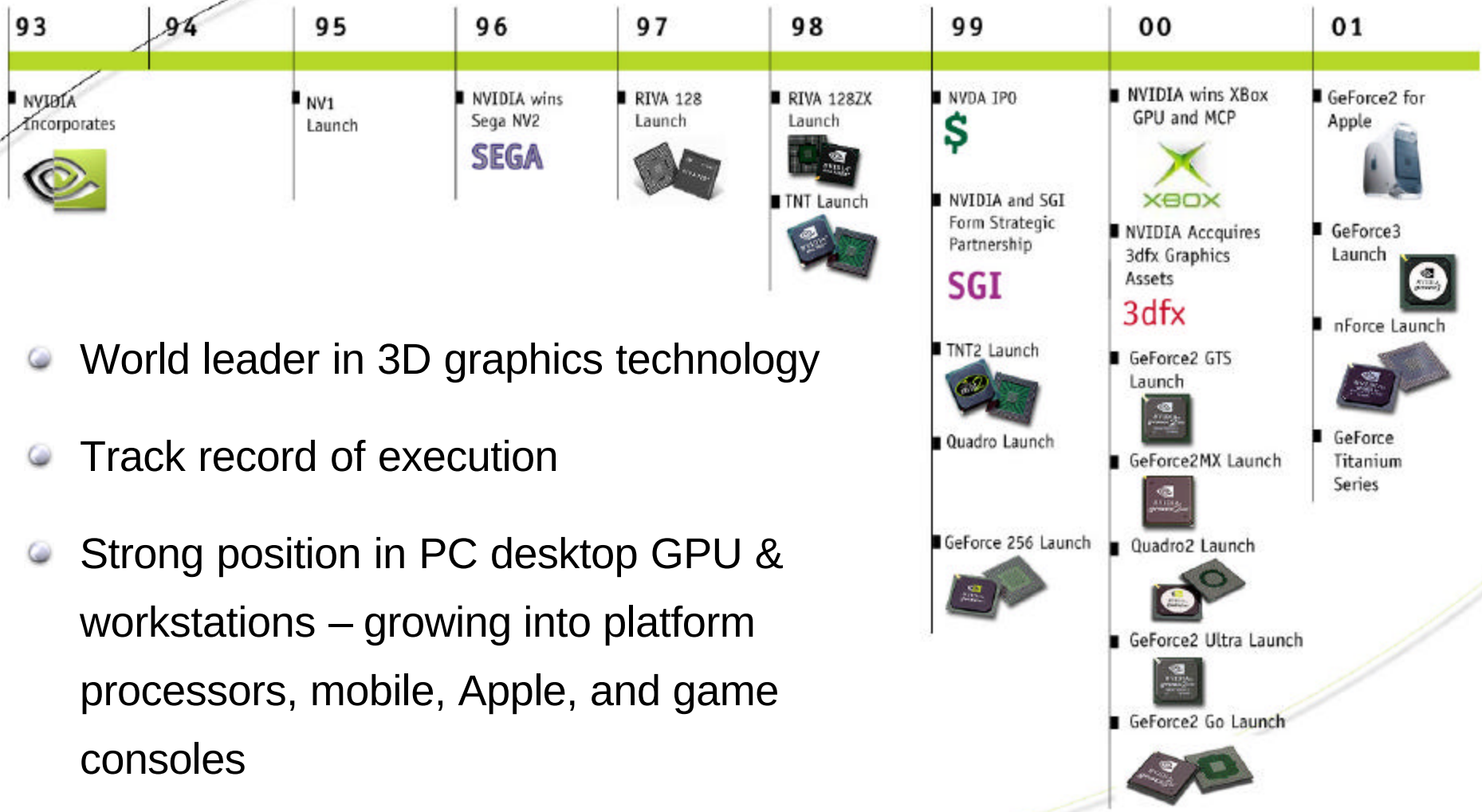


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Michael Hara
Vice President of Investor Relations

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 29, 2001 and quarterly reports on Form 10-Q filed with the Securities and Exchange Commission.



- World leader in 3D graphics technology
- Track record of execution
- Strong position in PC desktop GPU & workstations – growing into platform processors, mobile, Apple, and game consoles

