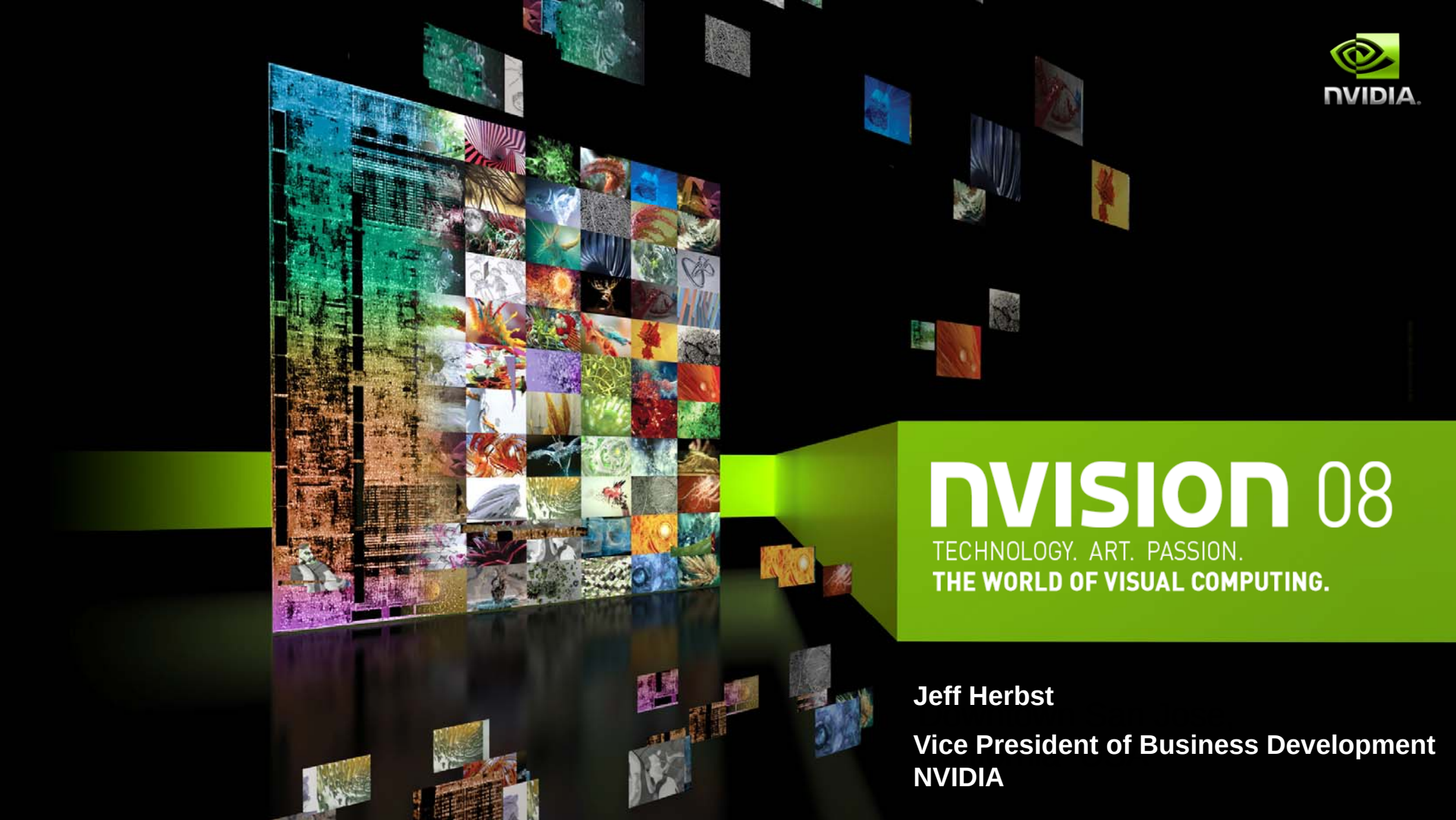

Jeff Herbst

Vice President of Business Development
NVIDIA

Welcome to The First Annual NVIDIA Emerging Companies Summit!

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TECHNOLOGY. ART. PASSION.
THE WORLD OF VISUAL COMPUTING.

