



*n*VIDIA®

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Goldman Sachs  
Technology Investment Symposium 2003  
February 24, 2003

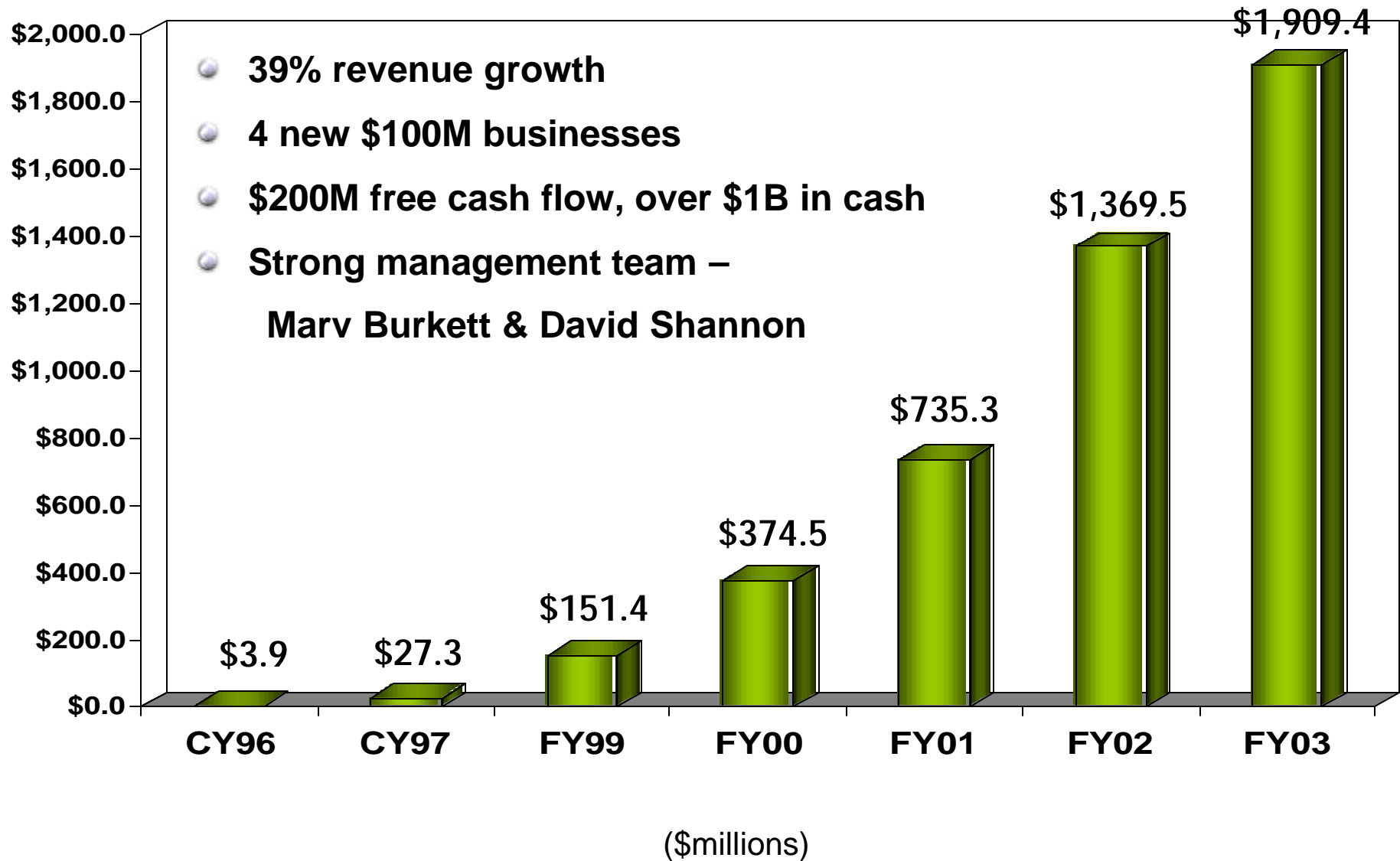


# Safe Harbor Statement

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.



