

06-17-2005

II



AND TRADEMARK OFFICE

Docket No.: NVIDIA-P001559

103022599

I hereby certify that this transmittal of the below described document is being deposited with the United States Postal Service in an envelope bearing First Class Postage and addressed to the Mail Stop Assignments, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450, on the below date of deposit.

Date of Deposit:	06/10/05	Name of Person Making the Deposit:	Anthony Chou	Signature of the Person Making the Deposit:	<i>Anthony Chou</i>
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Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Sir:

Please record the attached original document(s) or copy(ies) thereof:

113262 U.S. PTO
11/149717Transmittal of an Assignment

1. Name of conveying party(ies): EMMETT M. KILGARIFF, RUI M. BASTOS, WEI-CHAO CHEN AND DOUGLAS HAHN

Application No.:

Filed:

06/10/05

Group Art Unit:

Examiner:

2. Name and Address of Receiving party(ies) NVIDIA CORPORATION
2701 San Tomas Expressway, Santa Clara, CA 95050
3. Nature of Conveyance: Assignment
Execution Date: 06/08/05, 06/08/05, 06/09/05 and 06/08/05

4. New Patent Application entitled: IMPROVING A GRAPHICAL SHADER BY USING DELAY

5. Name and address of party to whom correspondence concerning document should be mailed:

Name: Jose S. Garcia
Address: Wagner, Murabito & Hao LLP
Two North Market Street, Third Floor, San Jose, CA 95113
Phone: (408) 938-9060
Customer No: 43,628

6. Total Number of applications and patents involved: ONE

7. Fee Calculation (for other than a small entity)

Assignment Recordation Fee, per property

1 X \$40.00

Total Fees (37 CFR 3.41)

\$40.00

x The amount of \$ 40.00 is enclosed

8. At any time during the pendency of this application, please charge any additional fees required or credit any overpayments to Deposit Account 23-0085. A duplicate copy of this transmittal is enclosed.

9. Statement and signature:

To the best of my knowledge and belief, the foregoing information is true and correct and any attached copy is a true copy of the original document.

06/14/2005 HMARZ11 00000081 11149717

05 FC:8021

40.00 OP

Date: 06/10/05

Jose S. Garcia
Name Jose S. Garcia
Reg. No. 43,628

Attorney Docket No.: NVID-P001559**Assignment to NVIDIA Corporation**

In consideration of good and valuable consideration, receipt of which is hereby acknowledged, I/we

Emmett M. Kilgariff

do hereby sell, assign, and transfer unto NVIDIA Corporation (hereinafter called NVIDIA), a Delaware Corporation having its principal place of business at 2701 San Tomas Expressway, Santa Clara, CA 95050, and its successors and assigns, the entire right, title, and interest for the United States and all foreign countries, in and to any and all improvements, including the right of priority in, to, and under, the application for the United States patent entitled:

IMPROVING A GRAPHICAL SHADER BY USING DELAY

☒ filed herewith and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor; or

Serial No.: _____ filed on _____ and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor;

And for the above consideration, I/we agree promptly upon request of NVIDIA, its successors or assigns, to execute and deliver without further compensation any power of attorney, assignment, application, whether original, continuation, divisional or reissue, or other papers which may be necessary or desirable fully to secure to NVIDIA, its successors and assigns, the inventions described in said application and all patent rights therein, in the United States and in any country foreign thereto, and to cooperate and assist in the prosecution of interference proceedings involving said inventions and in the adjudication or reexamination of said Letters Patent provided the expenses which may be incurred by me/us in lending such cooperation and assistance are paid by NVIDIA.

I/we further covenant with NVIDIA, its successors, assigns, and legal representatives that no assignment, grant, mortgage, license, or other agreement affecting the rights and property herein conveyed has been made to others by the undersigned, and that full right to convey the same as herein expressed is possessed by the undersigned;

In witness whereof, I/we hereunto set my/our hand(s) and seal:

Inventor's Signature: Emmett M. Kilgariff Date: 6-8-5

Attorney Docket No.: NVID-P001559

Assignment to NVIDIA Corporation

In consideration of good and valuable consideration, receipt of which is hereby acknowledged, I/we
Rui M. Bastos

do hereby sell, assign, and transfer unto NVIDIA Corporation (hereinafter called NVIDIA), a Delaware Corporation having its principal place of business at 2701 San Tomas Expressway, Santa Clara, CA 95050, and its successors and assigns, the entire right, title, and interest for the United States and all foreign countries, in and to any and all improvements, including the right of priority in, to, and under, the application for the United States patent entitled:

IMPROVING A GRAPHICAL SHADER BY USING DELAY

☒ filed herewith and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor; or

Serial No.: _____ filed on _____ and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor;

And for the above consideration, I/we agree promptly upon request of NVIDIA, its successors or assigns, to execute and deliver without further compensation any power of attorney, assignment, application, whether original, continuation, divisional or reissue, or other papers which may be necessary or desirable fully to secure to NVIDIA, its successors and assigns, the inventions described in said application and all patent rights therein, in the United States and in any country foreign thereto, and to cooperate and assist in the prosecution of interference proceedings involving said inventions and in the adjudication or reexamination of said Letters Patent provided the expenses which may be incurred by me/us in lending such cooperation and assistance are paid by NVIDIA.