- Presenters from more than 60 Companies
- 16 Countries Represented
- The largest international event ever held in San Jose

All Connected Through a Common Ecosystem

Visual Revolution

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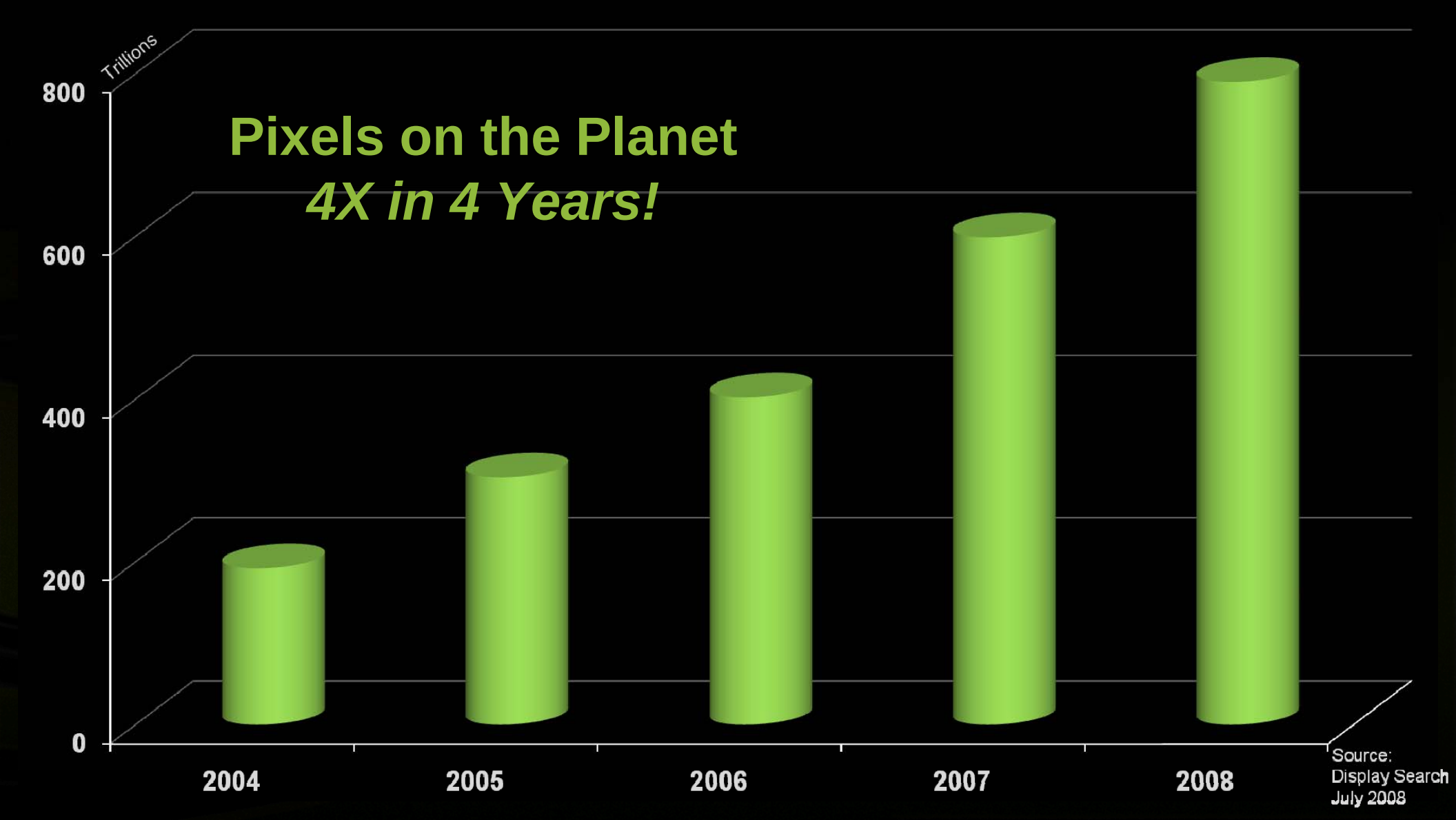
Pixels on the Planet
4X in 4 Years!
Trillions
800
600
400
200
0
2004
2005
2006
2007
2008
Source:
Display Search
July 2008

