Collaborative Workflow
For Media and Entertainment
Rick Grandy - Sr Solutions Architect - NVIDIA
NVIDIA OMNIVERSE

Top Industry Tools + Realtime Collaboration + Open Standards

“The Google Docs of Universal 3D Collaboration”
## Omniverse

**An Open Platform for USD Collaboration and Realtime Rendering**

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>Client SDK</strong></td>
<td>(USD + MDL + Connection to Omniverse)</td>
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<tr>
<td><strong>Collaboration Server</strong></td>
<td>(Local or Hosted)</td>
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<tr>
<td><strong>Pipeline Tools Framework</strong></td>
<td>(USD Viewer, Editor, Microservices Pipeline)</td>
</tr>
<tr>
<td><strong>Hydra Realtime Raytracer</strong></td>
<td>(physically accurate)</td>
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</tbody>
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**Omniverse Viewer**
Connecting all the tools together through USD
Use the best tool for the task
...with the rendering options you require
Multiple Renderers on the same data

REALTIME RAY TRACE

IRAY

PATH TRACER