



Accelerate 3D Workflows With NVIDIA RTX Workstations and Omniverse Enterprise

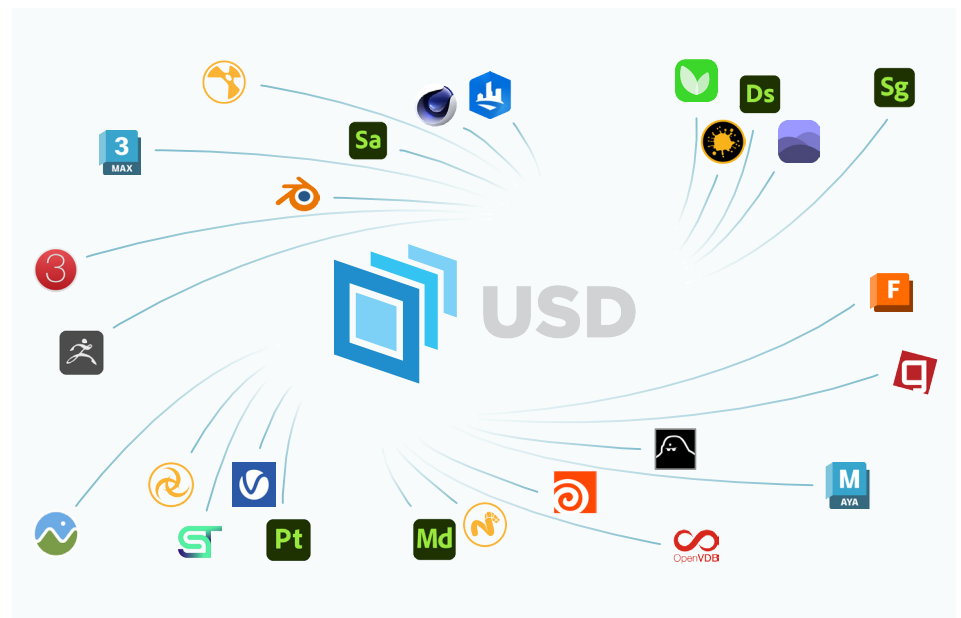


The professional desktop of the future is here. NVIDIA RTX™-powered workstations combine the latest GPUs, CPUs, high-speed networking, and storage, along with **NVIDIA Omniverse™ Enterprise** to empower designers, creators, and engineers to collaborate in real-time on the most advanced design, visualization, and simulation projects.

Providing next-generation graphics, AI, and compute workloads from the desktop, NVIDIA RTX 6000 Ada Generation GPUs are also available bundled with NVIDIA Omniverse Enterprise to bring turn-key access to revolutionary capabilities.

Unify 3D Workflows, Apps and Data with OpenUSD:

Connect your 3D tools and data to break down information siloes, minimize tedious data preparation, and frustrating import, export and conversion.