- 250M unit & $8B market opportunity

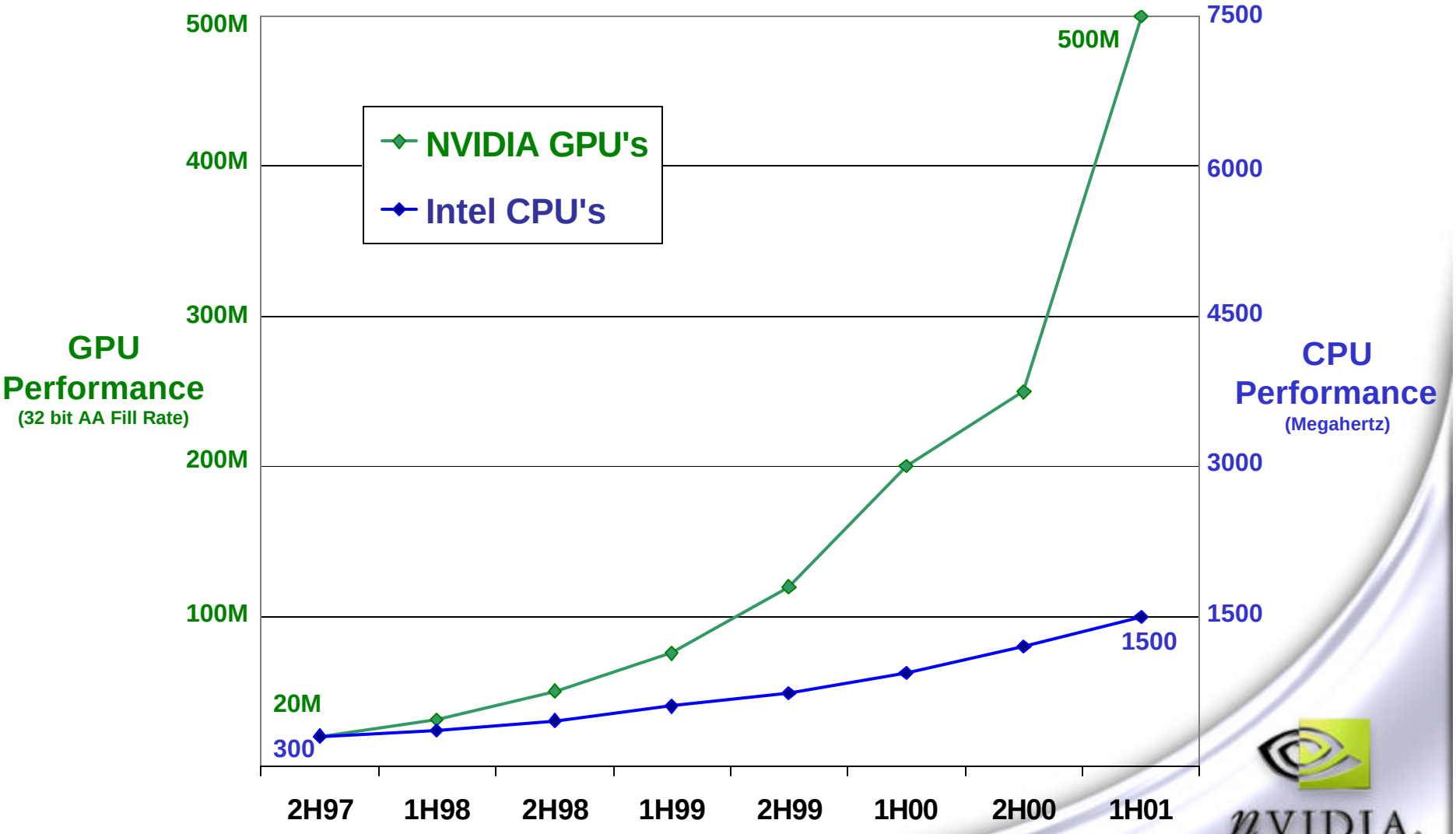

Virtua Fighter
Sega on NV1
Circa 1995


XBOX
www.xbox.com
DEAD OR ALIVE 3
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NVIDIA – Moore's Law[3]

Relentless rate of innovation



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Incredible barriers to entry

57 Million Transistors

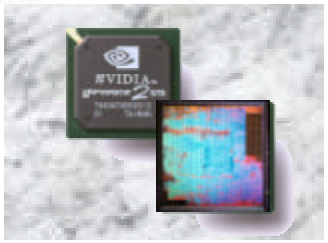
800 Billion Operations Per Second

76 Giga FLOPS

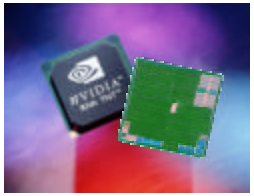
Up to 1000x Faster Graphics Computation



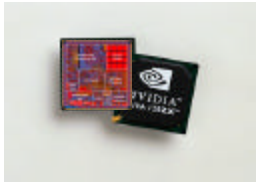
2001



2000



1999



1998

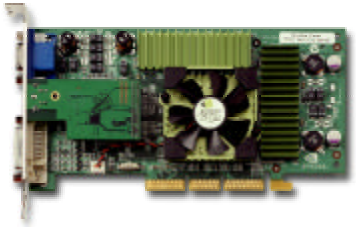
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Desktop PC

Standalone Graphics



- Technology leadership
- Flagship GPU every six months
- “Top-to-Bottom” family of GPUs
- Unified driver architecture











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Complete Digital Entertainment Experience