BLOOR MEAT MARKET
BEAUTY
REPLACED BY
CGI
PLEASE HELP

Our Goal – Add Fuel to the Ecosystem

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- Educate
- Nurture
- Inspire
- Provide Access to Capital
- Foster Partnerships / Relationships

The Stars of the Show

Gaming	Lifestyle	CUDA / HPC	Professional

2008 Most Promising Emerging Company Award

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- Will be selected by a panel consisting of:
  - Jon Peddie - President, Jon Peddie Reseach
  - Mark Rein – Vice President and Co-Founder, Epic Games
  - Jeff Herbst – Vice President of Business Development, Nvidia
- Winner to be announced at the NVISION closing ceremony on Wednesday at 3PM
- Factors Considered: Technology Value, Market Opportunity/Impact, “Wow” Factor, Etc.

Agenda

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TUESDAY, AUGUST 26th, 2008

- 11:00a – 11:30a -- Emerging Companies Summit Keynote
- 11:30a – 12:15p -- Panel Discussion: The Role of the GPU in Modern Computing
- 12:30p – 1:15p -- Panel discussion: Capital Raising in Today's Market
- 1:30p – 5:30p -- Presentations from Emerging Companies
  Demo break at 3:30 – Perceptive Pixel, NaturalMotion
- 5:30p – 7:00p -- Emerging Companies Summit Networking

WEDNESDAY, AUGUST 27th, 2008

- 8:15a – 9:15a -- Fireside chat with Jen-Hsun Huang – Co-Founder, President & CEO, NVIDIA
- 9:30a – 1:30p -- Presentations from Emerging Companies
  Demo break at 11:00 – mental images, Nurien Software

Have a burning question for Jensen?

- Please email NVISION-EmergingCo@NVIDIA.com
- We will select one or more of the questions for inclusion in the Fireside Chat tomorrow
- Not to be missed!

How can NVIDIA help?

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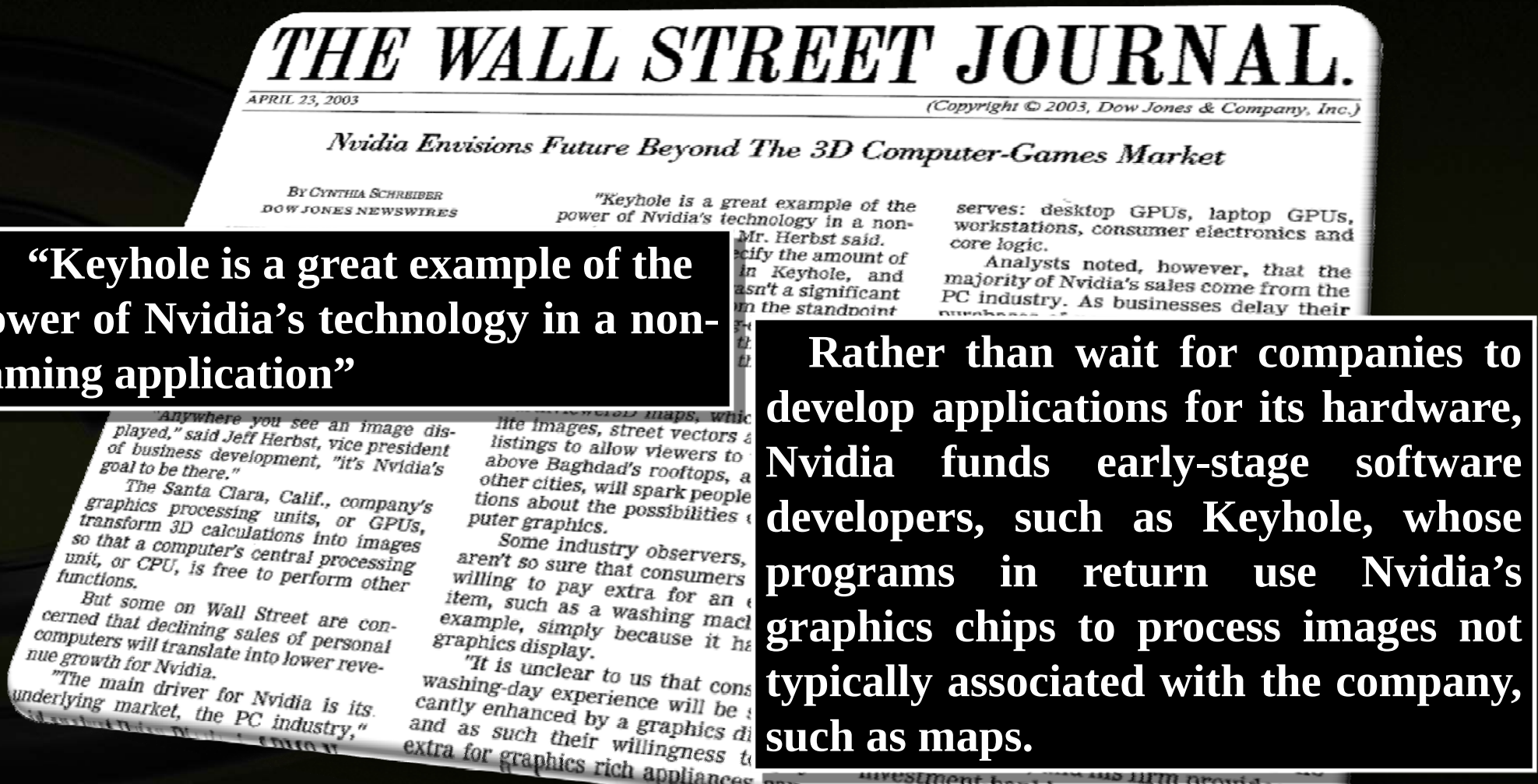
- Full range of business development tools available
  - Developer Support
  - Joint marketing/distribution/co-branding
  - Other forms of partnership
  - Investments (from us or through our network)
  - Acquisition

