

Graphics in the Cloud

Will Wade, NVIDIA VGX Product Line Manager

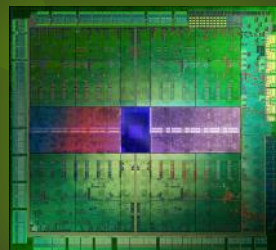
Siggraph | Los Angeles | August, 2012



A Brand New Idea...

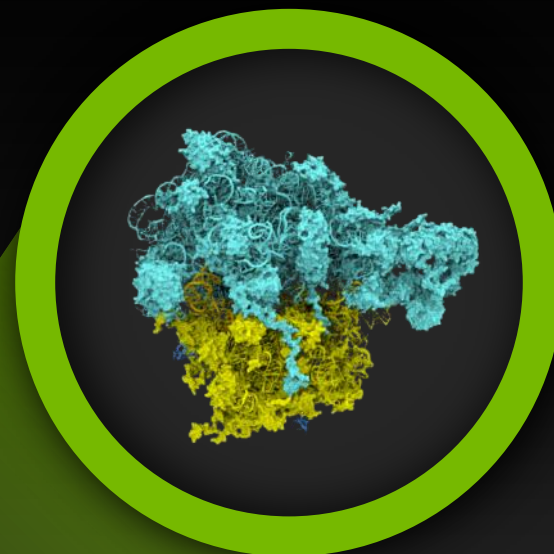


Graphics

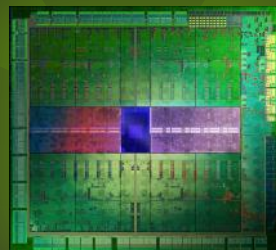




Graphics