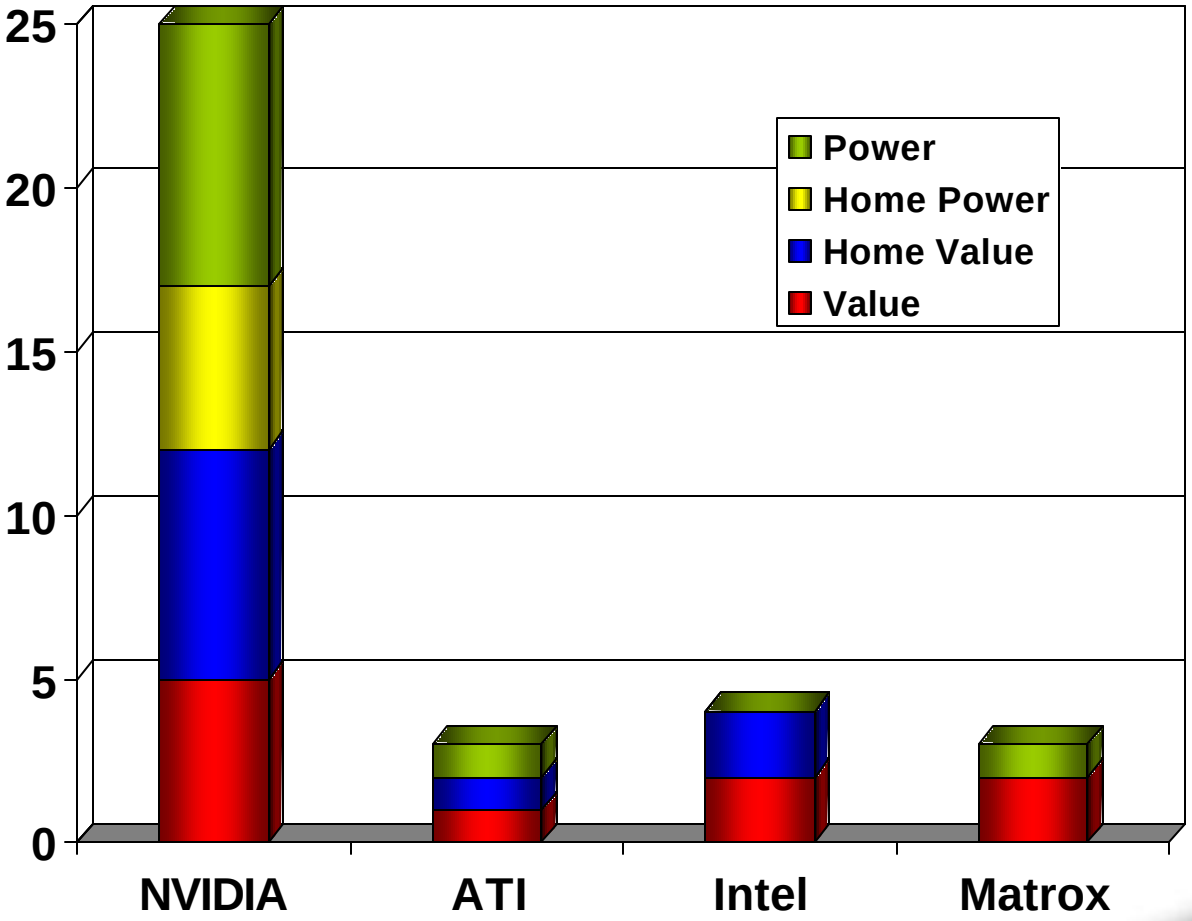
- Intelligent TV: Watch, Record, and Control Live TV
- Superior-Quality DVD Playback
- Advanced Video Editing Suite
- Ultimate 3D Graphics



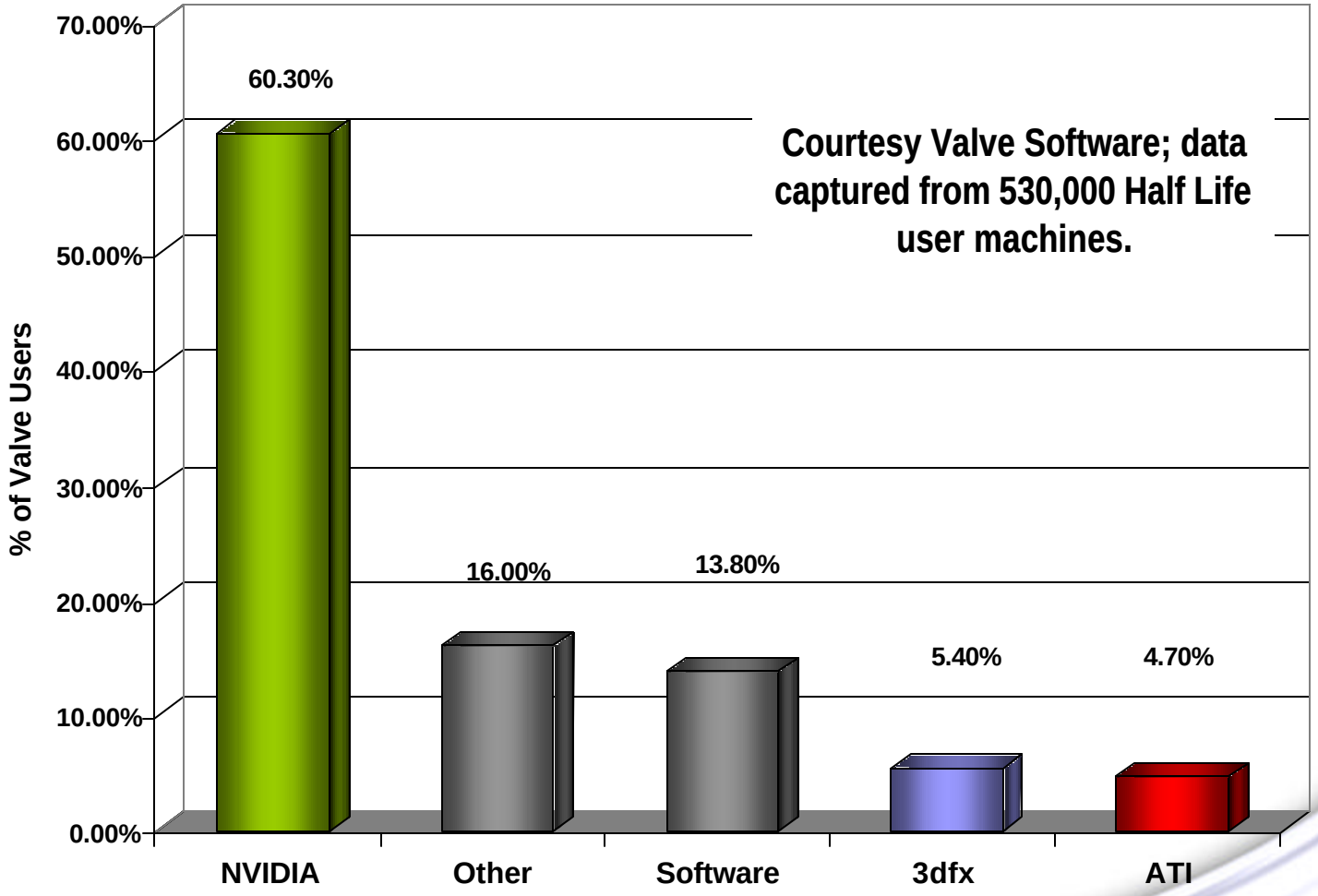
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PC World – November PC Reviews

