NVIDIA RTX SERVER ACCELERATED RENDERING FROM DESKTOP TO DATA CENTER

Accelerated Performance from Desktop to Data Center

Designers and artists across industries need to produce higher-quality content faster than ever, but productivity is limited by inefficient CPU-based render solutions. Break the confines of costly CPU render farms with NVIDIA RTX™ Server, a highly flexible reference design that can be configured with NVIDIA software and leading third-party software to accelerate the most complex rendering workloads, from interactive sessions on the desktop to final-frame rendering in the data center. Available from leading system partners, RTX Server delivers powerful, GPU-accelerated performance at a fraction of the cost, space, and power requirements of a CPU-based render farm.

Courtesy of Image Engine© NETFLIX

Scene from *Lost in Space* rendered 24X faster* on an RTX Server compared to a CPU-based render node.

FINAL-FRAME RENDERING

RTX Server takes advantage of NVIDIA Turing™ RT and Tensor Cores to speed up rendering times with real-time ray tracing and AI-accelerated denoising. Combine it with third-party RTX-enabled software to transform offline render jobs into final ray-traced images at a fraction of the time of traditional CPU-based render nodes.

ON-DEMAND VIEWPORT RENDERING

Designers and artists can accelerate rendering in the application viewport by submitting render jobs to RTX Server. Tap into the power of up to 10 GPUs to significantly boost local workstation rendering while maintaining interactivity.

HIGH-PERFORMANCE VIRTUALIZATION

Workstations and render nodes leverage the NVIDIA software stack for AI, rendering, and virtualization. Combine them with third-party hypervisors and renderers to configure RTX Server for any combination of high-performance virtual workstations or dedicated render GPUs.

To learn more about NVIDIA RTX Server and availability, visit **www.pny.com/rtxserver**

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