



NVIDIA EGX PLATFORM FOR AR / VR

Stream Augmented and Virtual Reality at the Edge

Augmented reality (AR) and virtual reality (VR) are being used in nearly every professional industry, whether it's to conduct design reviews, drive virtual production, or deliver smart retail experiences. And the use of AR and VR in enterprise will only continue to grow, especially with the rise of next-generation 5G mobile technology.

Developers can now stream AR and VR at the edge with the NVIDIA EGX Platform, a highly flexible reference design that can be configured to provide multiple high-performance virtual workstations for AR and VR development at the edge. Combine the power and graphics performance of NVIDIA RTX™ A6000 and RTX 8000 or 6000 GPUs with the high bandwidth and low latency of 5G to stream stunning AR and VR experiences from the data center.

Accelerated AR and VR at the Edge



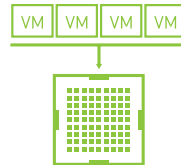
Get the horsepower needed to drive graphics-intensive workloads over 5G with up to 48 gigabytes (GB) of GPU memory.

Full-Stack Solution



Combine NVIDIA RTX GPUs with NVIDIA RTX Virtual Workstation (vWS) software, NVIDIA CloudXR™ SDK, and third-party applications to power extended reality across 5G multi-access edge computing (MEC).

High-Performance Virtual Workstations



Leverage the NVIDIA software stack and NVIDIA RTX Virtual Workstation (vWS) to provision multiple high-performance workstations for AR and VR development.

To learn more about the NVIDIA EGX Platform Server and availability, visit www.pny.com/egx-platform

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