- . . . and the flexibility to employ these tools nimbly, efficiently, fairly and without hassles

Finding the Next Google Earth



THE WALL STREET JOURNAL.

APRIL 23, 2003

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Nvidia Envisions Future Beyond The 3D Computer-Games Market

BY CYNTHIA SCHREIBER
DOW JONES NEWSWIRES

"Anywhere you see an image displayed," said Jeff Herbst, vice president of business development, "it's Nvidia's goal to be there."

The Santa Clara, Calif., company's graphics processing units, or GPUs, transform 3D calculations into images so that a computer's central processing unit, or CPU, is free to perform other functions.

But some on Wall Street are concerned that declining sales of personal computers will translate into lower revenue growth for Nvidia.

"The main driver for Nvidia is its underlying market, the PC industry,"

"Keyhole is a great example of the power of Nvidia's technology in a non-

Mr. Herbst said.

cify the amount of in Keyhole, and asn't a significant m the standpoint

lite images, street vectors listings to allow viewers to above Baghdad's rooftops, other cities, will spark people tions about the possibilities puter graphics.

Some industry observers, aren't so sure that consumers willing to pay extra for an item, such as a washing mac example, simply because it ha graphics display.

"It is unclear to us that cons washing-day experience will be cantly enhanced by a graphics d and as such their willingness extra for graphics rich applianc

serves: desktop GPUs, laptop GPUs, workstations, consumer electronics and core logic.

Analysts noted, however, that the majority of Nvidia's sales come from the PC industry. As businesses delay their

"Keyhole is a great example of the power of Nvidia's technology in a non-gaming application"

Rather than wait for companies to develop applications for its hardware, Nvidia funds early-stage software developers, such as Keyhole, whose programs in return use Nvidia's graphics chips to process images not typically associated with the company, such as maps.

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ERNST & YOUNG
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Morgan Stanley

SUTTER HILL VENTURES

RR DONNELLEY

Welcome to the Visual Computing Revolution!

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- Thanks for your participation
- Feedback encouraged / appreciated
- Enjoy!
- …and be sure to check out all the other great content and events here at NVISION 2008

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