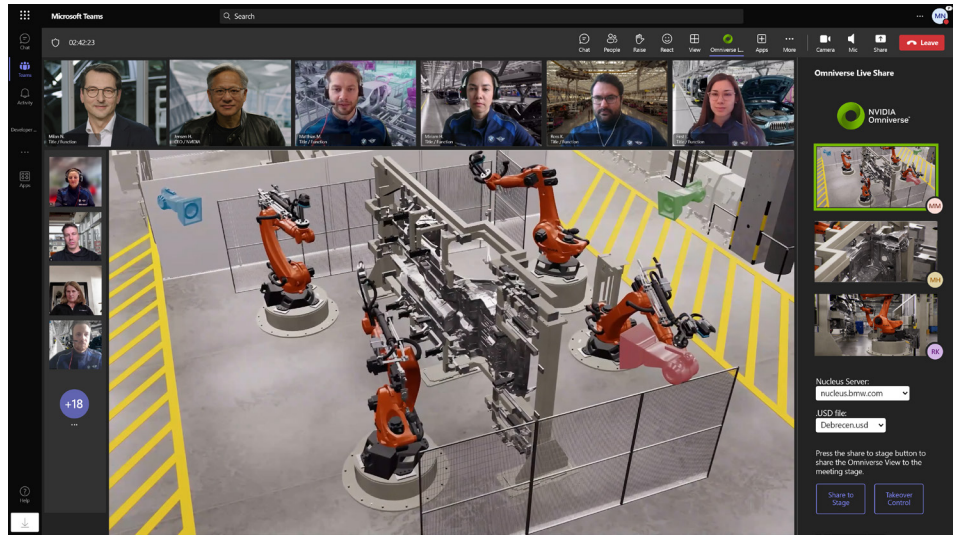


Many popular tools and applications can be connected to Omniverse, including Autodesk 3dsMax, Revit, PTC Onshape, Blender, Maxon Cinema 4D, Epic Games Unreal Engine, and more.

View the full list of applications at [nvidia.com/en-us/omniverse/ecosystem/](https://www.nvidia.com/en-us/omniverse/ecosystem/).

Supercharge collaboration and creativity:

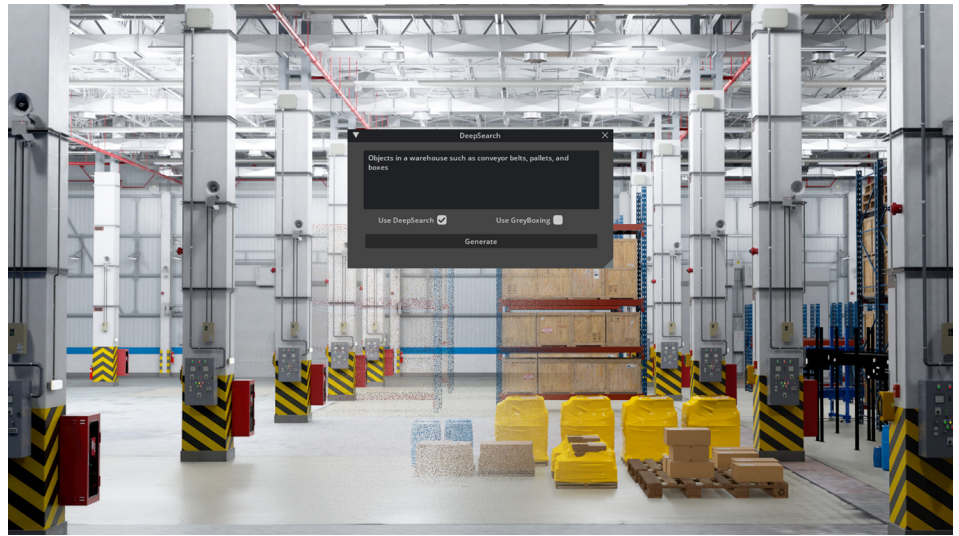
Unlock non-destructive, real-time collaborative workflows for enterprise teams. Streamline handoffs, remove bottlenecks, and accelerate decisions.



Courtesy of BMW Group

Power 3D workflows with Generative AI:

Connect your favorite creative apps to generative AI tools for use in a unified workflow.



Accelerated Design Reviews:

Visualize your product and facility designs in a unified view with photorealistic accuracy, accelerating design reviews, improving design decisions and reducing waste.



