

ANNUAL SHAREHOLDER MEETING

Jen-Hsun Huang | May 20, 2015



SAFE HARBOR

Forward-Looking Statements

Except for the historical information contained herein, certain matters in this presentation including, but not limited to, statements as to: our growth; our market opportunities and TAM; our FY2016 capital return program; the performance and benefits of our products and technologies; our strategies; market trends; future financial results, estimates and forecasts; and other predictions and estimates are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. These forward-looking statements and any other forward-looking statements that go beyond historical facts that are made in this presentation are subject to risks and uncertainties that may cause actual results to differ materially. 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 products and technologies; market acceptance of our products or our partners' products; design, manufacturing or software defects; changes in consumer preferences and demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems and other factors. For a complete discussion of factors that could materially affect our financial results and operations, please refer to the reports we file from time to time with the SEC, including our Form 10-K for the fiscal year ended January 25, 2015. Copies of reports we file with the SEC are posted on our website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of May 20, 2015, based on information currently available to us. Except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

Financial Measures

This presentation contains historical revenue amounts for certain of our market platforms and businesses which provides investors with additional information to supplement the segment reporting information contained in our Form 10-K for the fiscal year ended January 25, 2015. In addition to U.S. GAAP financials, this presentation includes a non-GAAP financial measure. This non-GAAP financial measure is in addition to, and not a substitute for or superior to, measures of financial performance prepared in accordance with U.S. GAAP. See the Appendix for a reconciliation between the non-GAAP measure and the most comparable GAAP measure. We also present non-GAAP free cash flow which is calculated as GAAP net cash provided by operating activities less purchases of property and equipment and intangible assets.



GAMING



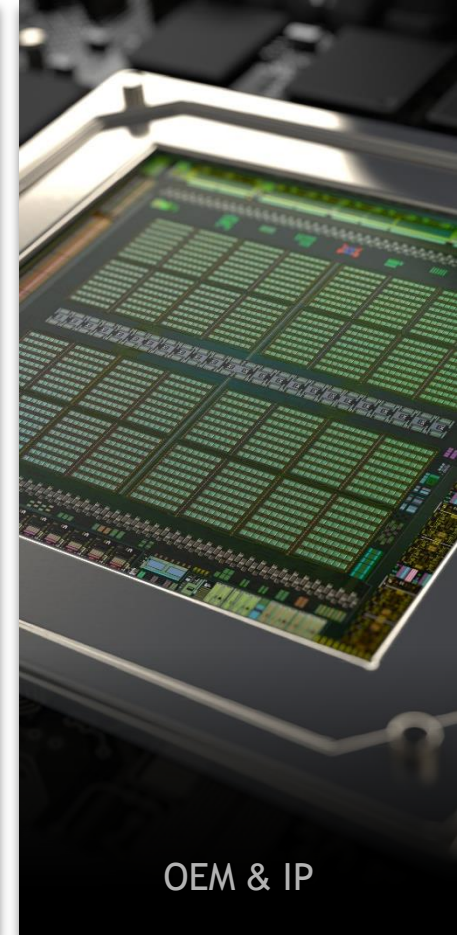
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THE WORLD LEADER IN VISUAL COMPUTING

FY15 IN REVIEW

Achieved record revenue of \$4.6B and gross margins at 55.5%

Growth in each of our core markets

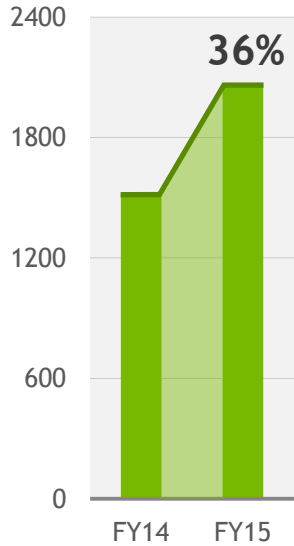
Reshaped our mobile strategies to focus on gaming and car computing

Selected by U.S. DoE for supercomputers

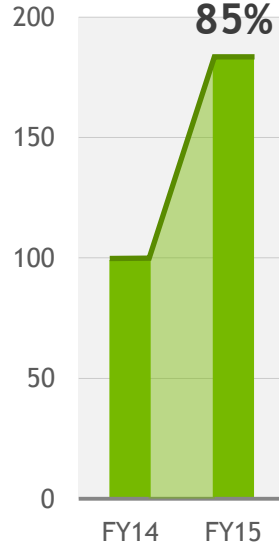
Positioned for growth in exciting new markets
– VR, self-driving cars, deep learning

LARGE MARKETS. UNIQUE POSITION.