I/we further covenant with NVIDIA, its successors, assigns, and legal representatives that no assignment, grant, mortgage, license, or other agreement affecting the rights and property herein conveyed has been made to others by the undersigned, and that full right to convey the same as herein expressed is possessed by the undersigned;

In witness whereof, I/we hereunto set my/our hand(s) and seal:

Inventor's Signature: _____

Date: _____

Attorney Docket No.: NVID-P001559**Assignment to NVIDIA Corporation**

In consideration of good and valuable consideration, receipt of which is hereby acknowledged, I/we

Wei-Chao Chen

do hereby sell, assign, and transfer unto NVIDIA Corporation (hereinafter called NVIDIA), a Delaware Corporation having its principal place of business at 2701 San Tomas Expressway, Santa Clara, CA 95050, and its successors and assigns, the entire right, title, and interest for the United States and all foreign countries, in and to any and all improvements, including the right of priority in, to, and under, the application for the United States patent entitled:

IMPROVING A GRAPHICAL SHADER BY USING DELAY

☒ filed herewith and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor; or

Serial No.: _____ filed on _____ and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor;

And for the above consideration, I/we agree promptly upon request of NVIDIA, its successors or assigns, to execute and deliver without further compensation any power of attorney, assignment, application, whether original, continuation, divisional or reissue, or other papers which may be necessary or desirable fully to secure to NVIDIA, its successors and assigns, the inventions described in said application and all patent rights therein, in the United States and in any country foreign thereto, and to cooperate and assist in the prosecution of interference proceedings involving said inventions and in the adjudication or reexamination of said Letters Patent provided the expenses which may be incurred by me/us in lending such cooperation and assistance are paid by NVIDIA.

I/we further covenant with NVIDIA, its successors, assigns, and legal representatives that no assignment, grant, mortgage, license, or other agreement affecting the rights and property herein conveyed has been made to others by the undersigned, and that full right to convey the same as herein expressed is possessed by the undersigned;

In witness whereof, I/we hereunto set my/our hand(s) and seal:

Inventor's Signature: _____

Date: 06/09/2005

Attorney Docket No.: NVID-P001559**Assignment to NVIDIA Corporation**

In consideration of good and valuable consideration, receipt of which is hereby acknowledged, I/we

Douglas J. Hahn

do hereby sell, assign, and transfer unto NVIDIA Corporation (hereinafter called NVIDIA), a Delaware Corporation having its principal place of business at 2701 San Tomas Expressway, Santa Clara, CA 95050, and its successors and assigns, the entire right, title, and interest for the United States and all foreign countries, in and to any and all improvements, including the right of priority in, to, and under, the application for the United States patent entitled:

IMPROVING A GRAPHICAL SHADER BY USING DELAY

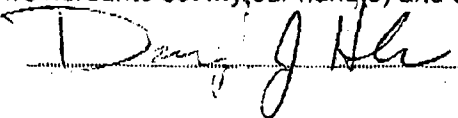
☒ filed herewith and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor; or

Serial No.: _____ filed on _____ and the inventions set forth and described therein, and any and all Letters Patent of the United States and of countries foreign thereto which may be granted thereon or therefor;

And for the above consideration, I/we agree promptly upon request of NVIDIA, its successors or assigns, to execute and deliver without further compensation any power of attorney, assignment, application, whether original, continuation, divisional or reissue, or other papers which may be necessary or desirable fully to secure to NVIDIA, its successors and assigns, the inventions described in said application and all patent rights therein, in the United States and in any country foreign thereto, and to cooperate and assist in the prosecution of interference proceedings involving said inventions and in the adjudication or reexamination of said Letters Patent provided the expenses which may be incurred by me/us in lending such cooperation and assistance are paid by NVIDIA.

I/we further covenant with NVIDIA, its successors, assigns, and legal representatives that no assignment, grant, mortgage, license, or other agreement affecting the rights and property herein conveyed has been made to others by the undersigned, and that full right to convey the same as herein expressed is possessed by the undersigned;

In witness whereof, I/we hereunto set my(our hand/s) and seal:

Inventor's Signature: 

Date: 6-8-2005