

POWERPOINT PRESENTATION EXAMPLES

Design include: background, texts, front pages and mixed layouts

Created by Nikki Lin / 8.10.2014





ANNUAL INVESTOR DAY

Jen - Huang, CEO & Co - founder

THE WAY
IT'S MEANT
TO BE PLAYED
TO BE PLAYED
IT'S MEANT

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Business Highlights

Focus where visual computing is values and innovate beyond components

Focus on specialty PCs (Gaming & Design)

Revolutionize cloud and mobile by leveraging computing specialty

Create value with groundbreaking inventions

Focus on Visual Computing

55% GROSS MARGINS

PC: 9% CAGR

CLOUD: 64% CAGR
MOBILE: 48% CAGR

7,000 PATENT ASSETS



World Leader In Visual Computing



GAMING



DESIGN & VISUALIZATION



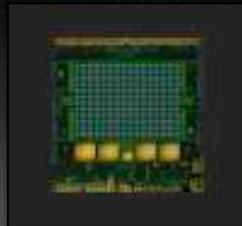
HPC & DATA CENTER



AUTO & SMART DEVICES



GPUs and SOCS



GPUs and SOCs



GRAPHICS CARDS



SYSTEMS



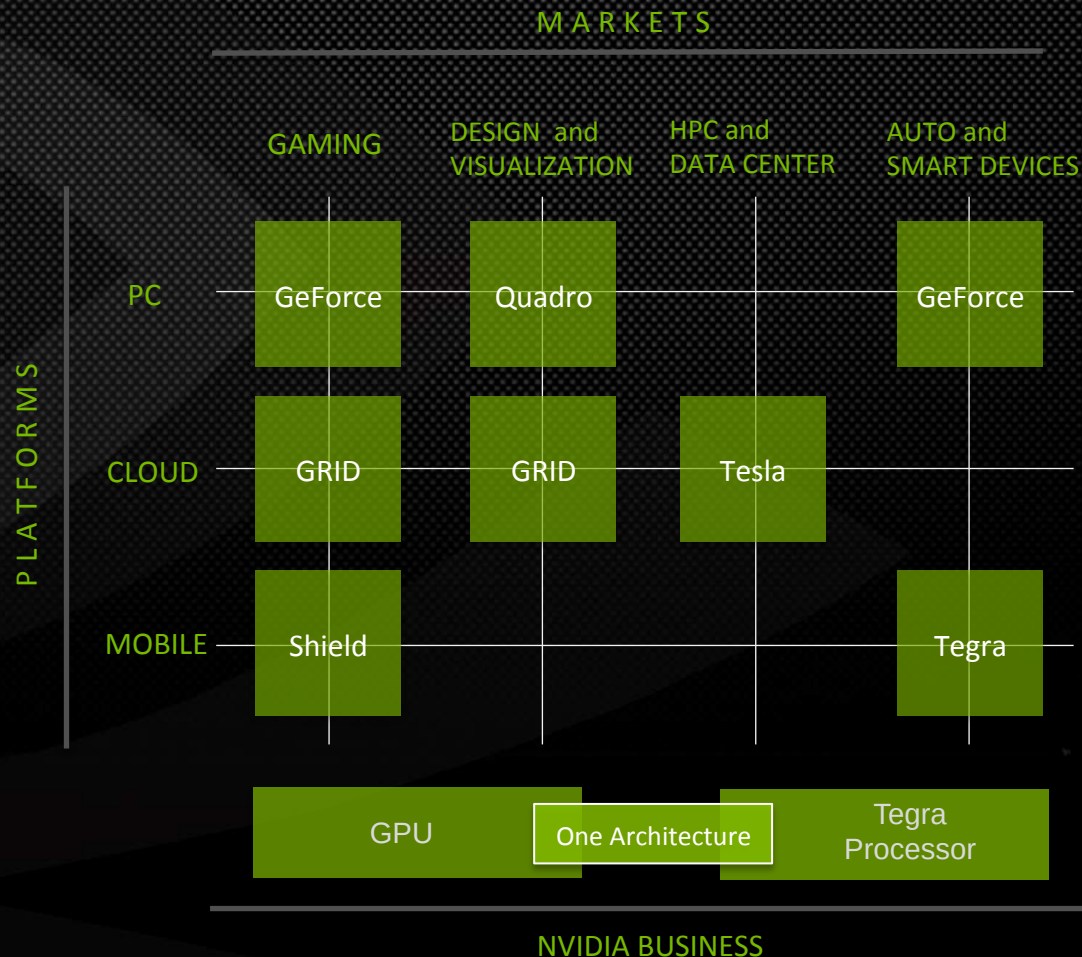
LEVERAGING RESOURCES

Our two business lines – GPU & Tegra Processor – leverage a single, unified architecture.

