



NVIDIA Powers Amazing Windows 8 Experiences

NVIDIA Supercharges Full Range of Windows 8-Based Products, Including Touchscreen PCs and Amazingly Efficient Mobile Devices

SANTA CLARA, CA -- NVIDIA's deep expertise in visual and mobile computing, and its extensive collaboration with Microsoft Corp., mean that consumers will enjoy premium experiences running on NVIDIA®-powered systems for Windows 8 and Windows RT.

PCs with [NVIDIA GeForce® GPUs](#) will deliver exceptional experiences for editing photos and video, playing games and browsing the web because Windows 8 and Internet Explorer 10 now take advantage of graphics hardware. And [NVIDIA Tegra® processors](#) will power a new generation of amazingly thin and light Windows RT devices that run for days on a single charge.

Windows RT marks the first time that PCs have been able to take advantage of incredibly efficient ARM-based processors like Tegra 3, [enabling two weeks of connected standby time](#). The majority of Windows RT devices at launch use NVIDIA Tegra 3, including the ASUS Vivo Tab RT, [Lenovo IdeaPad Yoga 11](#) and Microsoft Surface RT.

"We've worked with Microsoft for three years to ensure that Windows RT delivers a seamless experience on mobile devices," said Rene Haas, vice president and general manager of computing products at NVIDIA. "Our experience with Windows and expertise on ARM makes NVIDIA specially qualified to deliver a premium Windows experience on any system -- from sexy and sleek Windows RT tablets to high-end gaming PCs."

For nearly two decades, NVIDIA has worked closely with Microsoft to provide graphics technologies and video drivers for Microsoft operating systems and APIs. NVIDIA engineers began working three years ago to support Microsoft's effort to take advantage of graphics hardware in Windows 8 and to extend its popular operating system to tablets. NVIDIA provided extensive support -- including development kits, software support and 500 man-years of engineering time -- in collaborating with Microsoft to deliver an amazing Windows experience on mobile devices.

In keeping with Microsoft's no-compromise experience, Windows RT will enhance productivity for mobile devices by including Microsoft Office Home and Student 2013 RT Preview, which includes Word 2013 RT, Excel 2013 RT, PowerPoint 2013 RT and OneNote 2013 RT.

Plus, Tegra-based Windows RT devices are great for gaming, powered by a 12-core NVIDIA GPU that renders realistic-looking scenes with dynamic lighting and real-time physics. NVIDIA will also extend its popular [TegraZone™](#) application to Windows RT to make it easy for gamers to identify the most compelling games for Tegra-powered Windows RT devices.

For GeForce customers planning to upgrade their operating system, NVIDIA has already released [Windows Hardware Quality Labs \(WHQL\)-certified GeForce drivers](#) to help ensure that their PCs are ready for Windows 8.

About NVIDIA

[NVIDIA](#) (NASDAQ: NVDA) awakened the world to computer graphics when it invented the [GPU](#) in 1999. Today, its [processors](#) power a broad range of products from [smartphones](#) to [supercomputers](#). NVIDIA's [mobile processors](#) are used in [cell phones](#), [tablets](#) and [auto infotainment systems](#). [PC gamers](#) rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create [3D graphics](#) and visual effects in movies and to design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with [high performance computing](#). The company has more than 5,000 patents issued, allowed or filed, including ones covering ideas essential to modern computing. For more information, see www.nvidia.com.

Certain statements in this press release including, but not limited to, statements as to: the impact, performance, features and benefits of Windows 8 and Windows RT, and the effects of the company's patents on modern computing, 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 reports NVIDIA files with the Securities and Exchange Commission, or SEC, including its Form 10-Q for the fiscal period ended July 29, 2012. 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.

© 2012 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, GeForce, Tegra, and Tegrazone are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated. Features, pricing, availability and specifications are subject to change without notice.

Ken Brown
Corporate Communications
+1-408-486-2626
kebrown@nvidia.com