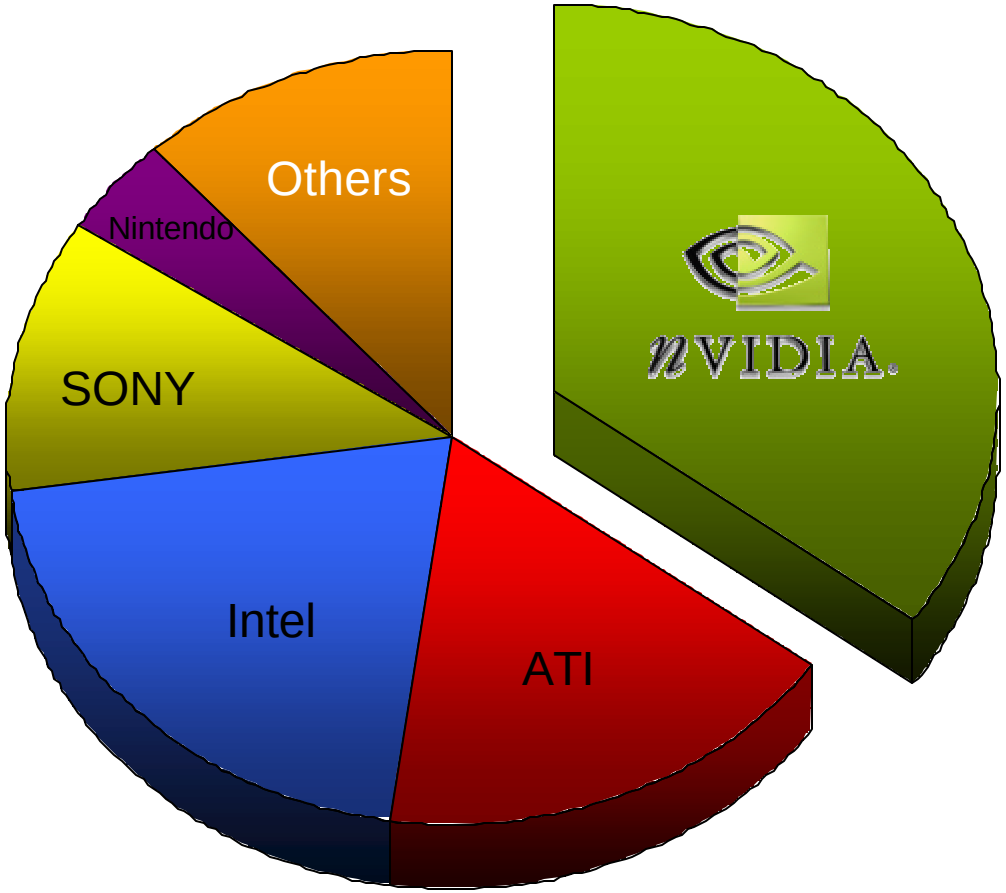
World Leader in 3D Graphics & Visual Computing



Over 200 Million Unit Annual Market

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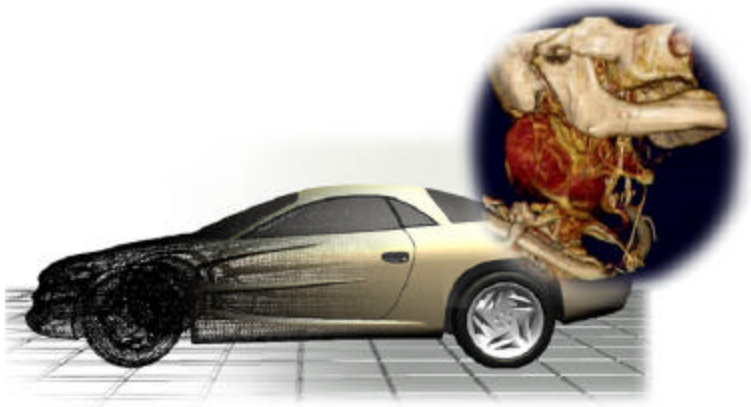
Touching the Lives of Millions



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The Choice of Leaders

COMPAQ
PRESARIO DESKTOPS

The #1 Retail PC OEM

DELL

TOSHIBA

The World's #1 & #2 Laptop OEMs

DELL

The World's #1 PC OEM

DELL PRECISION™ WORKSTATIONS

The World's #1 Workstation OEM

联想 LEGEND

China's #1 PC OEM

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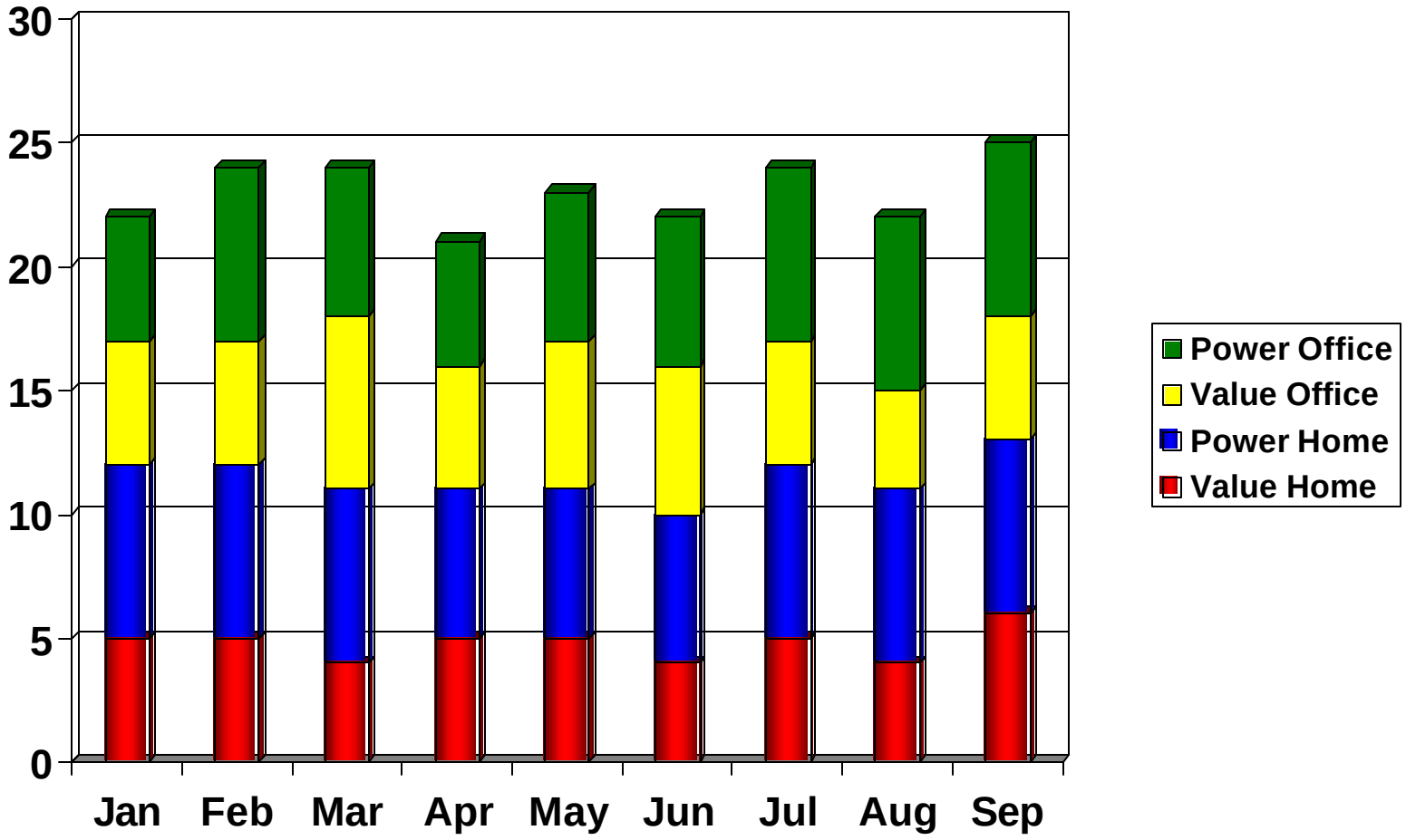
PC World – Last 6 Months Reviews

