NVIDIA RTX SERVER 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 NVIDIA RTX™ Server, 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 Quadro RTX™ 6000 and RTX 8000 GPUs with the high bandwidth and low latency of 5G to stream stunning AR and VR experiences from the data center.

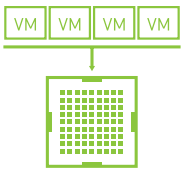
Accelerated AR and VR at the Edge

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

Full-Stack Solution

Combine Quadro RTX GPUs with NVIDIA Quadro vDWS 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 Quadro® Virtual Data Center Workstation Software (Quadro vDWS) to provision multiple high-performance workstations for AR and VR development.

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

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