On this foundation, we build technologies for each of the major computing platforms – PC, cloud, mobile.

We create differentiated brands to target large markets – Gaming, Design and Visualization, HPC and Data Center, Auto and Smart Devices – where visual computing is deeply valued.

NVIDIA Brand Architecture



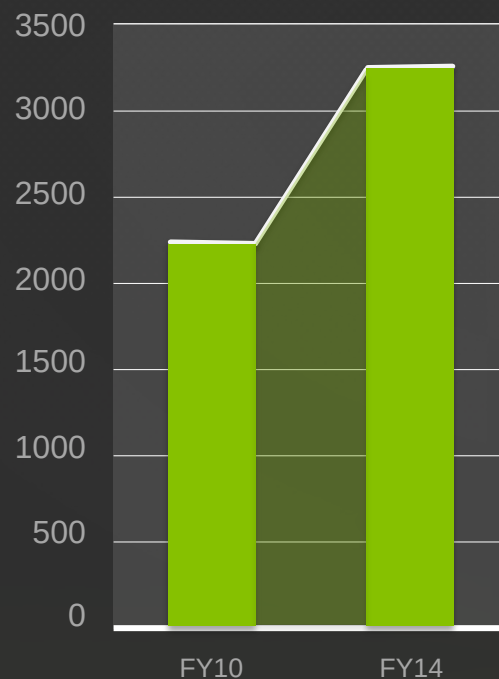


nvidia.

GROWTH IN ALL PLATFORMS

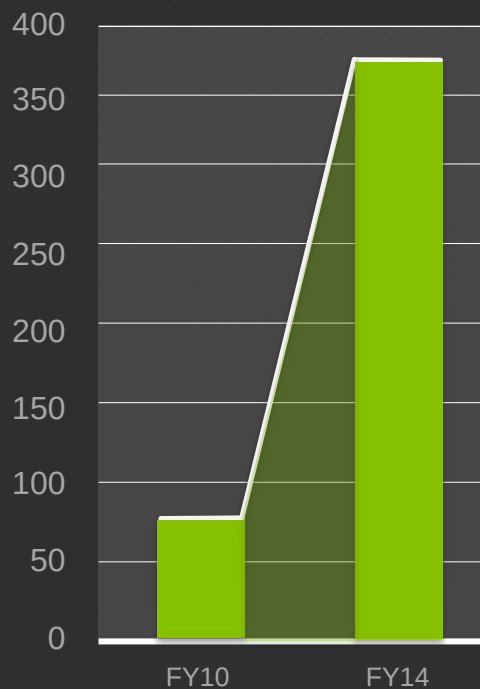
PC Platform

+9% CAGR



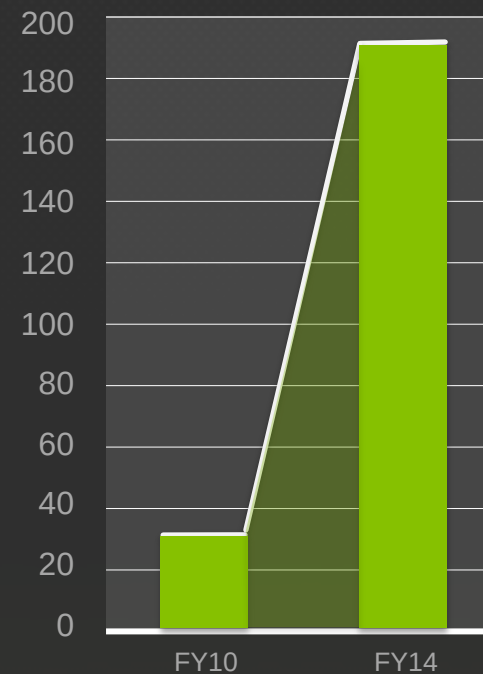
Mobile Platform

+48% CAGR



HPC & Data Center

+64% CAGR



(Revenue, in millions)



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THE WAY
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TO BE CONTINUED...