Of the 30 systems reviewed, NVIDIA GPUs were in:



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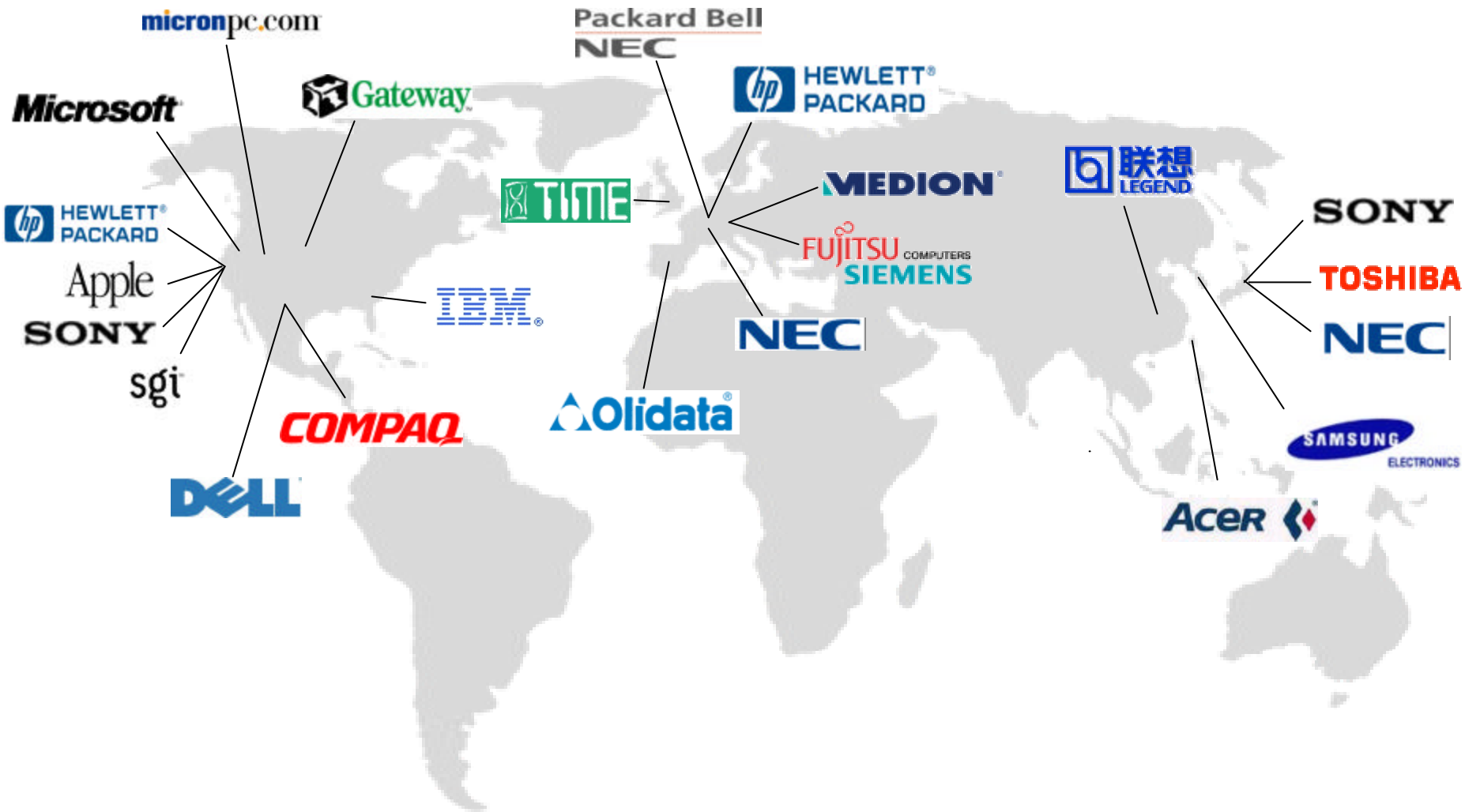
Global Customer Base



