# POWERING A NEW ERA OF COLLABORATION AND SIMULATION



### NVIDIA OMNIVERSE" ENTERPRISE POWERED BY Z BY HP AND TERADICI CAS

NVIDIA Omniverse<sup>™</sup> Enterprise is a simple-to-deploy, end-to-end collaboration and true-to-reality simulation platform that fundamentally transforms complex design workflows for organizations of any scale.

The platform is optimized and certified to run on Z by HP high performance workstations.<sup>1</sup> And with Teradici CAS, dispersed teams can tap into workstation power for the resolution and color fidelity needed to create and iterate from anywhere.

### EMERGING CHALLENGES OF 3D DESIGN



Collaborative 3D design is a vital part of the creative process in countless ways, but emerging challenges are making 3D collaboration exponentially more difficult. **Large, globally dispersed teams** require high-performance collaboration and flexible access to compute power that deliver the same experience as physical workstations.

**3D datasets are extremely large** and boundless in growth. Copying virtual worlds to and from the edge limits scale and iteration.

**Traditional, linear workflows are slowed** by disruptive bottlenecks such as file imparity, inefficient copying, and frequent file exchanges.

Design teams using often **incompatible tools and systems** encounter tedious import-export issues, mistakes, lost time, and model decimation.

The **growing complexity of 3D workflows** is driving demand for compute-heavy technologies like real-time ray tracing, AI, and physically accurate simulation.

### COLLABORATION | PERFORMANCE | SECURITY









#### WORK SEPARATELY-TOGETHER

**NVIDIA Omniverse**<sup>T</sup> **Enterprise** unites teams, their assets, and software tools in a shared virtual space, enabling diverse work groups to collaborate on a single project file simultaneously. With real-time interoperability across applications, infinite iterations come at no opportunity cost. Design teams can maximize creative risks to achieve new heights of quality and innovation with faster time-to-market.



#### GET THE POWER OF Z-FROM ANYWHERE

Deliver ultimate performance to dispersed teams working on graphics-intensive workflows using power-packed **Z workstations**. Omniverse Enterprise runs seamlessly on Z workstations equipped with NVIDIA RTX<sup>™</sup> graphics.<sup>1</sup> **Teradici CAS** provides remote access to Z workstations, delivering a high-definition, highly responsive remote desktop experience, easily managed and deployed by IT departments.



#### KEEP SENSITIVE DESIGNS LOCKED DOWN TIGHT

Store your data on Z workstations with industry-leading endpoint security software. Your team's sensitive information never leaves the data closet when accessing data remotely through **Teradici CAS** remoting software, which transfers only display information in the form of pixels to remote endpoint devices.





- **Initial concept design:** Architects and designers can create and quickly iterate on initial ideas for building designs.
- **Competition and bid submissions:** Teams can swiftly iterate on ideas and create compelling photorealistic renders to drive innovation, meet deadlines, and win new projects.
- **Client presentation:** Ability to view beautiful, photoreal visualizations from almost any device, allows teams to convey ideas effectively with stunning realism.
- **Global collaboration:** Globally dispersed project teams with a broad range of disciplines can now collaborate and communicate easily, reducing the likelihood of design flaws and delays.
- **Speedy design reviews:** Accurate visualizations and enhanced team collaboration reduce the number of review cycles, keeping projects on track and accelerating approvals.





- Initial concept design: Artists can quickly develop and refine conceptual ideas to bring the director's vision to life.
- **Gaining a competitive edge:** Visual art departments can produce innovative ideas swiftly, with infinite iterations at no opportunity cost, to meet bid deadlines, win new projects, and maximize profitability.
- **Real-time dailies:** Remote teams and supervisors can review beautiful, photorealistic shots from almost any device, reducing the number of review cycles, keeping projects on track, and accelerating approvals.
- **Global collaboration:** Globally dispersed content teams with a broad range of disciplines can easily collaborate and communicate, increasing creative flow across departments.
- Virtual production: With the move to shoot visual effects in-camera on virtual production stages, visual art departments can collaborate directly with the set and make directorial edits in real time.