Computing

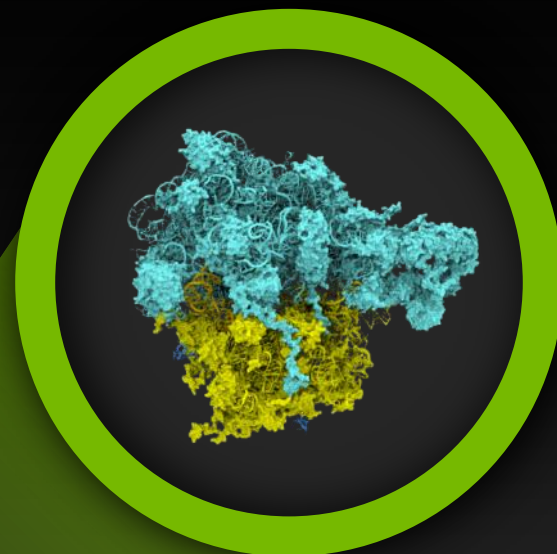




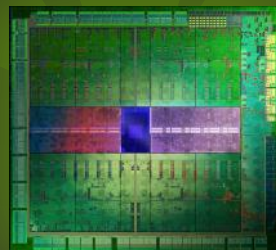
Graphics

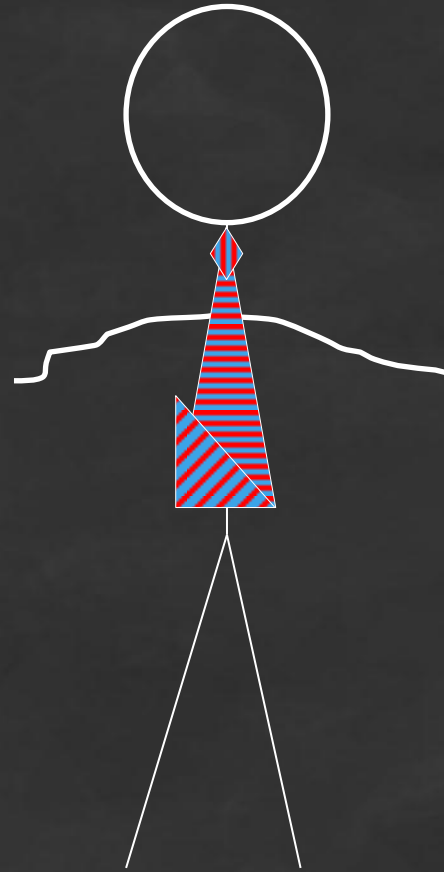