Of the 35 systems reviewed…NVIDIA-based systems earned the "Best Buy" in every category



NVIDIA is “GPU Of Choice” for PC Gamers



The NVIDIA Product Universe







Desktop GPUs	Desktop IGPs	Mobile PC	Workstation	Console
GeForce3	nForce	GeForce2 Go	Quadro	XGPU
GeForce2			Quadro2 GO	MCPX
TNT2				
PersonalCinema				

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NVIDIA

Mobile PC



- Set new feature & performance standards
- Dominate performance segment – offer full range of GPUs
- Drive rapid innovation

Dell | Inspiron™

Dell | Latitude™

TOSHIBA Satellite®

Gateway Solo®

FUJITSU COMPUTERS SIEMENS CELSIUS

"I was so psyched to discover that Dell has added the GeForce2 Go for its Inspiron 8000,"
Janice Chen, Editor-in-Chief, Computer Shopper

Consumer Electronics

- $9 billion market
- 13% growth per year 2000-2005*
- 145 million US game players
- Xbox launch schedule
  - US – November 15, 2001
  - Japan – February 22, 2002
  - Europe – March 14, 2002



*In-Stat October 2001

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GOTHAM

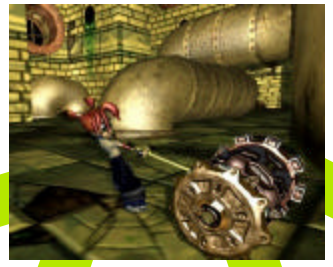

www.xbox.com
DEAD OR
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Desktop Workstations

Create synergies through content



Quadro2





GeForce2







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Demands on 21st Century PCs

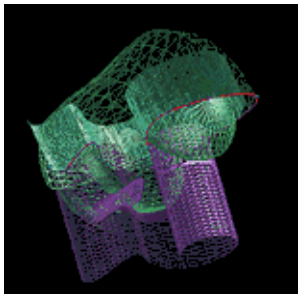
Dolby Digital Audio



Video Editing



Complex 3D Graphics



Broadcast TV



HDTV

MP3 Playback



MP3 Ripping

Presentations

Spreadsheets



E-mail

Word Processing

Internet



Image Processing



Broadband Connections



DVD Playback

Home Network Router



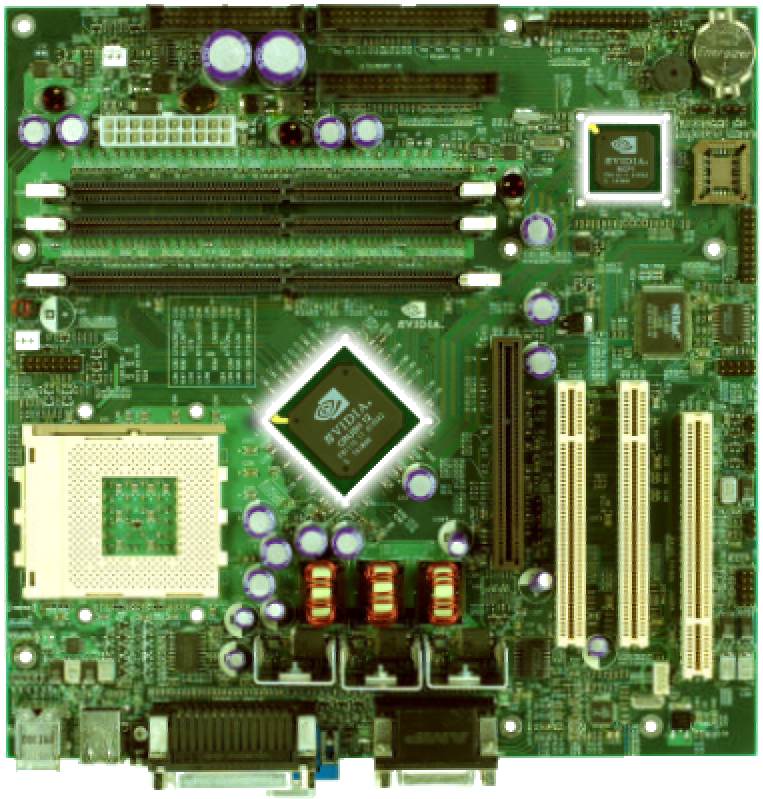
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Desktop PC