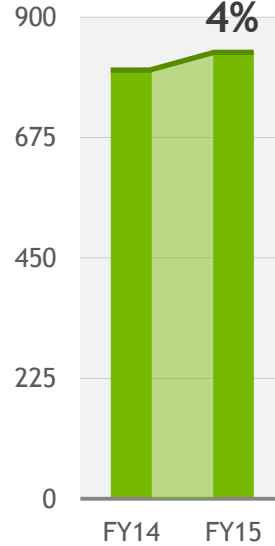
GAMING



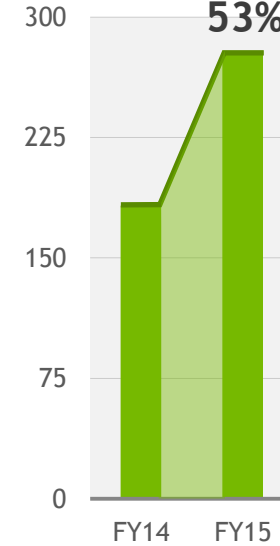
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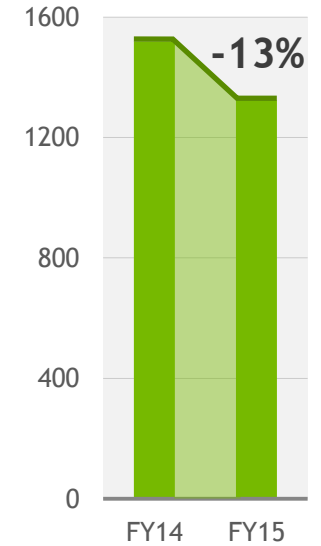
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EXCITING GROWTH DRIVERS ACROSS CORE MARKETS



GAMING

GeForce Powered VR

EXCITING GROWTH DRIVERS ACROSS CORE MARKETS



GAMING

GeForce Powered VR



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DRIVE PX for Self-Driving Cars

EXCITING GROWTH DRIVERS ACROSS CORE MARKETS



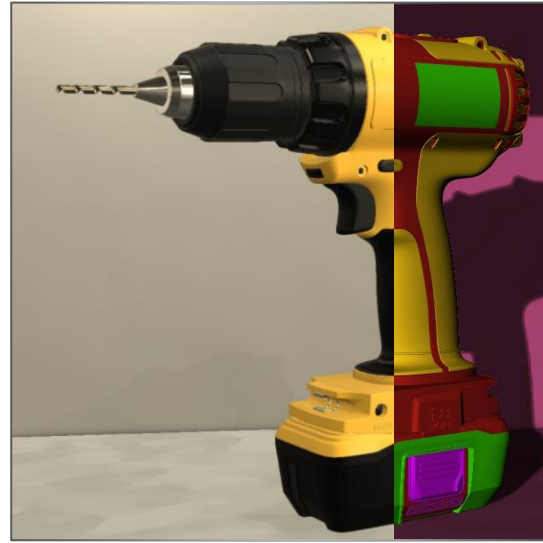
GAMING

GeForce Powered VR



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DRIVE PX for Self-Driving Cars



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Physically Based Rendering

EXCITING GROWTH DRIVERS ACROSS CORE MARKETS



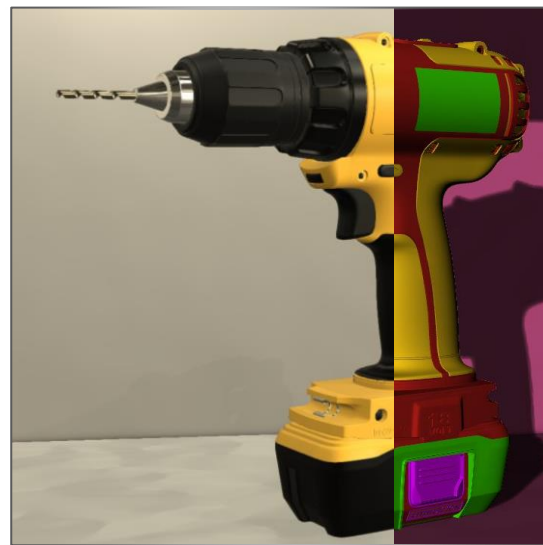
GAMING

GeForce Powered VR



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DRIVE PX for Self-Driving Cars