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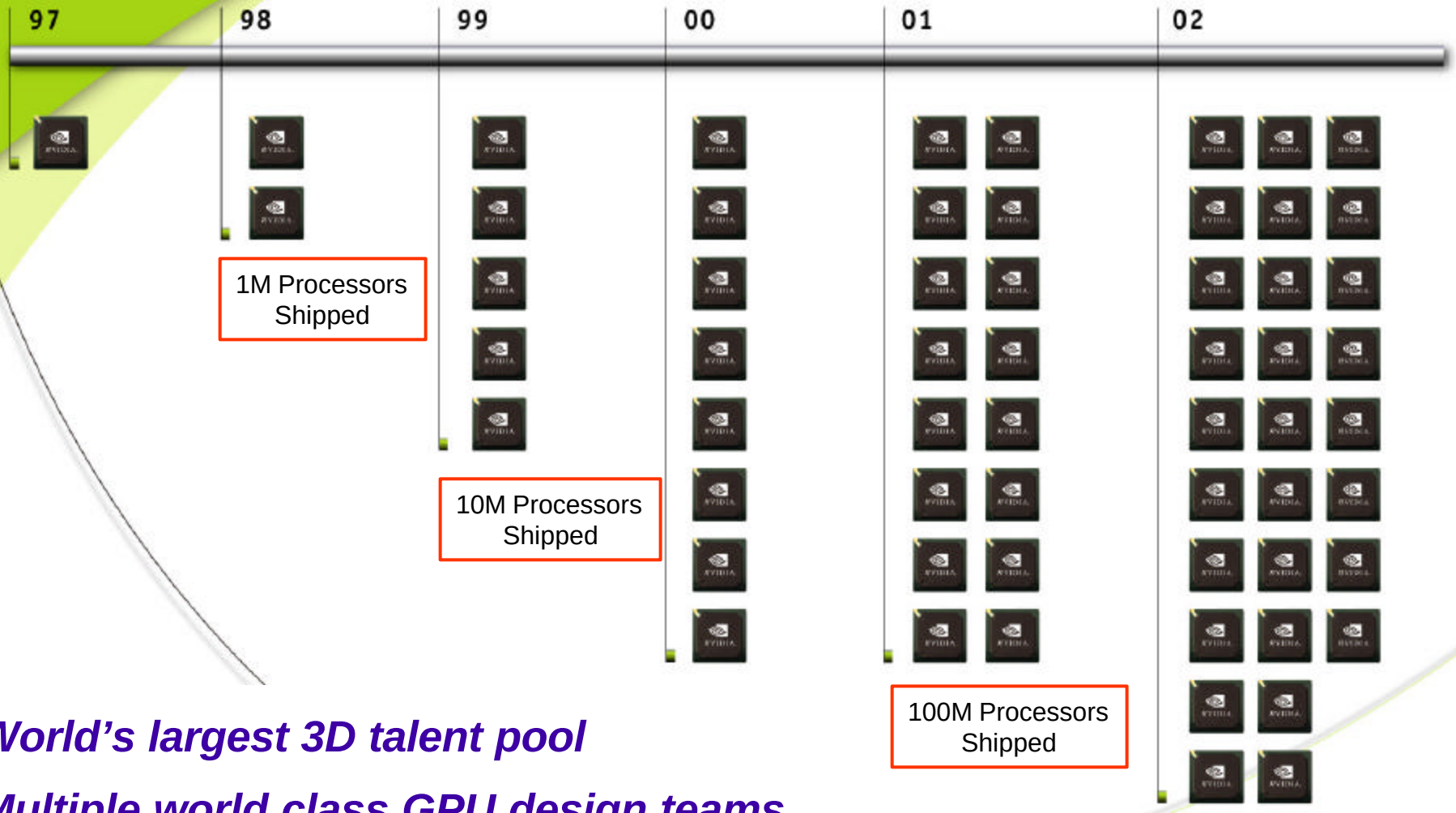
NVIDIA's Execution Advantage

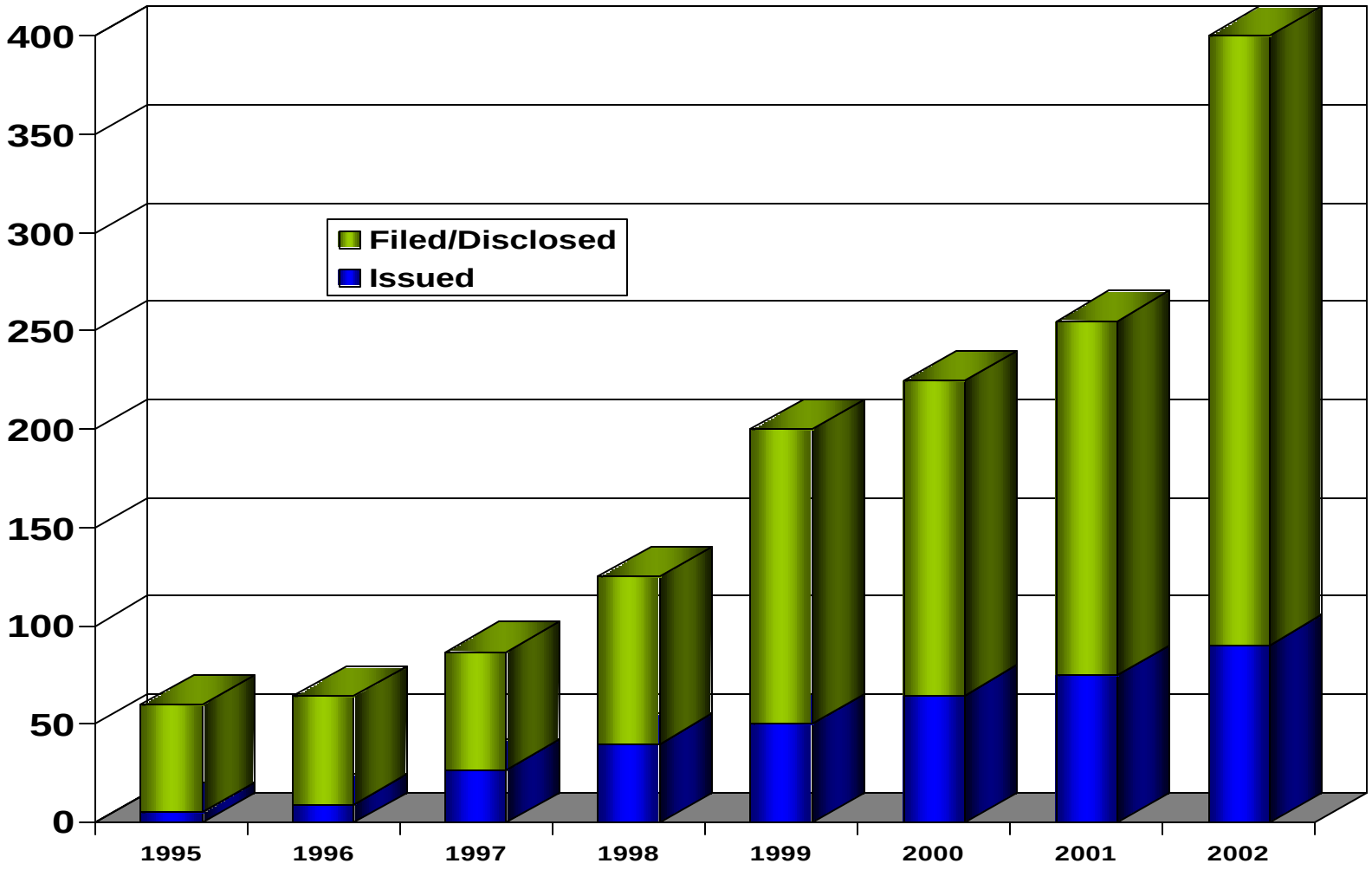


World's largest 3D talent pool

Multiple world class GPU design teams

Proven record of execution

Innovation - Formidable Patent Portfolio



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Broad Product Family

Desktop GPUs	Desktop IGPs	Mobile PC	Workstation	Console
GeForce4 Ti	nForce 2	GeForce4 Go	Quadro 4 XGL	GPU
GeForce4 MX	nForce	GeForce2 Go	Quadro 4 NVS	MCP
GeForce2 MX		Quadro2 GO	Quadro DCC	
TNT2			Quadro 2	