Integrated Graphics

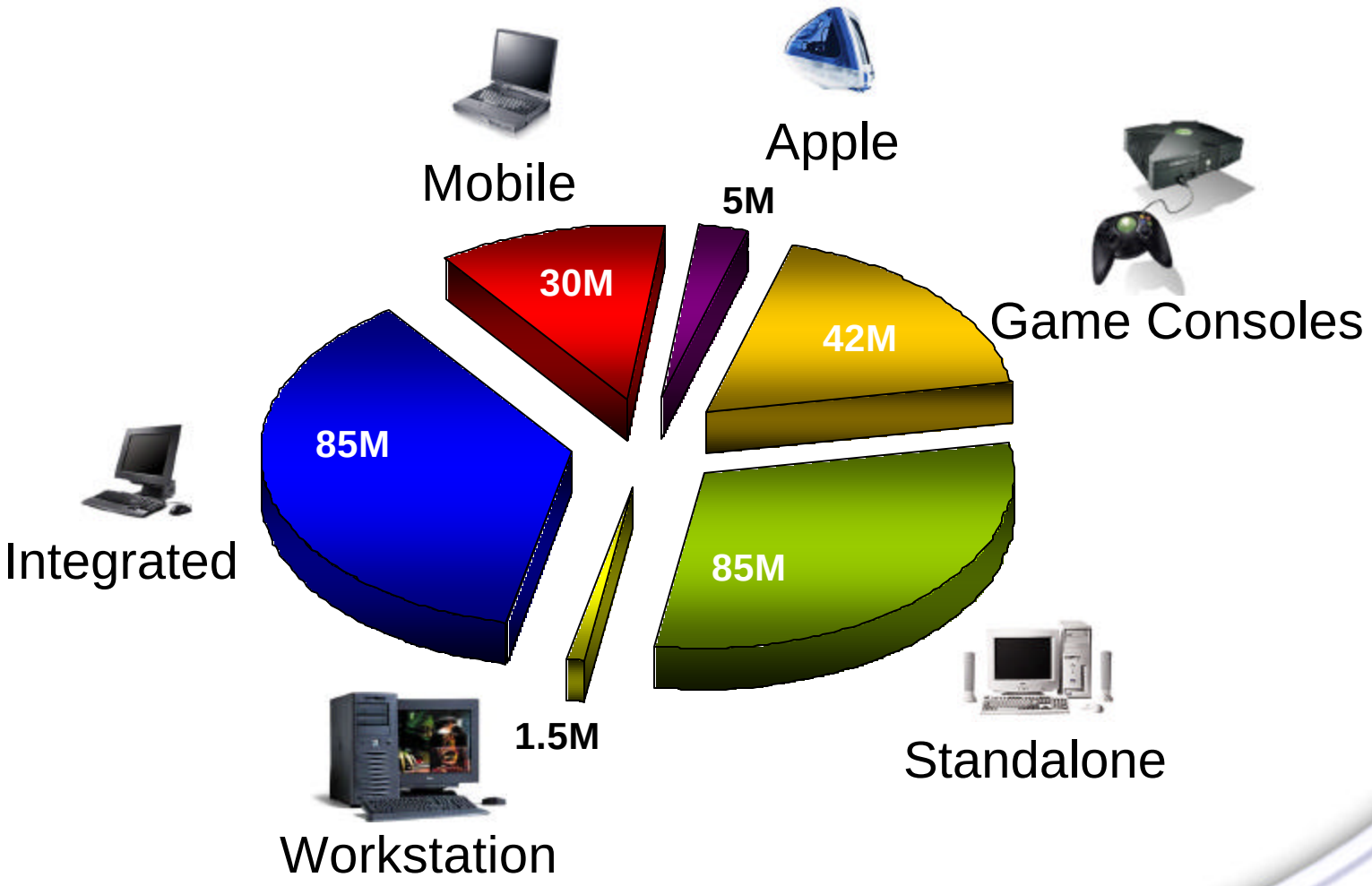




- Industry’s first platform processors
- Distributed processing architecture
- NVIDIA GeForce2 graphics for value PCs