# FY2003 Highlights





# Multi-Faceted Business

- **Desktop GPUs**

- #1 in both overall and desktop market share
- Fully-programmable cinematic GPUs and Cg
- First to make transition to 0.13um

- **Platform processors**

- nForce2 is the clear technology leader and chipset of choice for AthlonXP

- **Mobile GPUs**

- 8% to 25% year-over-year market share growth
- Dell, Toshiba, Sony, Apple and HP and growing

- **Workstation GPUs**

- Revenue growth of 110%
- Continue to redefine the workstation market and expand reach



# Winning Products, Winning Share

## ● Market Share Leadership – Q4

- Total market: #1 w/30%
- Standalone: #1 w/57%
- Desktop standalone: #1 w/65%
- Total notebook: #2 w/17%
- Notebook standalone: #2 w/25%
- Integrated desktop 3D: #4 w/3%
- Workstation: #1 w/60+%



Best Mainstream Card – GF4 Ti4200  
Best Gaming Card – GF4 Ti4600  
Best Gaming Console - Xbox

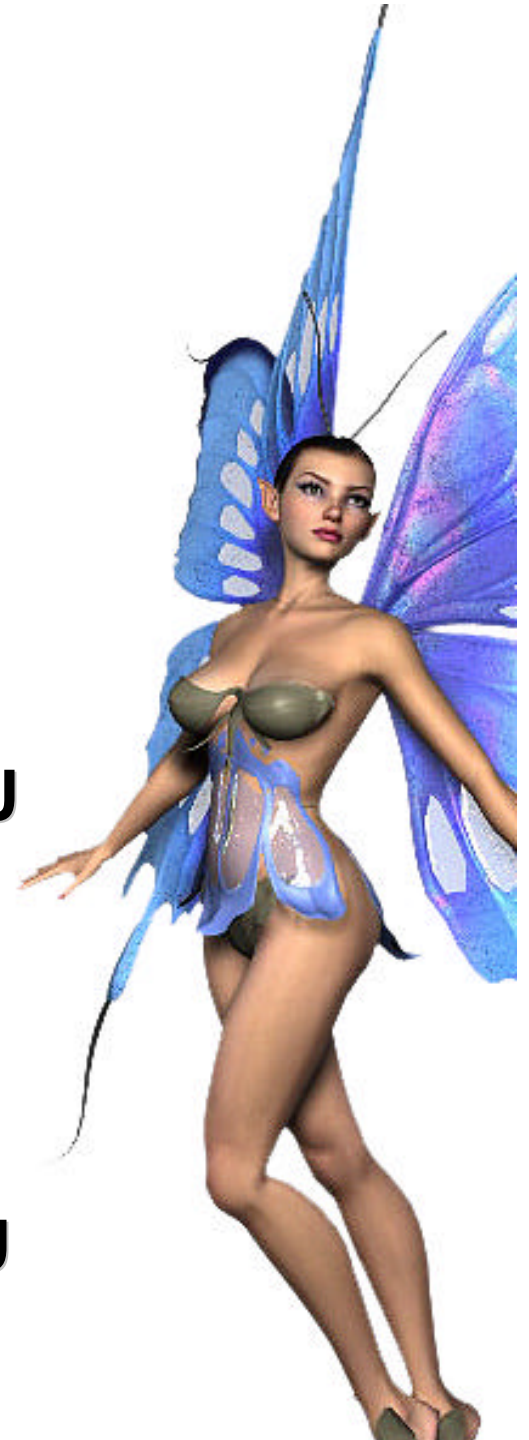
## ● Overall graphics segment grew 19% Q-Q



**The World's . . .**  
**highest performance GPU**  
**most powerful GPU**  
**most precise GPU**  
**most programmable GPU**



Spellcraft Studio GmbH  
([www.yeahthemovie.de](http://www.yeahthemovie.de))