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Market Changing Products

XBOX

The World's Most Powerful Game Console

design award winner 2002

The Industry's First Mobile Workstations

Satellite®

1955-S801
The First True Mobile Desktop

DELL PRECISION M50

iMac

The Industry's Most Revolutionary Design

Tablet PC

The evolution of the notebook PC

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Recent Key Design Wins

Profile®4 SE and 4 X

Apple

The new 17-inch widescreen iMac

NetVista A Series

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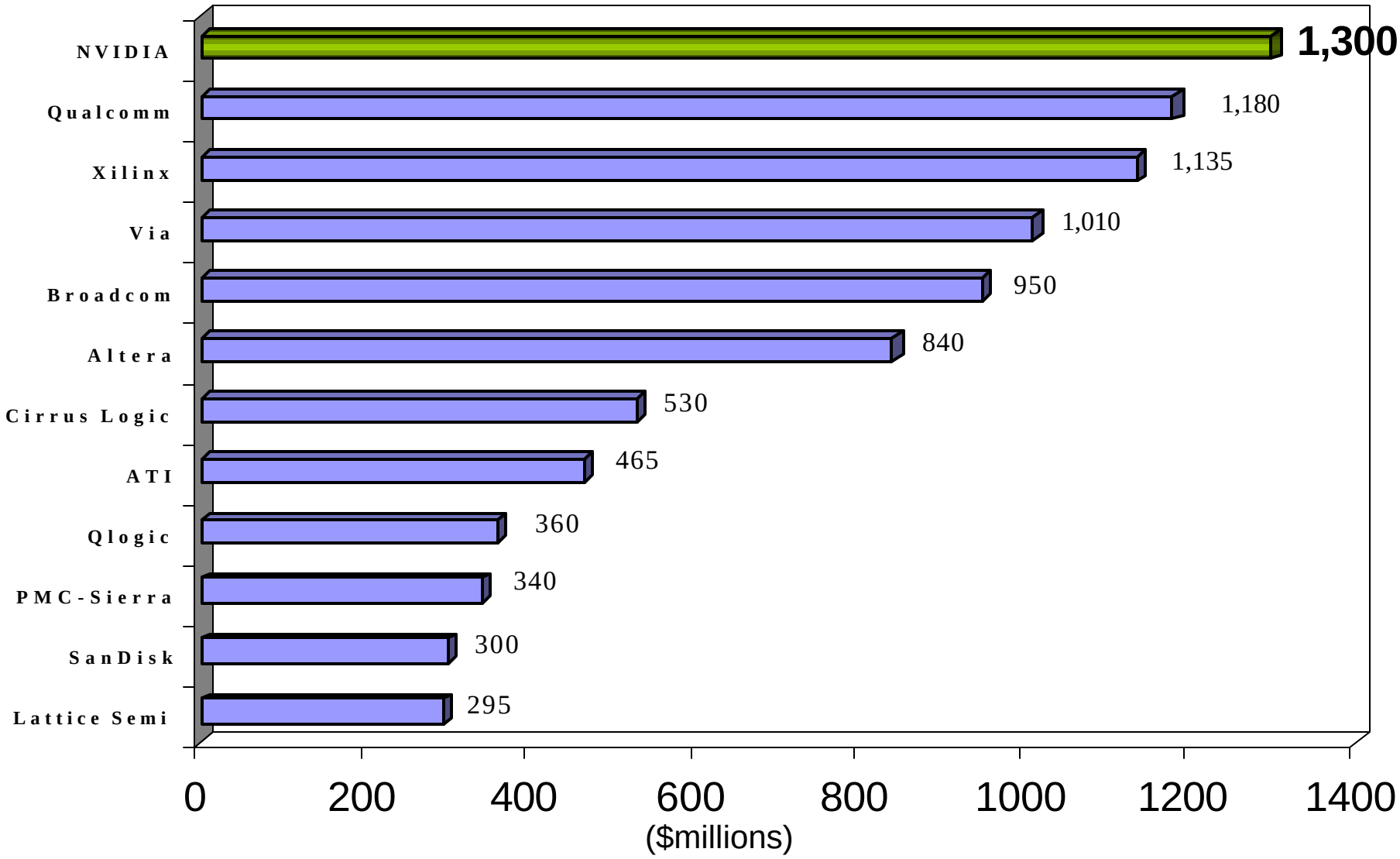
Largest Fabless Semiconductor Company



Source – IC Insights 2002

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The Beginning of a New Era

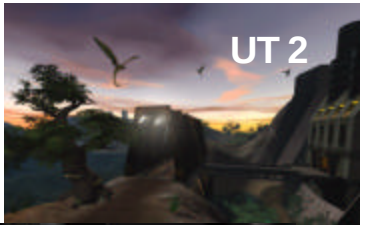
Next Generation Cinematic GPUs
100+ million transistors