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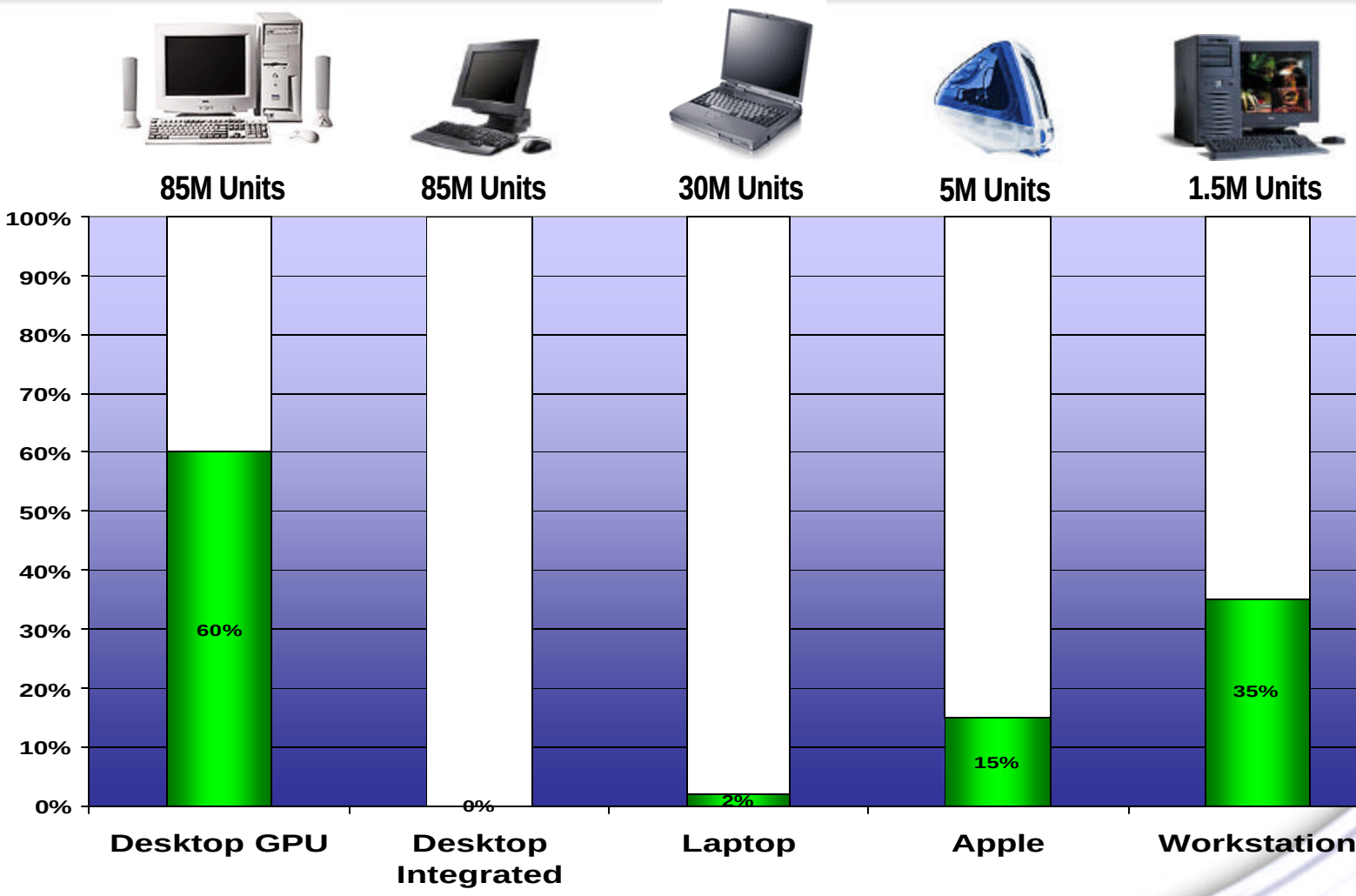
250 Million Unit Market Opportunity (CY02)



