

Nvidia reports "record" results for Q3 2012, with revenues reaching \$1.2 billion with 12.9% Y-o-Y (or 15.3% Q-o-Q) growth and \$209.1 million profits.



The company attributes such growth to its "new growth strategies"-- namely non-PC offerings such as the Tegra 3 processor. Currently over 30% of Nvidia revenues come from non-PC chips as revenues for the Consumer Products division (includes the Tegra family) grow by 27.6%.

The Tegra 3 powers a number of smartphones and tablets, such as the Microsoft Surface and the Google Nexus 7. It is also ideal for non-mobile devices, such as game consoles and STBs.

The consumer GPU unit also sees revenue growth (10% Q-o-Q), thanks to lower Kepler-based product prices and growing notebook revenues.

In other words, Nvidia's gamble on mobile devices is proving to be a success and any company producing PC components should stand up and notice. Will PCs go the way of the dodo? Probably not, but mobile will only grow even further in importance.

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