NVIDIA AND HYBRID PROVIDE EXPANDED 3D INFRASTRUCTURE FOR MOBILE PHONES

NVIDIA Supports Vertically Integrated JSR 184 Accelerated by OpenGL ES; Creating Comprehensive 3D Content Platform for NVIDIA GoForce GPUs

AUSTIN GAME DEVELOPER CONFERENCE, TX—OCTOBER 27, 2005—NVIDIA Corporation (Nasdaq: NVDA), a worldwide leader in programmable graphics processor technologies, announced today that the Company is working with Hybrid Graphics to deliver a one-stop, native-accelerated 3D API stack for mobile phone manufacturers and developers.

Until now, mobile phone OEMs would typically purchase silicon and high-level software from different vendors – increasing integration time and reducing system performance. By integrating Hybrid's high level M3G (JSR 184) solution over the optimized OpenGL® ES drivers for the NVIDIA® GoForce® family of graphics processing units (GPUs) for wireless handsets, NVIDIA can now immediately provide developers with a seamlessly optimized and supported 3D graphics platform.

“The collaboration between NVIDIA and Hybrid marks the introduction of one of the industry’s first truly integrated, fully optimized Java 3D graphics API solutions offered by a GPU vendor,” said Neil Trevett, vice president of embedded content at NVIDIA. “Handset manufacturers can now rely on a single vendor for a full suite of optimized high and low-level 2D and 3D graphics APIs for their developer community. This is the beginning of a long term relationship where our two companies will work together to provide leading edge, integrated, open standards-based media API solutions to the wireless industry.”

Through this partnership, NVIDIA will expand its software development toolkit for mobile phones by integrating Hybrid’s Mobile Framework V6 - which includes support for OpenVG™ 1.0, an SVG (scalable vector graphics) Tiny player and Java bindings for both OpenGL ES (JSR 239) and SVG (JSR 226).

“Both Hybrid and NVIDIA are companies focused on delivering technology that fundamentally transforms the wireless market - Hybrid’s experience and quality in delivering 3D and 2D graphics software technology to consumer electronics devices is unmatched and NVIDIA has been a pioneer in the world of hardware media processing for over a decade – we believe it’s a perfect partnership,” said Panu Wilska, vice president of sales & marketing at Hybrid Graphics. “Through this close collaboration, we are working to raise the bar for integrated hardware and software platforms – to enable higher quality and better performing Java and Open GL ES-based 3D content on millions of mobile devices.”

About Hybrid Graphics

Hybrid Graphics of Helsinki, Finland is the market leading embedded 3D graphics software provider. It has over 10 years of experience in developing graphics technology solutions for consumer devices, releasing the first official OpenGL ES API software implementation in 2003. It actively participates in several Java JSR standard groups and is a board member of the Khronos Group, a consortium responsible for OpenGL ES and other relevant graphics standards for embedded devices. Hybrid's clients are leading device and hardware manufacturers, who currently command over half of the total mobile phone market. The clients include Nokia, Ericsson, Philips, Samsung, Symbian, TTPCOM, Esmertec, Bitboys, and Fathammer. For more information see www.hybrid.fi

About NVIDIA

NVIDIA Corporation is the worldwide leader in programmable graphics processor technologies. The Company creates innovative, industry-changing products for computing, consumer electronics, and mobile devices. NVIDIA is headquartered in Santa Clara, CA and has offices throughout Asia, Europe, and the Americas. For more information, visit www.nvidia.com.

Certain statements in this press release including, but not limited to, the collaboration between NVIDIA and Hybrid, the wireless handset market, the benefits and results of the collaboration and the benefits, features, performance or capabilities of products or technology resulting from the collaboration are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Such risks and uncertainties include, but are not limited to, manufacturing or software defects or bugs, incompatibility of technologies, slower than anticipated adoption of new standards or technology, general industry trends including cyclical trends in the wireless handset industry, the impact of new products or technologies, the impact of competitive products and pricing alternatives, changes in industry standards and interfaces, our dependence on third-party developers and publishers and other risks detailed from time to time in the NVIDIA reports filed with the Securities and Exchange Commission including its Form 10-Q for the quarter ended July 31, 2005. These forward-looking statements speak only as of the date hereof. NVIDIA disclaims any obligation to update these forward-looking statements.

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