Source: Mercury Research, IDC, NVIDIA, Jon Peddie Associates

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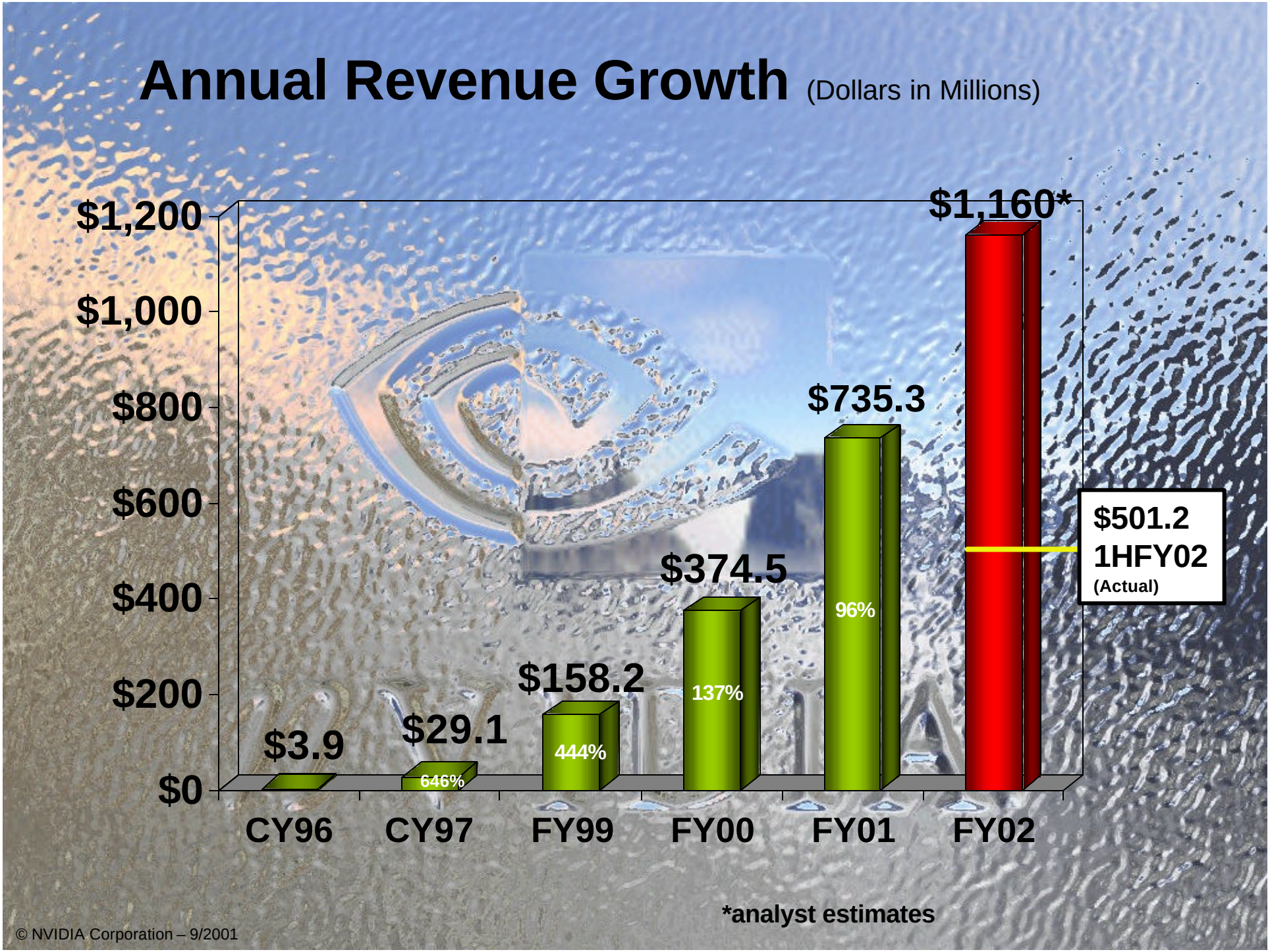
Growth Opportunities



Source: Mercury Research, Q3 2001

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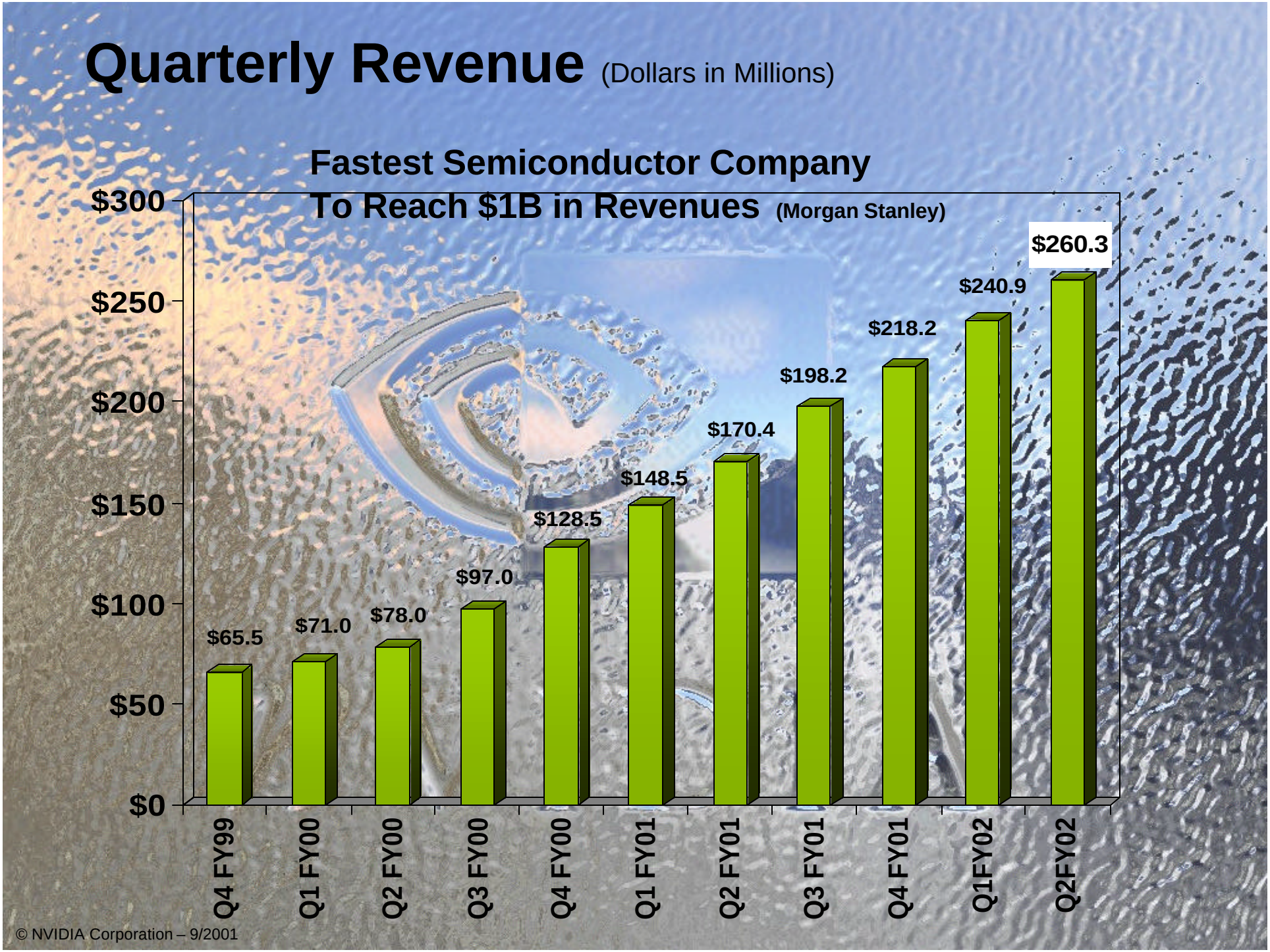
Annual Revenue Growth (Dollars in Millions)