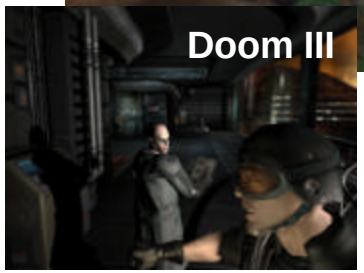
Platform Transition

AMD Opteron™

AGP8X

Stunning New Content



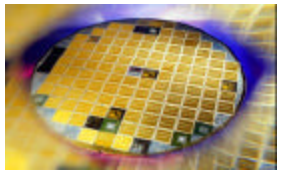


High-level
Shading Languages and
DX9 & OGL2.0 APIs

OpenGL

Cg

0.13um Process Technology



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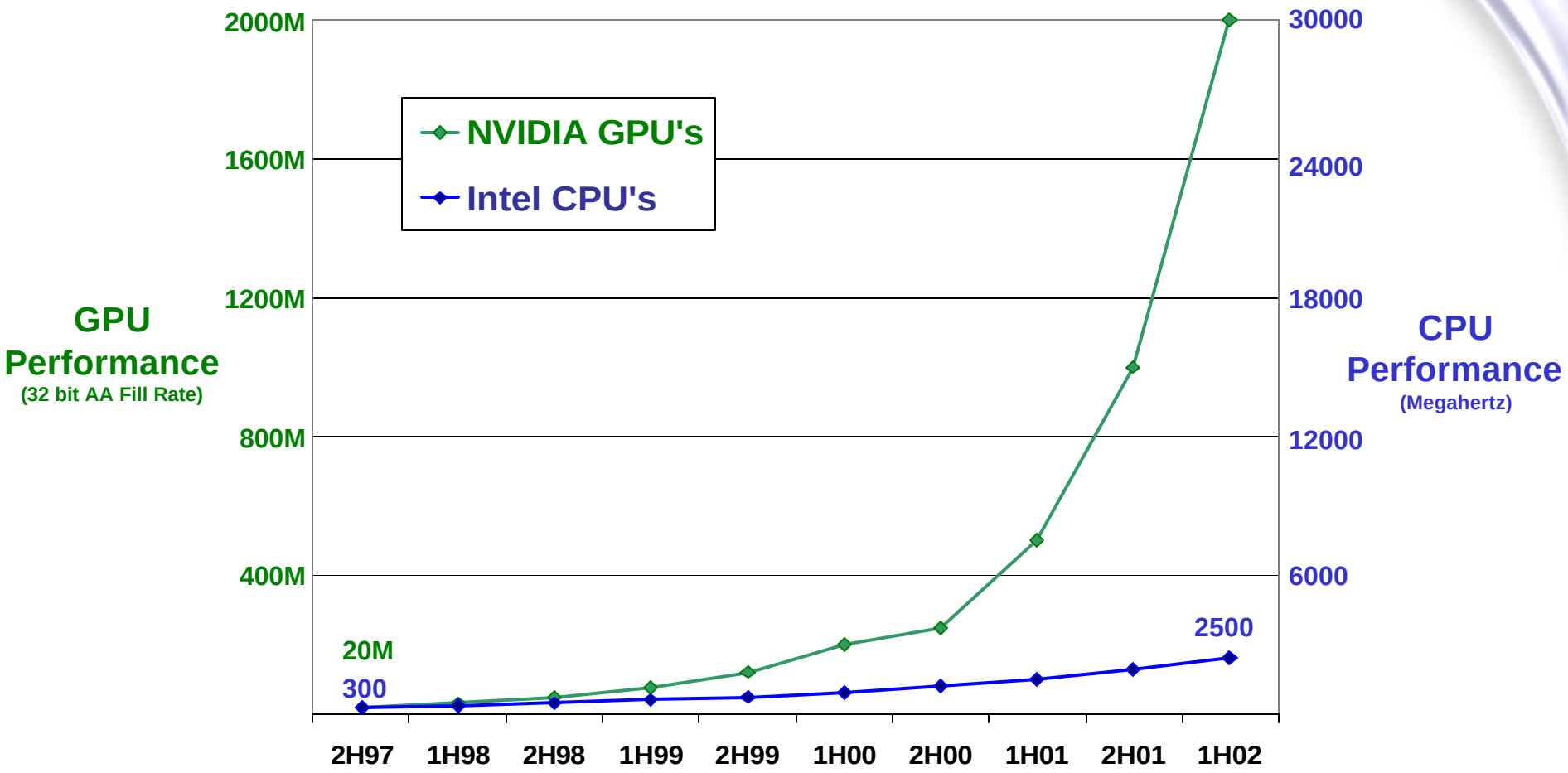
NV1
1994
400K transistors
50Mhz
SEGA Virtua Fighter
640x480 @ 30fps
1000 polygons/frame

4th Generation – Programmable Shaders
GeForce3
Spring 2001
55M transistors
40M polys/sec
Chameleon
1280x1024 AA @ 60fps
300K polygons/frame
150 operations/pixel
NVIDIA

NVIDIA – Moore's Law[3]



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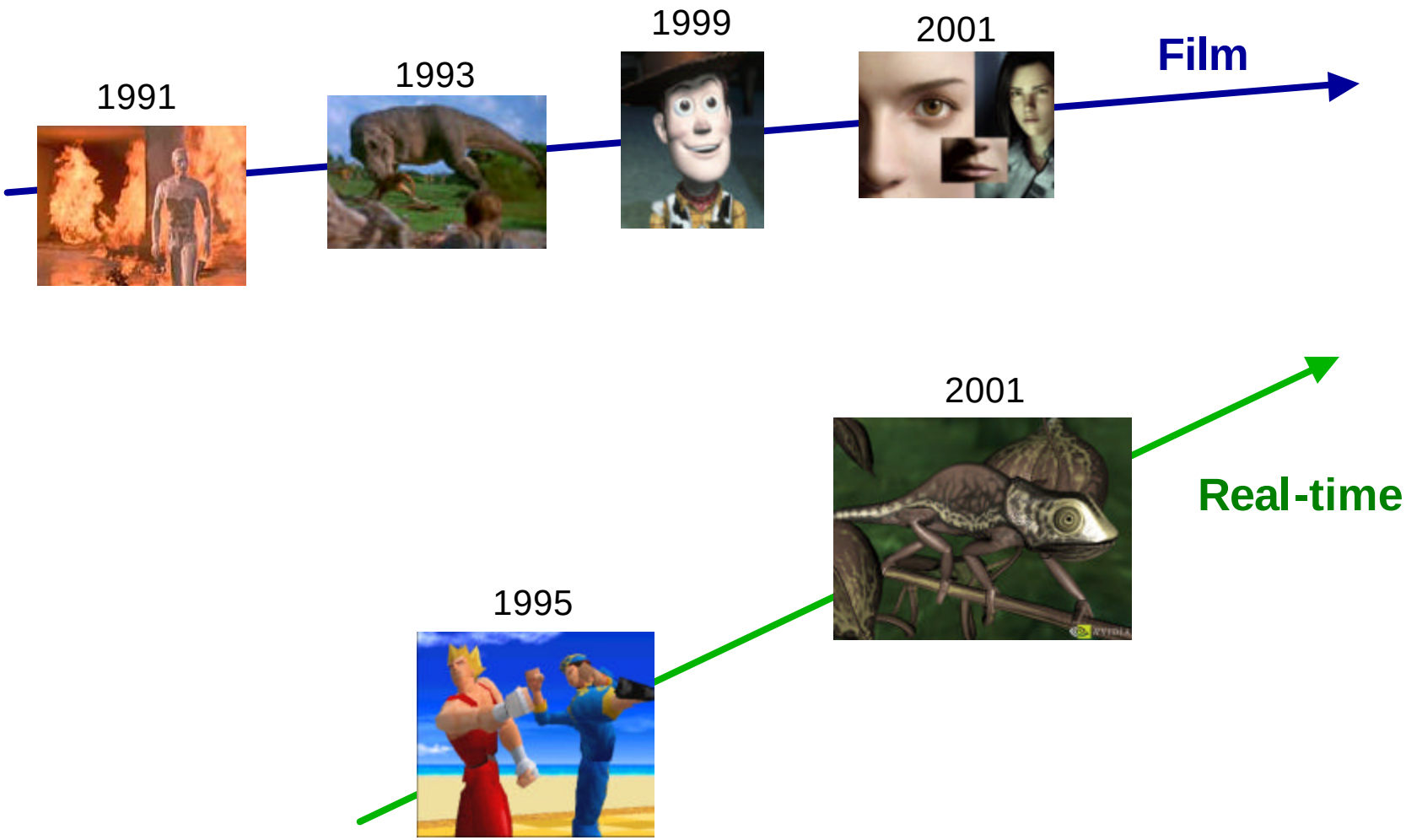
Convergence of Film and Real-time Rendering



