



## **SONY COMPUTER ENTERTAINMENT EUROPE SELECTS OMNIVISION'S CAMERAPLAY™ TECHNOLOGY FOR EYETOY™ USB CAMERA FOR PLAYSTATION 2**

**SUNNYVALE, Calif. — May 29, 2003** — OmniVision Technologies, Inc. ([Nasdaq: OVTI](#)), a market-leading independent supplier of CMOS CameraChip™ solutions for high-volume imaging applications, today announced its CameraPlay™ chipset has been chosen by Sony Computer Entertainment Europe (SCEE) to power the EyeToy™ USB camera for the PlayStation®2. This custom solution includes a CompanionChip™ developed by OmniVision specifically for the PlayStation®2.

OmniVision's chipsets are currently being supplied to web camera and contract manufacturers such as Logitech(Nasdaq:LOGI) and Namtai(NYSE Symbol: NTE; CBOE Symbol: QNA) who build the EyeToy™ USB Cameras for SCEE.

"This is a significant design win for OmniVision," stated John Lynch, VP Sales and Marketing at OmniVision. "We have been investing our engineering resources for the past 2 years to optimize a solution for SCEE and are extremely pleased to be selected as their camera technology provider."

The EyeToy™ USB Camera, demonstrated by SCEE at the E3 gaming conference in Los Angeles May 16th - 18th, can be used with the SCEI PlayStation®2 to allow players physical movements to control the actions in the game without the need of a connected game controller. Additionally, the IPU (Image processing unit) compatible video stream requires minimal CPU cycle to decode and playback the video at 60 frames per second. This further enables games to combine high speed live video and animated graphics on the display at the same time, thereby enhancing the gaming experience.

### **About OmniVision**

OmniVision Technologies, Inc. is an independent CameraChip™ solutions provider. Utilizing proprietary design technology for its highly integrated still-photo and video camera solutions for high-volume

imaging applications, OmniVision integrates multiple image processing and capture functions into a single CameraChip™ design. With the addition of only a lens, the result is a low-cost CameraChip™ that consumes less power, has a greater environmental functioning range and has a smaller footprint than typical CMOS multi-chip image sensor solutions. OmniVision's CameraChip™ solutions are designed for cell phones, digital still cameras, web cameras, personal digital assistants, automotive, gaming and industrial machine vision applications, as well as surveillance and biometric security applications. OmniVision is based in Sunnyvale, California. For more information about the company, visit our Website at [www.ovt.com](http://www.ovt.com).

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*EyeToy is trademark of Sony Computer Entertainment Europe Limited*

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### ***Safe Harbor Language***

*Certain statements in this press release, including statements regarding contract manufacturers who will build the EyeToy cameras for SCEE and the characteristics, functionality and potential benefits of the EyeToy camera, the IPU and OmniVision's CameraChip solutions are forward looking statements that are subject to risks and uncertainties. These risks and uncertainties, which could cause the forward looking statements and OmniVision's results to differ materially, include, without limitation: potential errors, latent defects, design flaws or other problems with the EyeToy camera, the IPU or OmniVision's CameraChip solutions; the continued good relations between OmniVision, the contract manufacturers and SCEE; latent defects in OmniVision's CameraChip solutions or in the EyeToy camera; SCEE and its customers acceptance and demand for the EyeToy camera; the continued production, manufacture and development of the EyeToy camera and the other risks detailed from time to time in OmniVision's Securities and Exchange Commission filings and reports, including, but not limited to, OmniVision's quarterly reports filed on form 10-Q. OmniVision disclaims any obligation to update information contained in any forward looking statement.*

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