*analyst estimates

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Quarterly Revenue (Dollars in Millions)

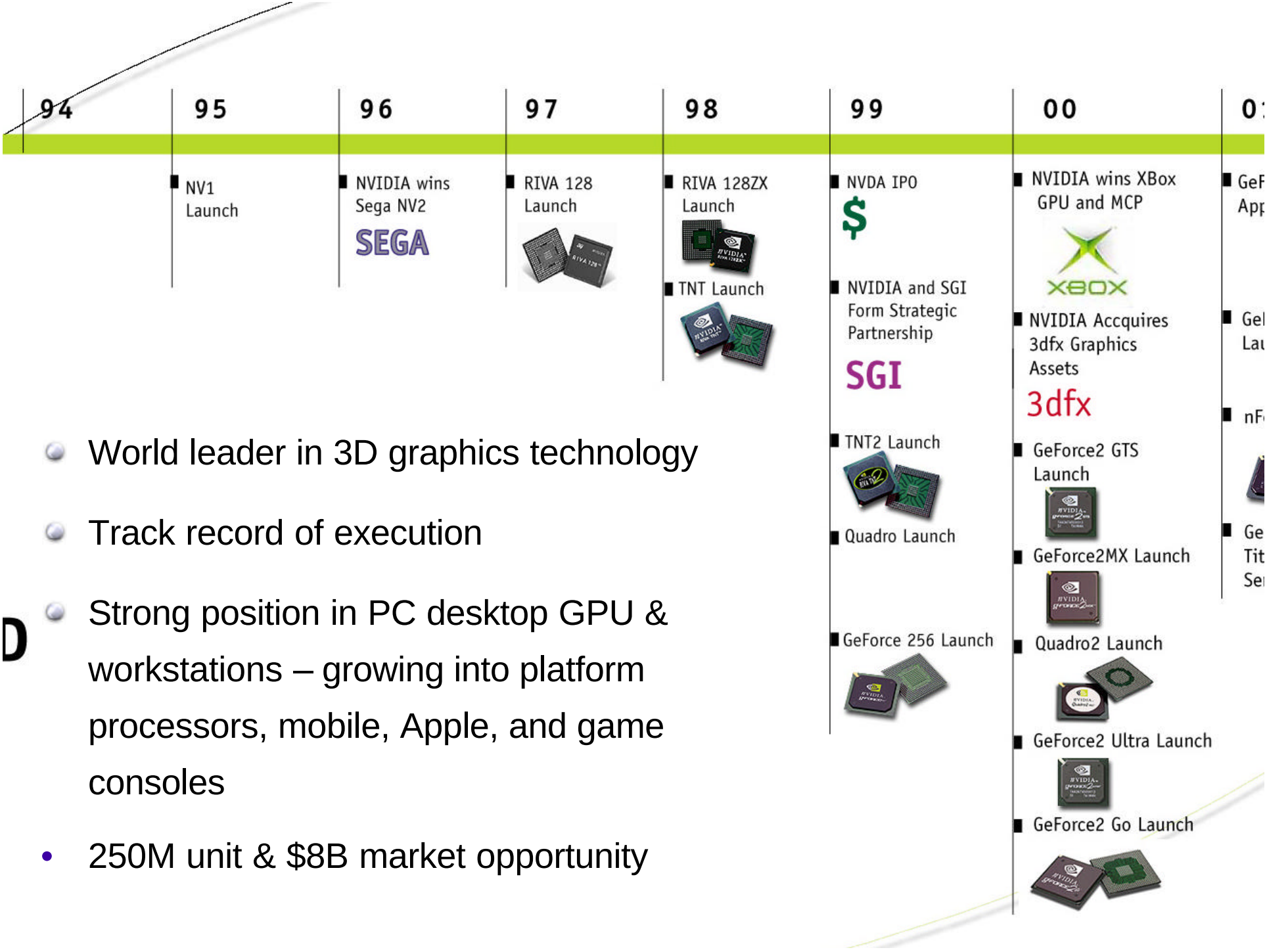


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NVIDIA Financial Results
Key Statistics

	FYE00	FY01	Q1FY02	Q2FY02
Days sales outstanding	48	43	33	**40**
Processor inventory days	43	49	39	**44**
Revenue per employee	$1.4M	$1.2M	$1.2M	**$1.2M**
Number of employees	392	796	814	**907**

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