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.
Company Highlights

- Graphics marketplace leadership – over 100M GPUs shipped
- Large marketplace with sustainable, long-term opportunity
  - Strong catalysts for growth
- NVIDIA’s competitive principles
  - Technology leadership
  - Leverage process technology roadmaps
  - Product development methodology and execution
  - Customer architectural investment
  - Strong brand equity
- Strong financial performance
The Choice of Leaders

- **COMPAQ**
  - PRESARIO DESKTOPS
  - The #1 Retail PC OEM

- **DELL**
  - PRECISION™ WORKSTATIONS
  - The World’s #1 Workstation OEM
  - The World’s #1 PC OEM

- **TOSHIBA**
  - The World’s #1 & #2 Laptop OEMs

- **联想**
  - China’s #1 PC OEM
Global Customer Base

- Microsoft
- Apple
- SGI
- HP
- Dell
- Compaq
- IBM
- Gateway
- NEC
- Packard Bell
- NEC
- MEDION
- Fujitsu Siemens
- Time
- Samsung Electronics
- Acer
- Sony
- Toshiba
OPPORTUNITY HEADROOM
World Leader in 3D Graphics & Visual Computing

Over 200 Million Unit Annually
Touching the Lives of Millions
NVIDIA’s Growth Areas

Vectors

Overall PC Market Growth
- Higher Attach Rates
- Increasing ASPs

Market Share Gains
- Laptops
- Workstations
- Xbox

New Market Opportunities
- Mobile consumer
- Systems logic
- Graphics motherboards

Markets

Consumer PC & Graphics Retail

Upgrade Cycles & Corporate Workstations

Laptops & Mobile Consumer

Gaming Consoles

Systems Logic

Embedded Display Markets
Information Anywhere, Anytime
TECHNOLOGY HEADROOM
The Beginning of a New Era

0.13um Process Technology

Next Generation Cinematic GPUs
100+ million transistors

Platform Transition

Stunning New Content

Doom III

NV30

High-level Shading Languages and DX9 & OGL APIs

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NV30 & Cg
Leading the Programmable Revolution
Convergence of Film and Real-time Rendering
COMPETITIVE PRINCIPLES
Driving Moore’s Law

- Increasing device complexities
- First to market with next generation process
- Large capital requirements
- Massive engineering teams

- 1997: 7M 0.35um
- 1999: 15M 0.22um
- 2000: 25M 0.18um
- 2001: 57M 0.15um
- 2003: 100M+ 0.13um

300+ engineers ~ $100M investment

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Unified Driver Architecture (UDA)

UDA is the foundation for NVIDIA’s Detonator graphics drivers
- New drivers tested
  - With previous driver releases
  - Across entire product line
- Massive code development legacy

- Decreases TCO and maintenance time
- Facilitates forward investing
- Reduces time-to-market
- Increased scalability
- Future ready

Products:
- TNT2
- GeForce
- nForce
- GeForce4
- Quadro

Detonator Graphics Drivers

Architecture

UDA

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<table>
<thead>
<tr>
<th>Year</th>
<th>1M Processors Shipped</th>
<th>10M Processors Shipped</th>
<th>100M Processors Shipped</th>
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</tr>
<tr>
<td>02</td>
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</table>

Proven Product Development Methodology

World’s largest 3D talent pool
Multiple product design teams
Scalable architectures
Maximum Return-on-Architecture
# Brand Equity

## Video Card

<table>
<thead>
<tr>
<th>Model</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>GeForce2 MX</td>
<td>29.3%</td>
</tr>
<tr>
<td>NVidia TNT2</td>
<td>19.4%</td>
</tr>
<tr>
<td>GeForce2 GTS</td>
<td>6.8%</td>
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<tr>
<td>Intel 810</td>
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<tr>
<td>GeForce3</td>
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<td>Microsoft Corporation GDI</td>
<td>3.0%</td>
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<tr>
<td>Generic</td>
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<td>Voodoo 3</td>
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<td>Radeon</td>
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<tr>
<td>NVidia GeForce4 MX</td>
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<tr>
<td>GeForce 256</td>
<td>2.0%</td>
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<tr>
<td>S3 Savage</td>
<td>1.9%</td>
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<td>NVidia GeForce4 Ti</td>
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<tr>
<td>NVidia TNT</td>
<td>1.5%</td>
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<tr>
<td>SiS 630</td>
<td>1.4%</td>
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<tr>
<td>Rage 128</td>
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<tr>
<td>Intel Intel Solano</td>
<td>1.2%</td>
</tr>
<tr>
<td>Rage 128 Pro</td>
<td>1.2%</td>
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<td>Rage Pro</td>
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<tr>
<td>Others...</td>
<td>10.5%</td>
</tr>
</tbody>
</table>

Source: Half Life Survey
NVIDIA Quadro in the Industry

#1 Workstation Market Share
Gartner/Dataquest, IDC and JPR
Shipping in all WS OEMs
Wide Channel Presence

Outstanding Industry Recognition

“3D animation artists will find Quadro4 an excellent solution.”
– Animation Magazine

“The Graphics performance of this card was superb.”
– CATIA Solutions

Recognized Quality
Highest Image Quality
Most Application Certifications
Unified Driver Architecture
Winning Products, Winning Share

Market Share Leadership – Q3

- Total market: #1 w/32%
- Standalone: #1 w/58%
- Desktop standalone: #1 w/65%
- Total notebook: #2 w/16% (+6% q-q)
- Notebook standalone: #2 w/25% (+10% q-q)
- Integrated desktop 3D: #4 w/3%
- Workstation: #1 w/58%

Overall graphics segment grew 11.6% q-q

Best Mainstream Card – GF4 Ti4200
Best Gaming Card – GF4 Ti4600
Best Gaming Console - Xbox
STRONG FINANCIAL PERFORMANCE
Largest Fabless Semiconductor Company

- NVIDIA: $1,300 million
- Qualcomm: $1,180 million
- Xilinx: $1,135 million
- Via: $1,010 million
- Broadcom: $950 million
- Altera: $840 million
- Cirrus Logic: $530 million
- ATI: $465 million
- Qlogic: $360 million
- PMC-Sierra: $340 million
- Sandisk: $300 million
- Lattice Semi: $295 million

Source – IC Insights 2002

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Annual Revenue Growth (Dollars in Millions)
Challenges and Concerns

- Economic recovery
- Production and inventory management
- Process technology transition
- Multiple product design schedules
- Competition
2003: Financial Strategy

- Maintain R&D investment to extend leadership position
- Continue to strengthen processes and systems
- Drive down costs and manage expenses
- Hire in critical areas
- Maintain strong balance sheet
Investment Thesis

- Market and technology leader
- Large market opportunity
- Technology headroom
- Sustainable competitive positioning
- Financially sound