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Physically Based Rendering

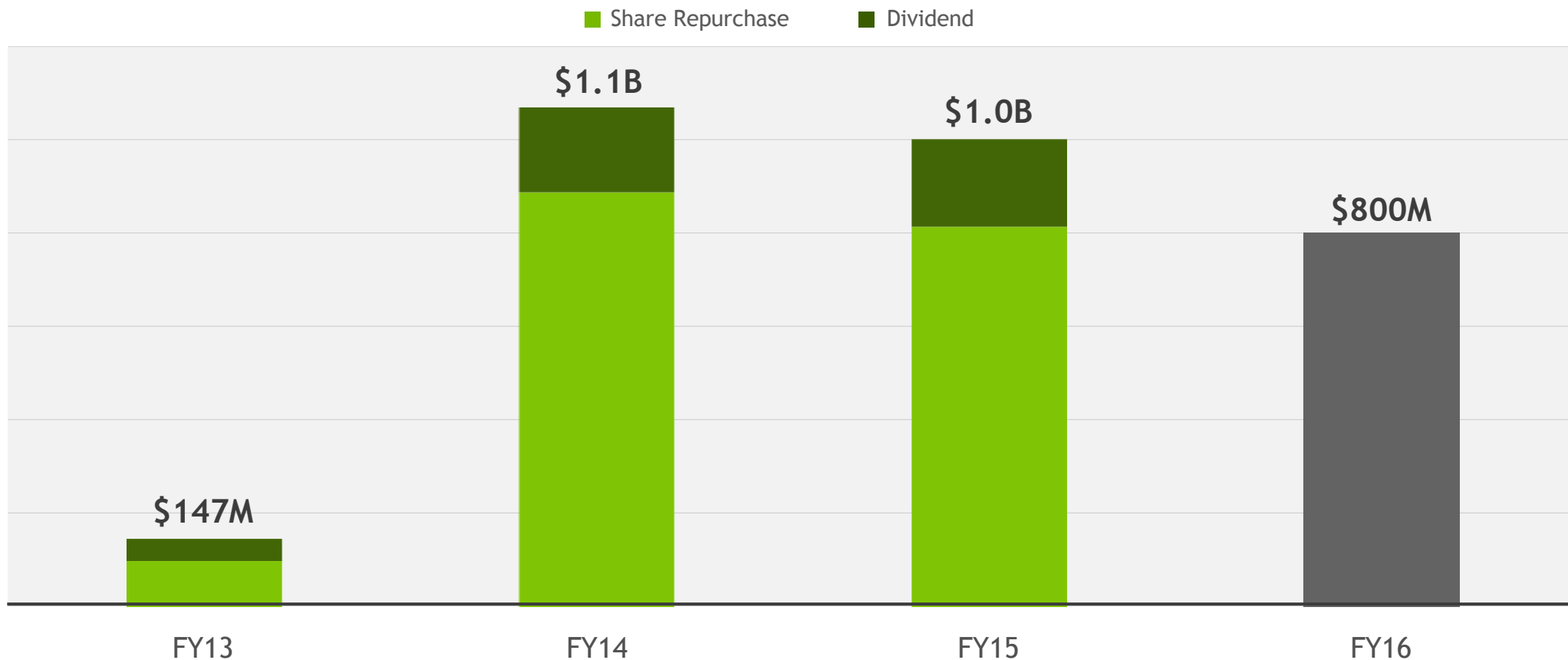


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Tesla for Deep Learning

CAPITAL RETURN

Since FY 2005: \$3.8B ~70% FCF





GAMING



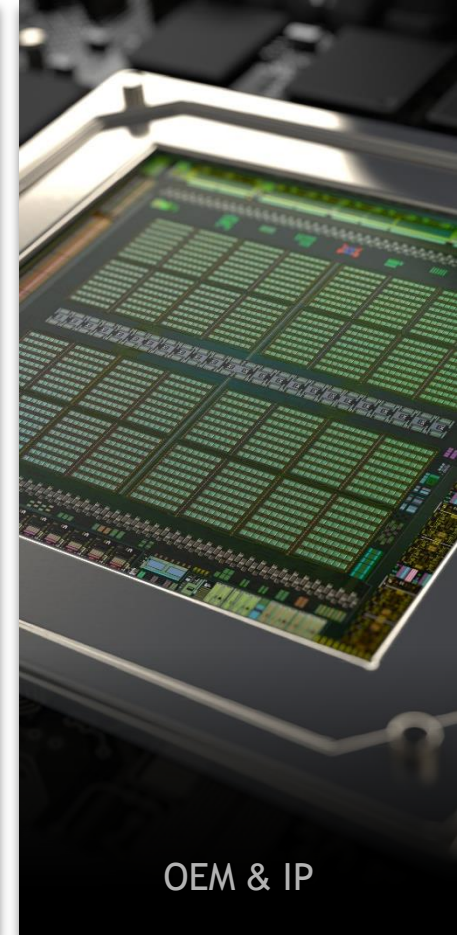
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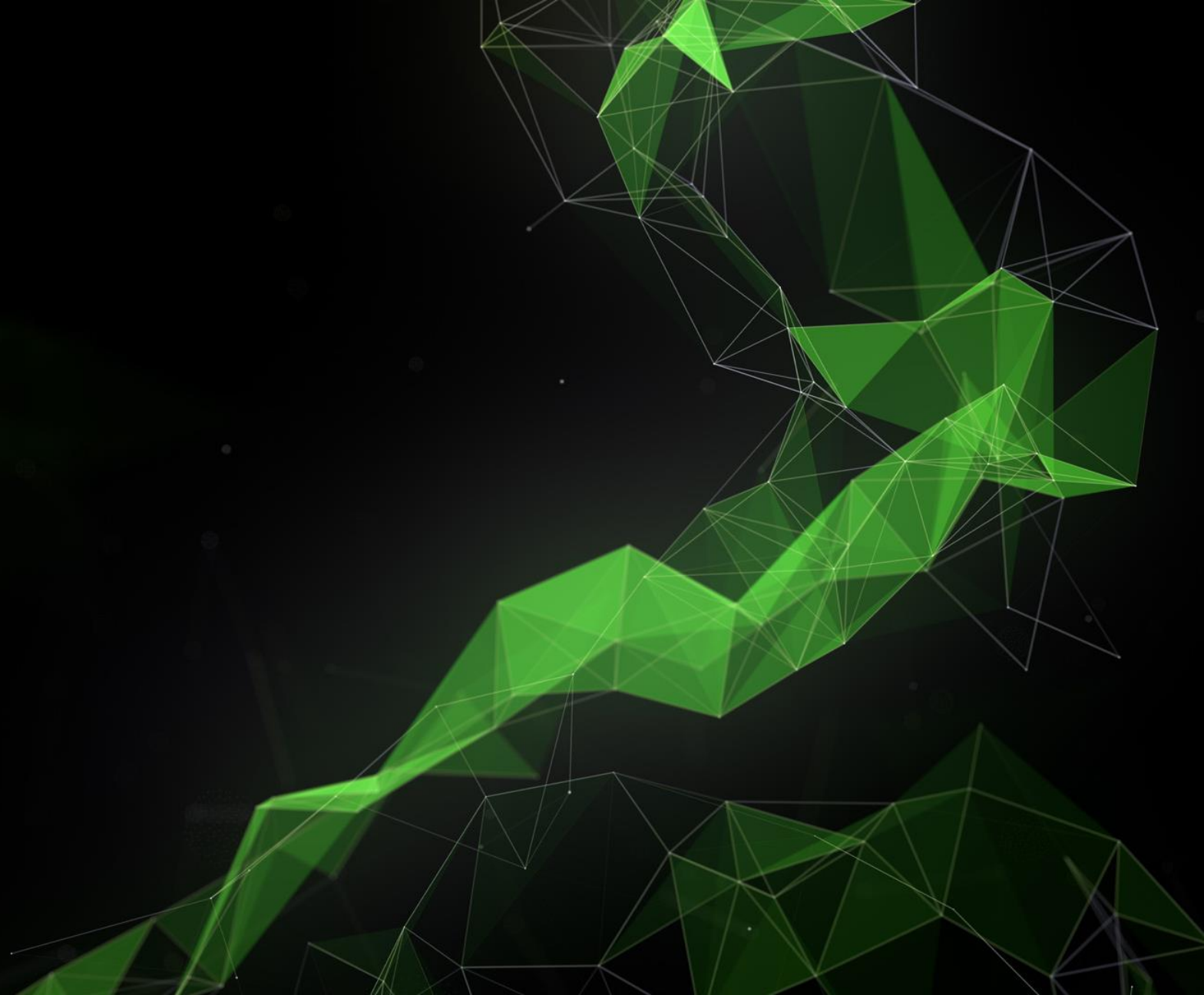


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THE WORLD LEADER IN VISUAL COMPUTING



APPENDIX

RECONCILIATION TABLE

<i>in millions</i>	Q1FY16	FY15	FY14	FY13	FY12	FY11	FY10	FY09	FY08	FY07	FY06	FY05
GAAP net cash flow provided by operating activities	\$246	\$906	\$835	\$824	\$909	\$676	\$488	\$249	\$1,270	\$587	\$446	\$132
Purchase of property, equipment and intangible assets	(30)	(122)	(255)	(183)	(139)	(98)	(78)	(408)	(188)	(145)	(80)	(67)
Free cash flow	\$217	\$783	\$580	\$641	\$770	\$578	\$410	(\$158)	\$1,082	\$442	\$367	\$65