Please see next presentation example

GPU TECHNOLOGY CONFERENCE

Jeff Fisher, SVP, GeForce Business Unit



THE WAY
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Gaming is a \$ 100B + Market



XBOX ONE



PS4



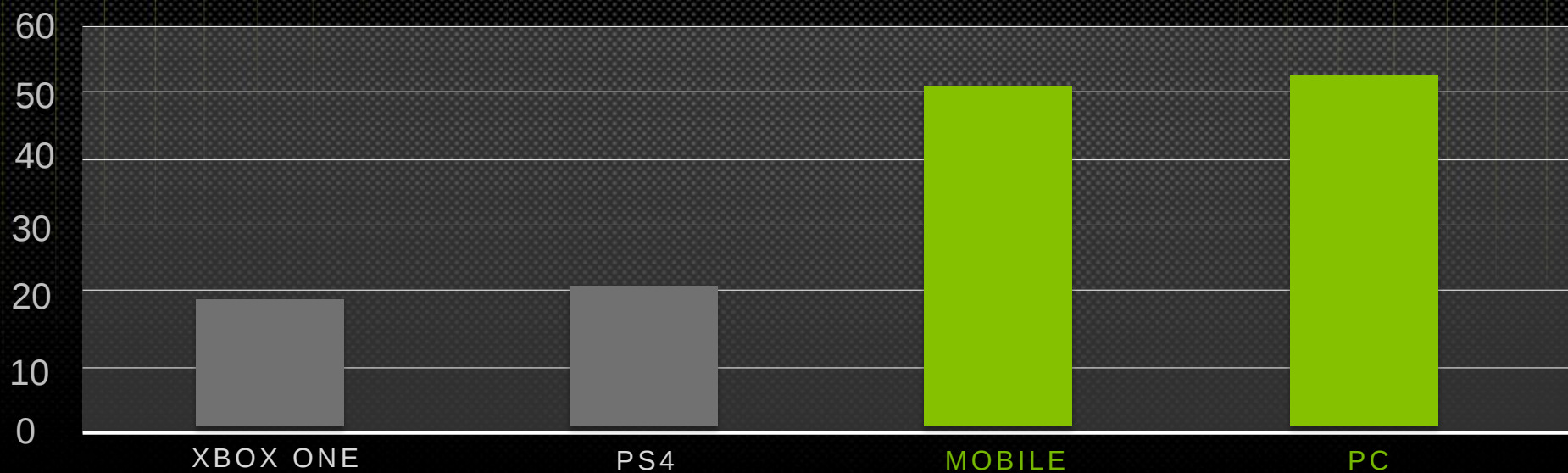
MOBILE



PC

Most Important Platform: PC & Mobile

Percent of Developers Targeting Their Next Game (Per Platform)



THE WAY
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PC Gaming is Global



THE WAY
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TO BE CONTINUED...

Please go to next example



THE WAY
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THE WORLD LEADER

IN VISUAL COMPUTING



THE WAY
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The Visual Computing Company



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ONE ARCHITECTURE – 3 GROWTH DRIVERS



PC

PC gaming growing 10%
CAR

Game production value
increasing

UHD 4K monitors



MOBILE

Android gaming growing
52% CAGR to \$6.7B in
2014

88M cars/yr – one to
many computers



DATA CENTER & CLOUD

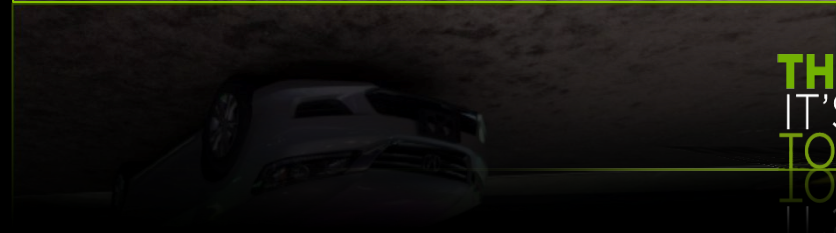
HPC server growing
8.5% CAGR to \$11B

In 2014

600M enterprise
desktops can be
virtualized

**THE WAY
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LEAD VISUAL COMPUTING



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APPLY VISUAL
COMPUTING
LEADERSHIP
TO
MOBILE

First Mobile Supercomputer for Embedded Systems



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RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

	Q1 FY2014	Q1 FY2015
Graphic Processing Unit(GPU) excluding chipset revenue	\$783	\$896
Chipset revenue	3	1
GPU revenue	\$786	\$867

	Q1 FY2014	Q1 FY2015
Tegra Processor excluding game console related revenue	\$97	\$138
Game console related revenue	6	1
Tegra Processor revenue	\$103	\$139

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TO BE CONTINUED...

THANK YOU!

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