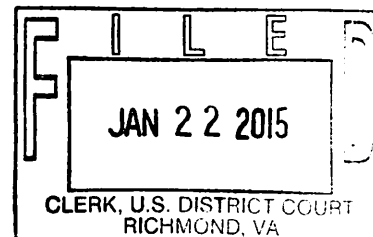


IN THE UNITED STATES DISTRICT COURT
FOR THE EASTERN DISTRICT OF VIRGINIA
Richmond Division



SAMSUNG ELECTRONICS CO.,
LTD., et al.,

Plaintiffs,

v.

Civil Action No. 3:14cv757

NVIDIA CORPORATION,
et al.,

Defendants.

ORDER

Having considered the DEFENDANTS' MOTION TO FILE DOCUMENTS UNDER SEAL (Docket No. 43) and the memorandum in support thereof (Docket No. 44), and having reviewed the proposed redaction of the MEMORANDUM IN SUPPORT OF DEFENDANTS' MOTION TO TRANSFER VENUE PURSUANT TO 28 U.S.C. § 1494(a), SEVER AND STAY (Docket No. 47) and the DECLARATION OF RANDALL COPELAND UN SUPPORT OF DEFENDANT NVIDIA CORPORATION'S MOTION TO TRANSFER VENUE PURSUANT TO 28 U.S.C. § 1404(a), SEVER AND STAY (Docket No. 47-7), it is hereby ORDERED that the DEFENDANTS' MOTION TO FILE DOCUMENTS UNDER SEAL (Docket No. 43) is denied in part and granted in part as set forth below.

Having reviewed the redacted and unredacted versions of the supporting memorandum (Docket No. 47), it is hereby ORDERED that none of the proposed redactions on page one is appropriate; none of the proposed redactions on page two is appropriate; none of the proposed

redactions on page three are appropriate; and the only proposed redaction on page four that is appropriate is the monetary amount at the end of the third line. Accordingly, it is hereby ORDERED that the publicly filed version shall eliminate such redactions and the defendant shall file a revised public version of the supporting memorandum forthwith.

Further, having reviewed the Declaration of Randall Copeland (Docket No. 47-7), and having concluded that the proposed redaction in paragraphs 2 and 4 of the Declaration are not proper topics to be sealed, it is hereby ORDERED that the publically filed version of the Declaration shall not contain such redactions and the defendant shall file the revised public version of the Declaration forthwith.

It is so ORDERED.

/s/ *REP*
Robert E. Payne
Senior United States District Judge

Richmond, Virginia
Date: January *21*, 2015