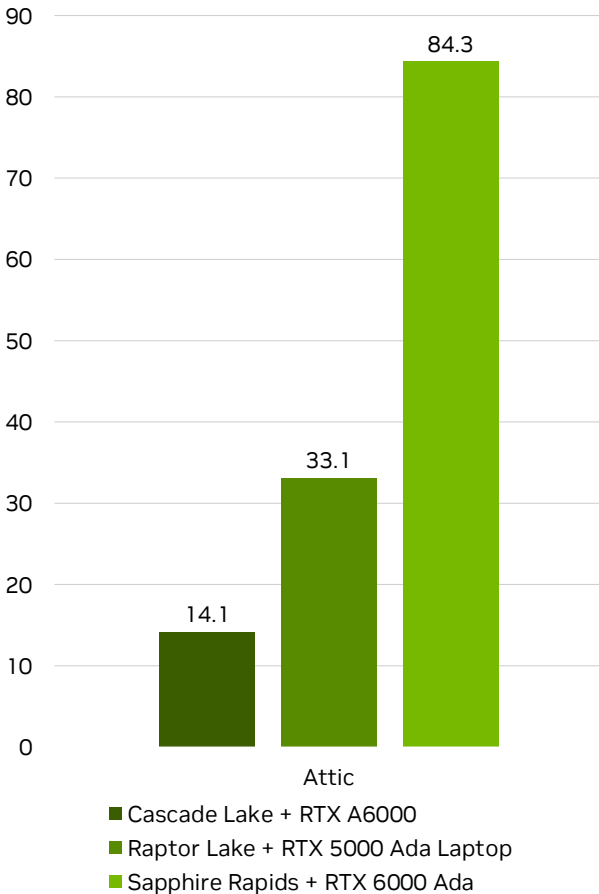
Courtesy of Predator Cycling

Next-Gen Workstations Powered by NVIDIA RTX

The combination of the latest **NVIDIA RTX 6000 Ada Generation GPUs**, **NVIDIA ConnectX-6 Dx** networking SmartNICs, and CPUs give enterprise teams the most powerful workstations to run cutting-edge Omniverse Enterprise workflows. Path tracing performance scales with multiple GPUs, allowing artists, designers, and engineers to scale up performance to meet the most demanding visualization workloads. Omniverse Enterprise also runs optimally on the latest NVIDIA RTX-powered **mobile workstations** for designers, creators, and engineers on the go.

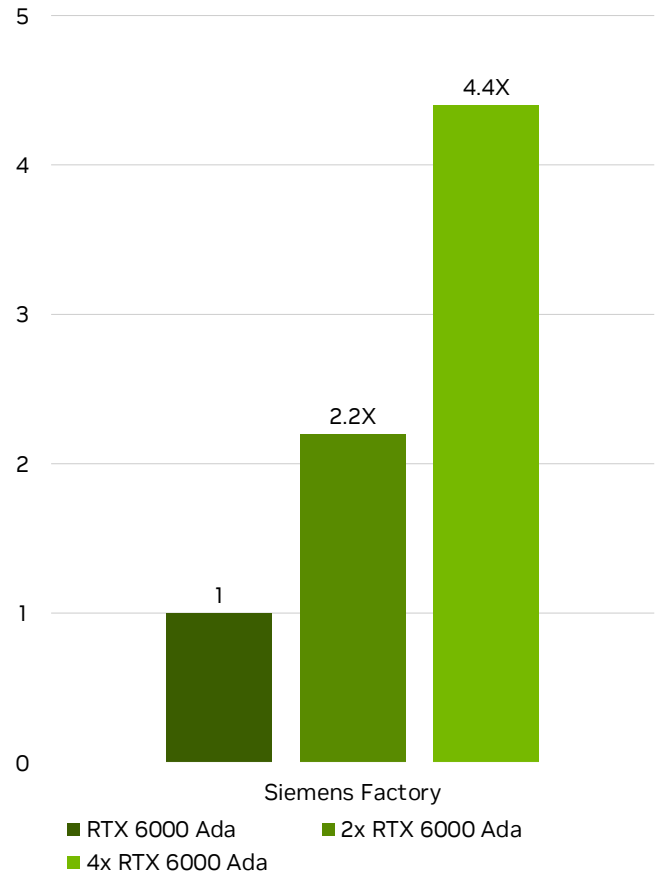
Up to 6X Faster with NVIDIA RTX 6000 Ada Generation

(FPS @ 4K - Higher is Better)



Multi-GPU Scaling up to 4X Faster with Path Tracing

(Relative Performance FPS @ 4K - Higher is Better)



Test run on the following systems: Intel Xeon W-2295 @ 3.0 GHz, 18 cores, 256GB RAM; Intel Xeon W9-3495X, 56 cores, 96GB RAM; Windows 11, x64, NVIDIA driver 528.02. Visualization performance based on internal testing of NVIDIA Omniverse USD Composer. Performance is measured as frames rendered per second. NVIDIA DLSS 3 is enabled for NVIDIA RTX Ada Generation GPUs, DLSS 2 enabled for non-Ada generation GPUs. Performance may vary by system, application workflow, or scene.