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NV30 & Cg
Leading the Programmable Revolution

3D is an Exciting Growth Market

- A very large market
- Tons of headroom
- Large barriers to entry
- Compelling content
- End user passion

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Personal Computers

- One size does not fit all
- Rich media requires different architecture
- Semiconductor technology creates discontinuities
- Exciting market dynamics

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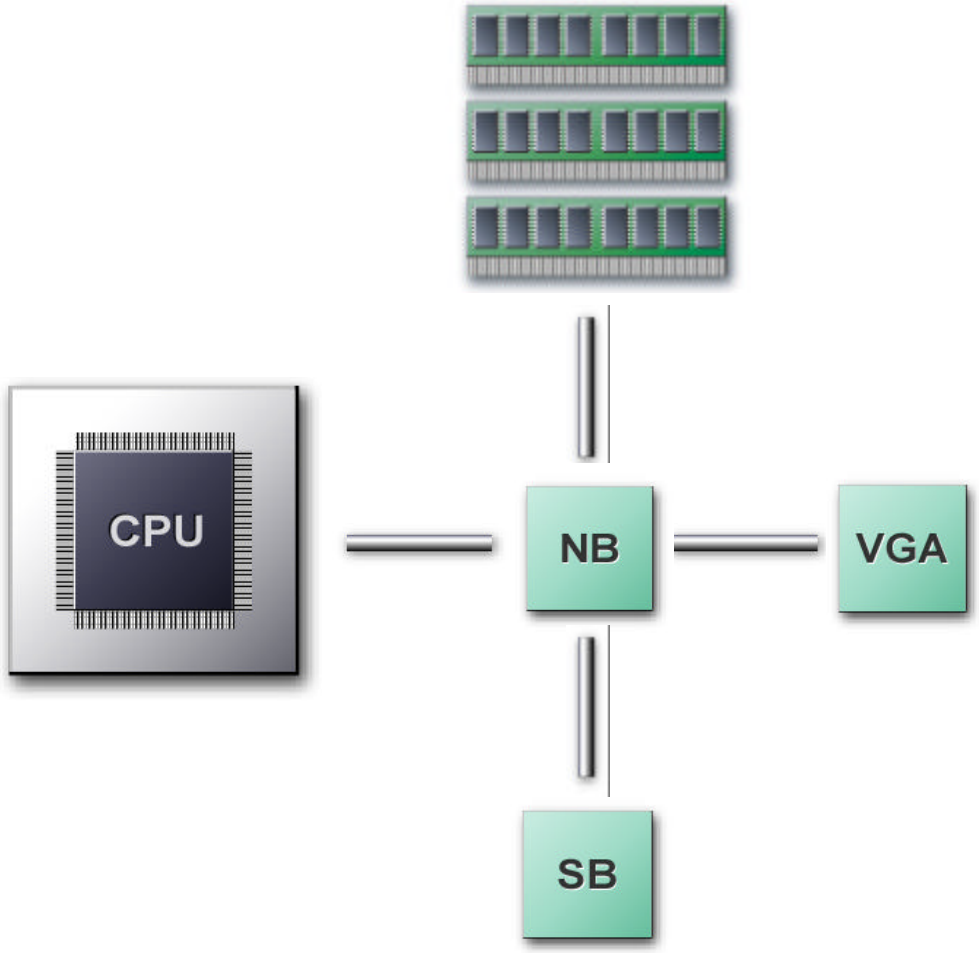
Traditional PC Architecture –
Single Powerful Microprocessor



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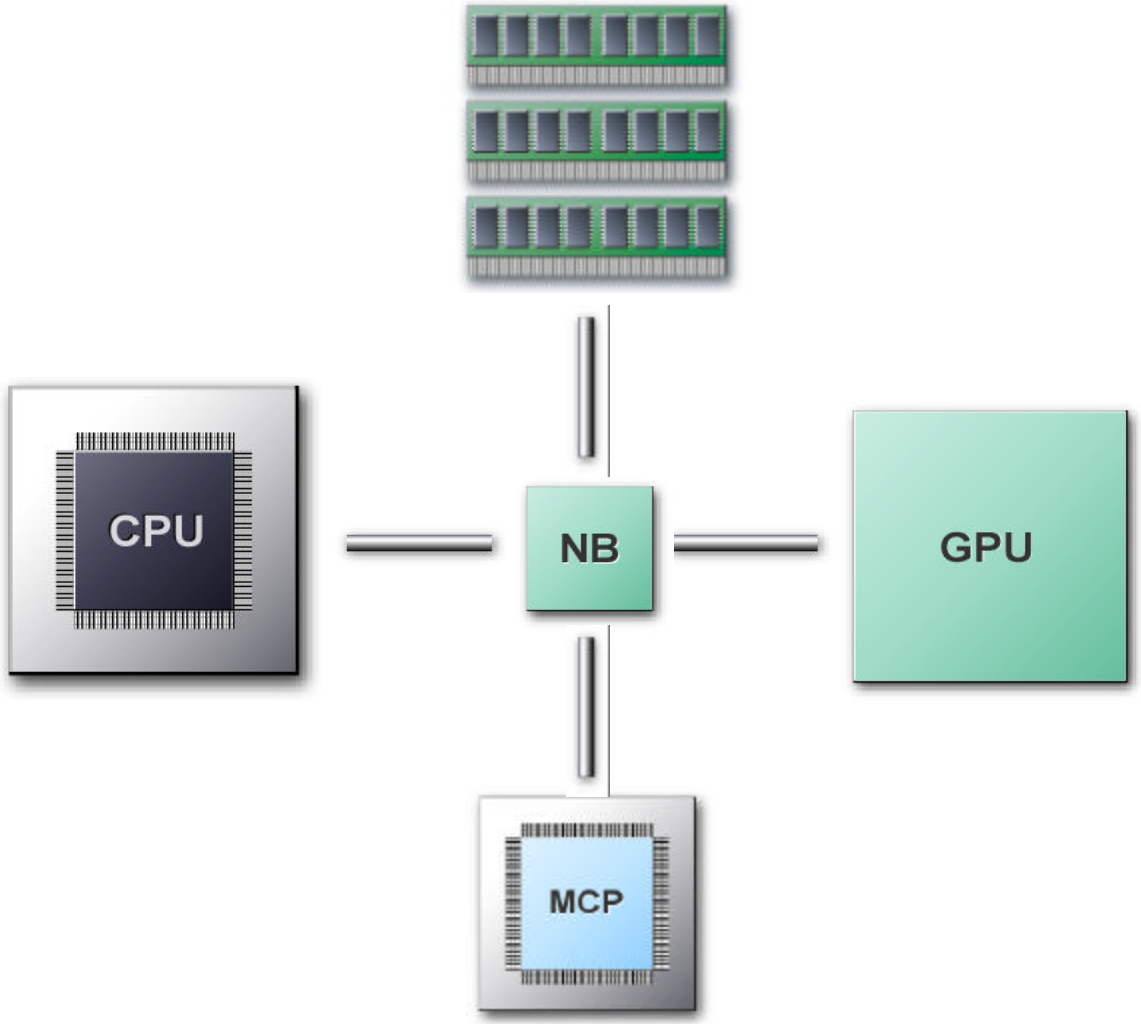
Modern PC Architecture –
Multiple Specialized Processors