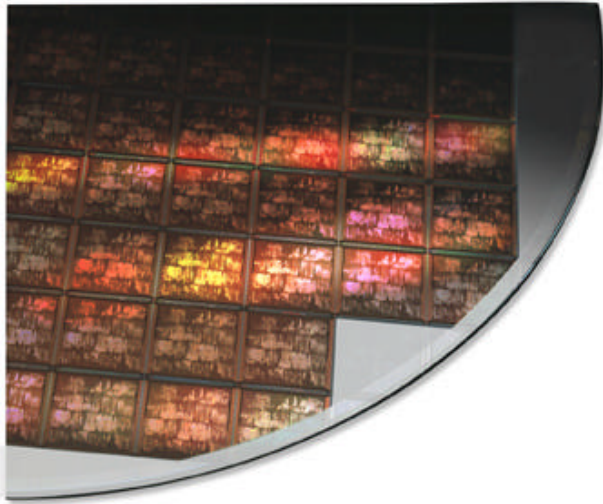




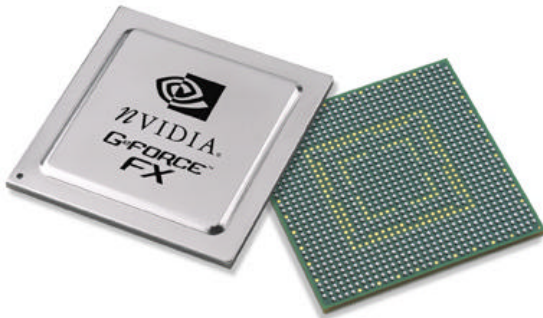


# GeForce FX

## *Engineering Excellence*



- 125 million transistors
- TSMC's 0.13um process
- Flip-chip package



PLAYS BEST ON  
**ALIENWARE** 

BE THE FIRST ON THE PLANET WITH



**AVAILABLE NOW**





# Q4 Overview

- **Strong core product growth**
  - Performance and mainstream GPUs well-positioned
  - nForce and Quadro continue to gain momentum
- **Inventory position within operating model**
  - 44 days sales vs. 58 days sales in Q3
  - Strong demand, well-positioned products, fundamentally sound planning
- **Gross margin expansion**
  - 29.7% vs. 25% in Q3
  - No old inventory, stronger mix of products and ASPs
- **GeForce FX and Quadro FX ramped into production**
- **Xbox arbitration ended**



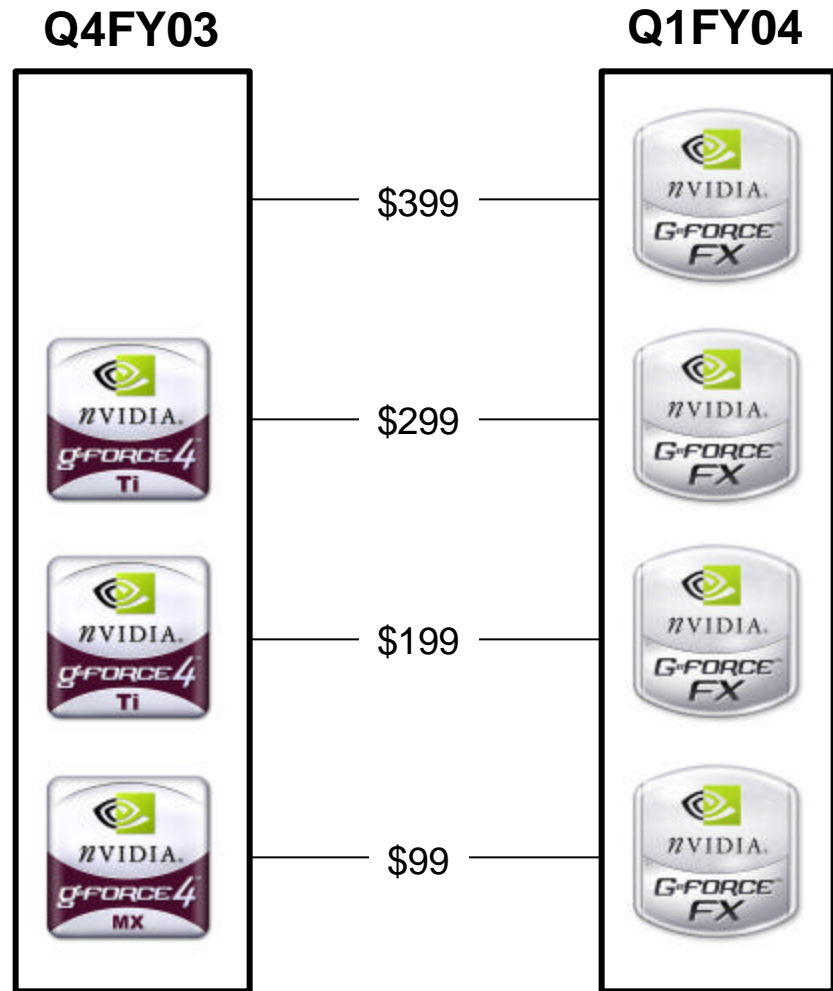
# Q1 Objectives

- **Inventory position within operating model**
  - In-line with Q4
  - Manage mix of existing and ramp of FX-class
- **Gross margins**
  - Remain flattish to Q4
  - 0.13um yields will likely offset strength in current core products
- **Operating expenses**
  - R&D + and SG&A -



# Q1 Objectives

- Deliver family of DX9-class GPUs
- Plan to ship 1.5 million units
- Take FX architecture cross platform





# Conclusion

- **2003 good year for GPUs**
  - Enthusiastic adoption of DX9 and Cg and next generation games
  - DX9 at mainstream price points
- **Multiple growth engines**
  - Mobile, workstation, platform processors and Xbox
- **Operational leverage**
  - Manage expenses, improving costs and expanding margins
- **Continue key investments**
  - GPU and MCP are fundamental to future PC
  - Leverage technology into consumer electronics