## Z BY HP + NVIDIA + TERADICI: **REINVENTING 3D WORKFLOWS**



#### **Z BY HP I THE POWER**

Designed from the inside out, Z by HP workstations are built to deliver high performance and reliability with cutting edge technologies, so you have the power and confidence to tackle complex 3D workflows. HP has worked closely with NVIDIA and Teradici to ensure that Omniverse Enterprise, accessed through Teradici CAS, will run seamlessly on Z workstations that meet the minimum configuration requirements.<sup>1</sup>

#### NVIDIA OMNIVERSE<sup>™</sup> ENTERPRISE I THE COLLABORATION

NVIDIA Omniverse™ Enterprise is an end-to-end collaboration and simulation platform that transforms complex design workflows for organizations of any scale. With faster time-tomarket capabilities and design efficiency, users can achieve new heights of 3D production quality with no opportunity cost through real-time collaboration.

#### TERADICI CAS I THE CONNECTION

Teradici CAS is a high-performance remote desktop and workstation software solution. Built on PCoIP technology, CAS seamlessly delivers color-accurate, lossless, distortionfree graphics from any host environment without your data or content ever leaving your secure data centers.

### 3-MONTH SOFTWARE TRIAL INCLUDES:<sup>2</sup>



Teradici CAS licenses



NVIDIA Omniverse<sup>™</sup> Enterprise Creator

licenses

NVIDIA Omniverse<sup>™</sup> **Enterprise Nucleus** licenses

NVIDIA Omniverse<sup>™</sup> Enterprise Reviewer licenses

Also available to HP customers with existing Z by HP systems that meet the minimum requirements.

Approved GPUs for trial: NVIDIA® RTX™ A6000, RTX™ A5000, RTX™ A4000, RTX™ A3000, or NVIDIA<sup>®</sup> Quadro RTX<sup>™</sup> 6000, Quadro RTX<sup>™</sup> 5000, Quadro RTX<sup>™</sup> 4000, Quadro RTX™ 3000

Offer expires April 30, 2022.<sup>2</sup>

#### RECOMMENDED Z BY HP PLATFORMS CONFIGURATIONS

- HP ZBook Fury G8
- HP ZBook Studio G8
- HP Z2 SFF G8
- HP Z2 Tower G8
- HP <u>Z4 G4</u>
- HP ZCentral 4R
- HP Z6 G4 HP Z8 G4

- NVIDIA<sup>®</sup> RTX<sup>™</sup> A6000, RTX<sup>™</sup> A5000, RTX<sup>™</sup> A4000, RTX<sup>™</sup> A3000 or NVIDIA<sup>®</sup> Quadro RTX<sup>™</sup> 6000, Quadro RTX<sup>™</sup> 5000, Quadro RTX<sup>™</sup> 4000, Quadro RTX<sup>™</sup> 3000
- CPU: 8 cores or greater

MINIMUM

- Memory: 32GB or greater
- Storage: 100GB or greater

### VISIT HP.COM/OMNIVERSE-OFFER FOR MORE INFORMATION.

- Optional output determing dubie reduce in this to exceed a particular building of the expires on April 30, 2022. Offer available worldwide (excluding embargoed countries or other countries identified as restricted by applicable law or regulation) to HP Z customers who are 18+ and are purchasing or have purchased of an eligible Z by HP laptop or desktop (ZBook Fury G8, ZBook Studio G8, Z2 G8 Small Form Factor, Z2 G8 Tower, Z4, Z6, Z8) requiring NVIDIA GPU (NVIDIA GPU (N cores or greater); memory (32GB or greater); storage (100GB or greater). Go to hp.com/omniverse-offer to redeem the three-month trial for either NVIDIA Omniverse Enterprise or Teradici CAS by entering the requested information. The offer is tied to new or existing HP Z Workstation device and is not transferrable. Additional terms and conditions may apply. VOID WHERE PROHIBITED OR RESTRICTED BY LAW.

the express warranty statements accompanying such products and services. Nothing herein should be construed as constituting an additional warranty. HP shall not be liable for technical