Test run on the following systems: Intel Xeon W-2295 @ 3.0 GHz, 18 cores, 256GB RAM; Intel Xeon W9-3495X, 56 cores, 96GB RAM; Windows 11, x64, NVIDIA driver 528.02. Visualization performance based on internal testing of NVIDIA Omniverse RTX Renderer in Omniverse Kit. Performance is measured as frames rendered per second. NVIDIA DLSS 3 is enabled for NVIDIA RTX 6000 Ada Generation GPUs, DLSS 2 enabled for non-Ada generation GPUs. Performance may vary by system, application workflow, or scene.

Recommended Workstation Configurations for Omniverse Enterprise

Desktop

- > GPU: 1-4x NVIDIA RTX 6000 Ada Generation
- > CPU: Intel Xeon w5-3435X Processor
- > System Memory: 256 GB ECC DDR5
- > Storage: 1TB boot NVMe + 2-4TB SSD, NVMe
- > NIC: NVIDIA ConnectX6-DX
- > OS: Win 10/11, Ubuntu 20.04, CentOS7

Laptop

- > GPU: NVIDIA RTX 5000 Ada Generation Laptop GPU
- > CPU: Intel Core i7-13700H or HX Processor
- > System Memory: 32GB DDR5
- > Storage: 512GB NVMe
- > OS: Win 10/11, Ubuntu 20.04, CentOS7



Courtesy of General Motors

Manufacturing and Product Development

- > Aggregate 3D CAD data and applications to visualize and review designs in a unified environment, within the context of the holistic product development process.
- > Collaborate in real-time, visualize and review designs in full-fidelity photorealism to quickly identify what works and catch errors before expensive prototyping and production.
- > Eliminate unnecessary data preparation and waste, improve communication, and accelerate decisions.



Media and Entertainment

- > Quickly create, iterate, and collaborate on environments, assets, and conceptual ideas implementing a variety of industry-standard creative applications into one unified platform.
- > Iterate and review interactively at full fidelity with real-time, path traced rendering.
- > Build custom tools faster in a low-code environment. Leverage Omniverse features and components to infuse your applications with AI and automation, without building from scratch.



Courtesy of Woods Bagot

Architecture, Engineering, Construction, and Operations

- > Collaborate in real time, creating and iterating on photorealistic, physically accurate building designs. Accelerate design reviews allowing for more iteration and ideation.
- > Utilize physically accurate simulation to evaluate design decisions informed by environmental factors such as radiation and wind analysis to help reduce design flaws.
- > Review, design, and collaborate in VR.

Ready to Get Started?

NVIDIA RTX 6000 Ada Generation GPUs are available bundled with NVIDIA Omniverse Enterprise to fast-track your design, visualization, and simulation projects.

Learn more:

[nvidia.com/en-us/omniverse/platform/enterprise-systems/](https://www.nvidia.com/en-us/omniverse/platform/enterprise-systems/)

Contact sales at: [nvidia.com/en-us/omniverse/contact/](https://www.nvidia.com/en-us/omniverse/contact/)

© 2023 NVIDIA Corporation and affiliates. All rights reserved. NVIDIA, the NVIDIA logo, ConnectX, Omniverse, and RTX are trademarks and/or registered trademarks of NVIDIA Corporation and affiliates in the U.S. and other countries. Other company and product names may be trademarks of the respective owners with which they are associated. WF2932376 OCT23