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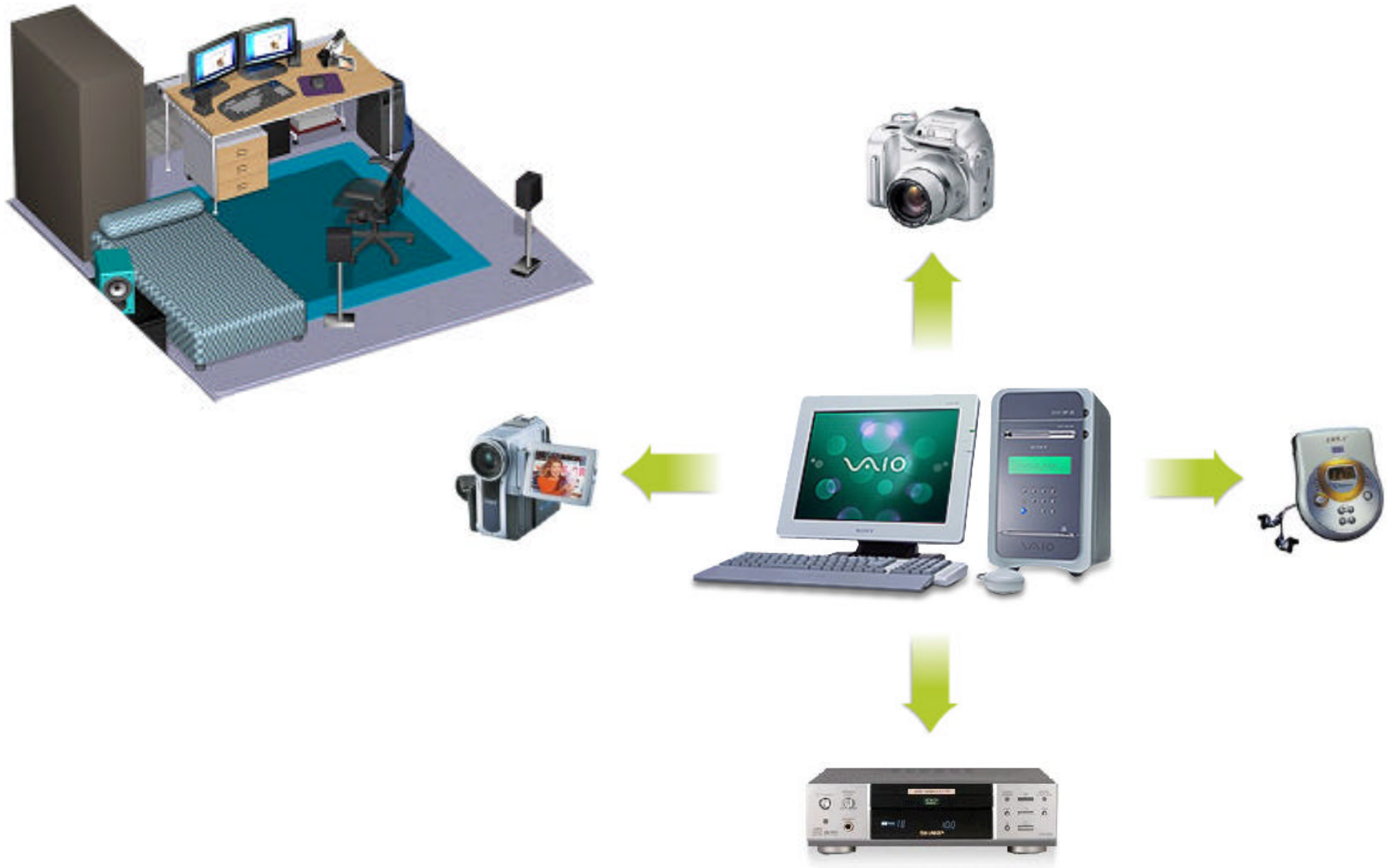
PC is the Center of “Digital Revolution”



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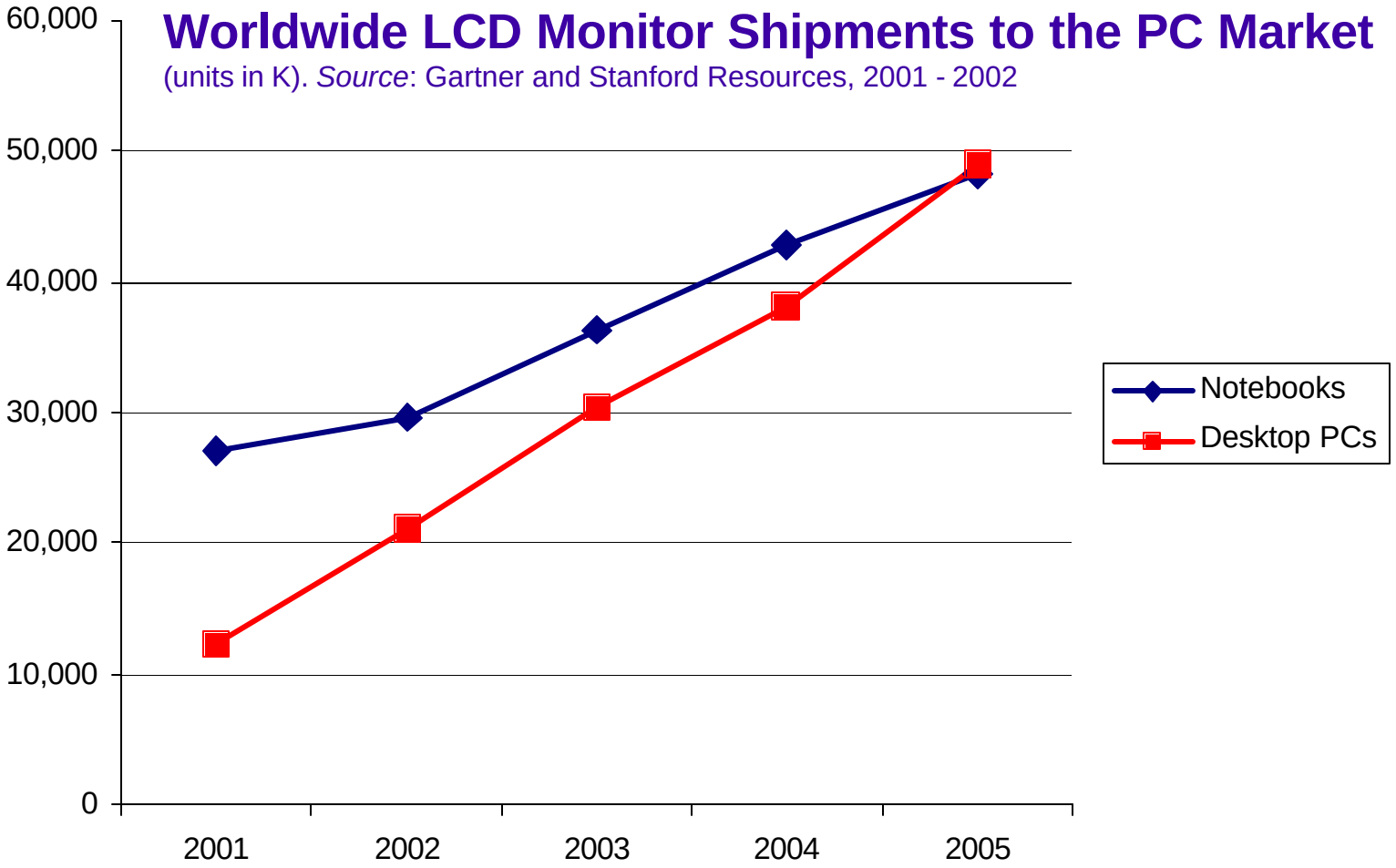
Panels Become Pervasive



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Information Anywhere, Anytime

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The Connected Home

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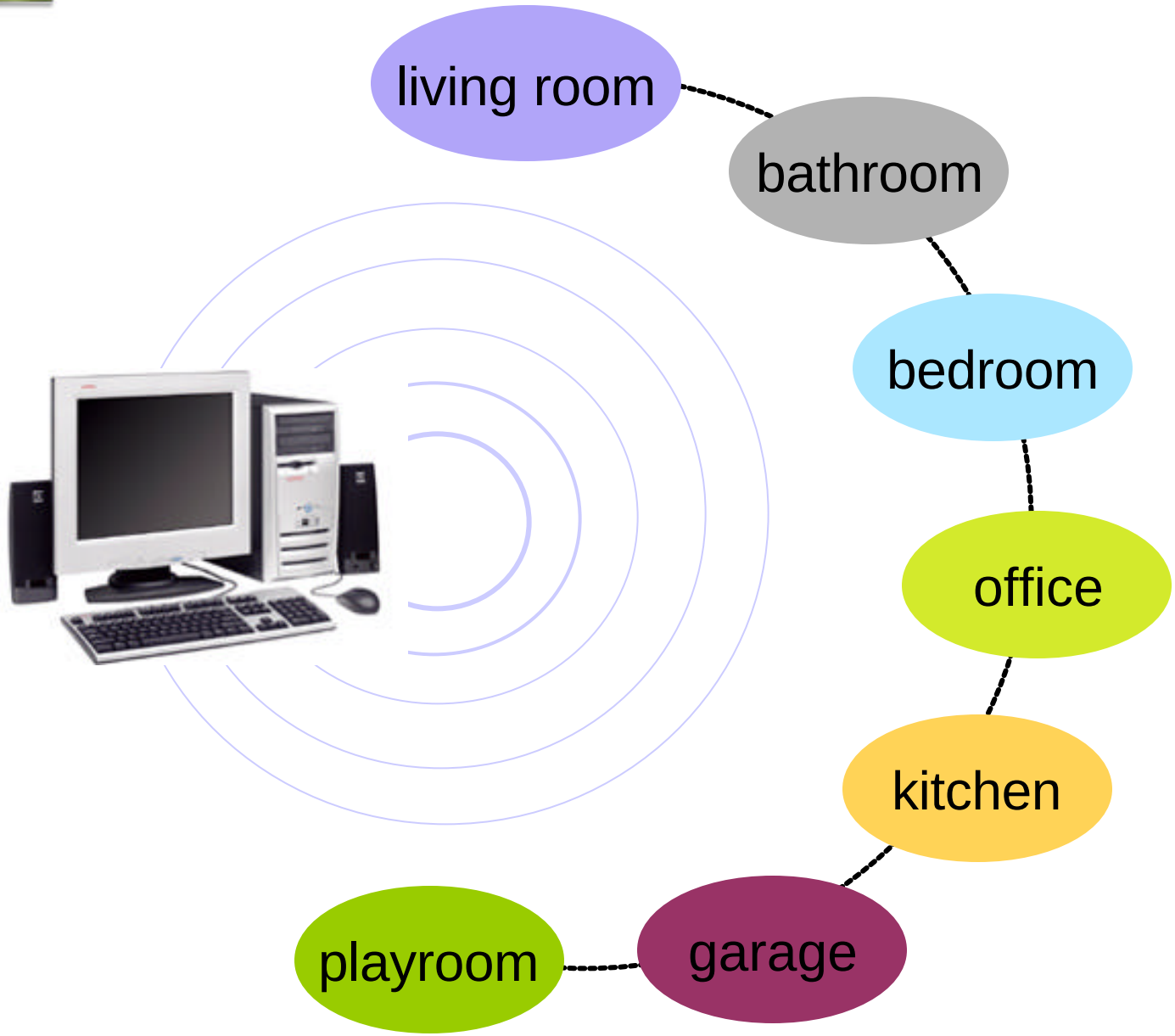
The Home of the Future



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