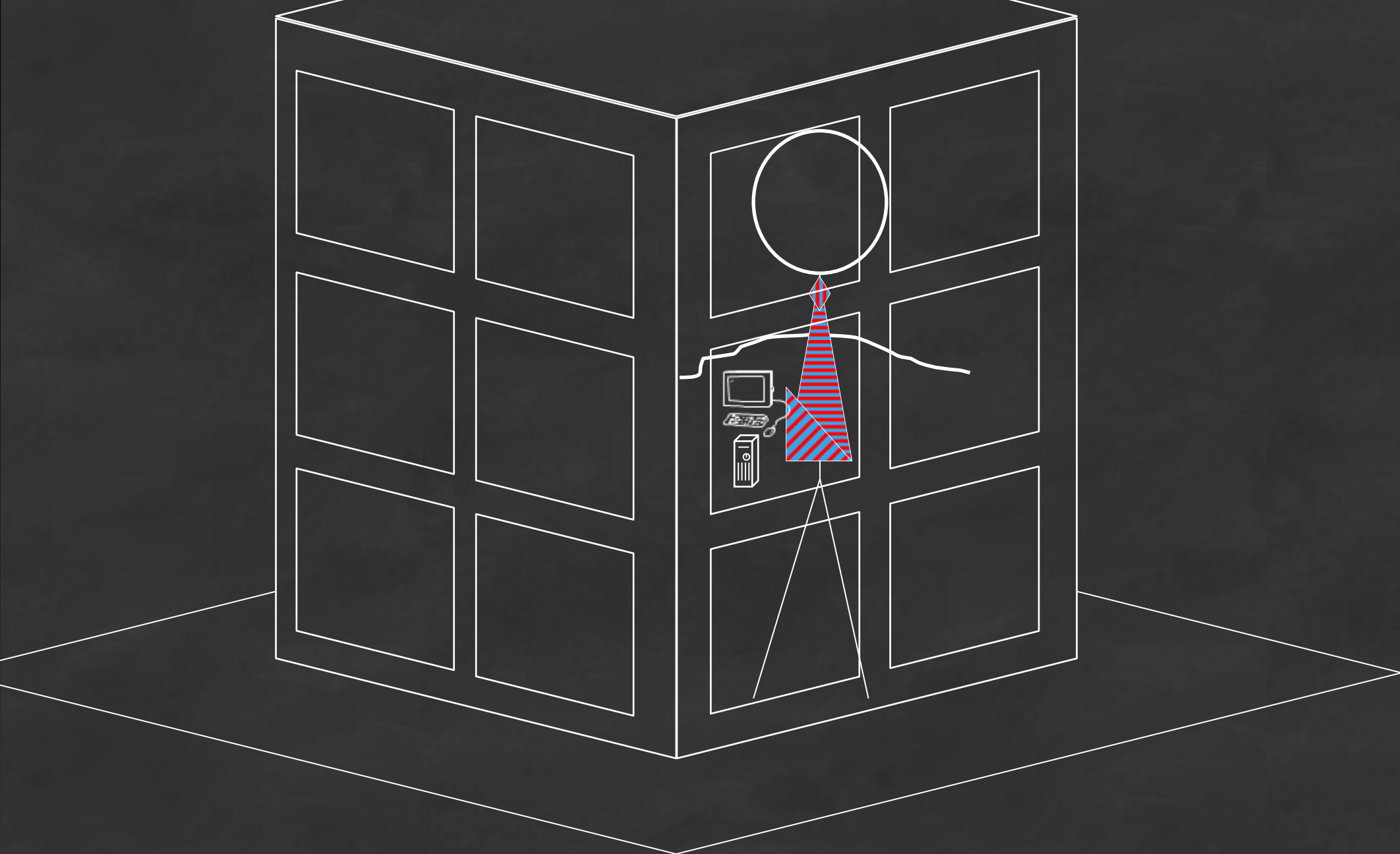
Cloud

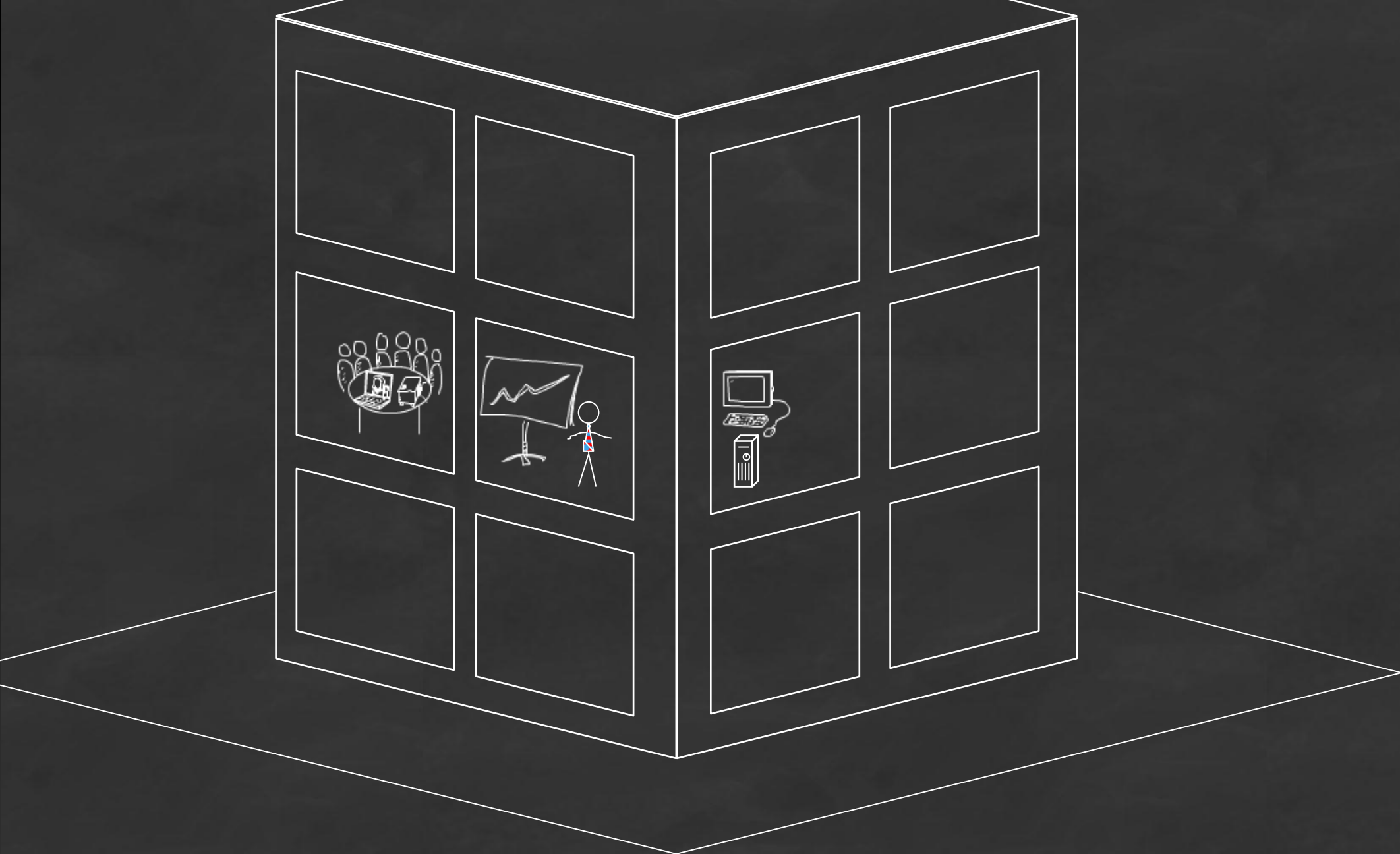


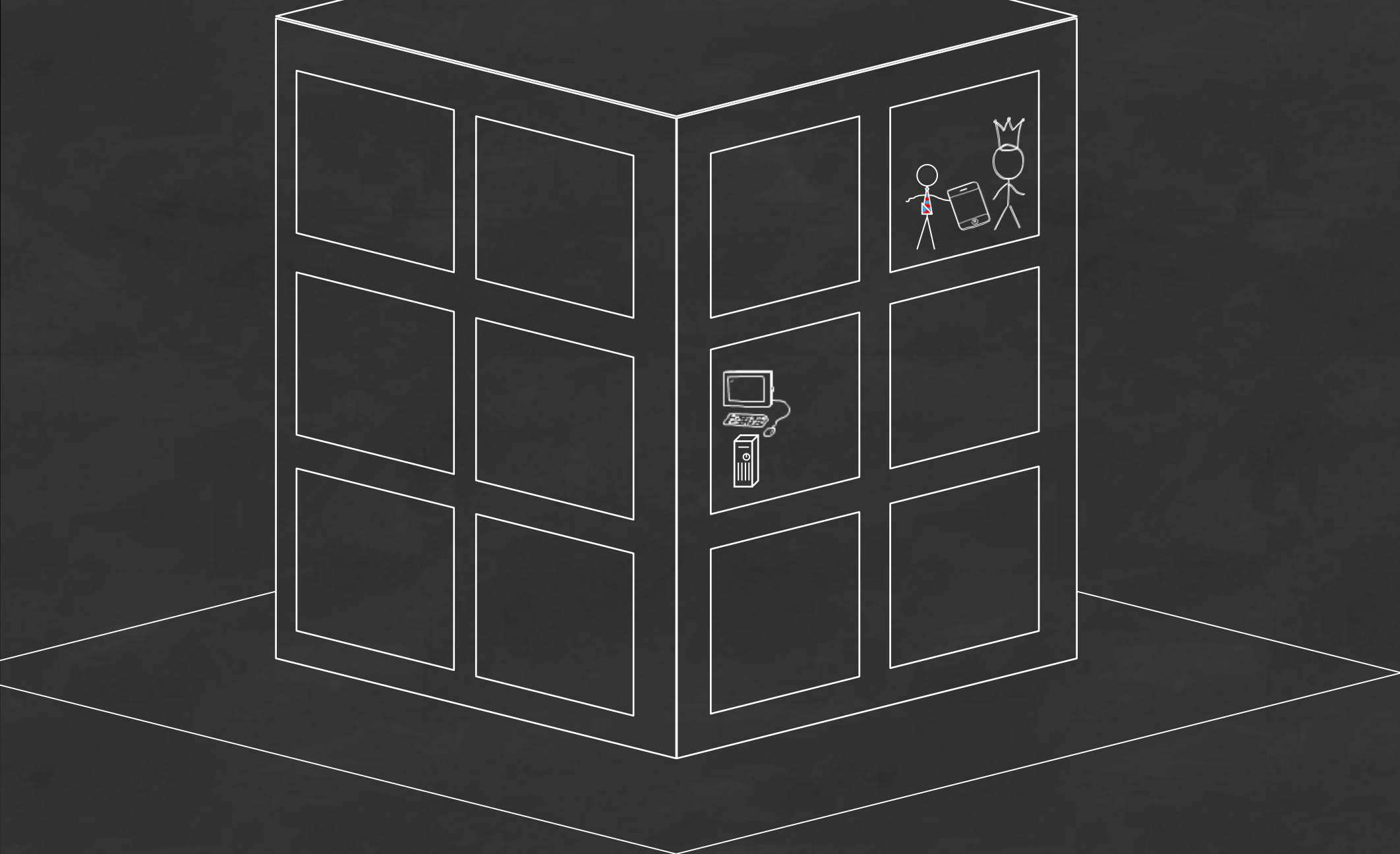
Computing

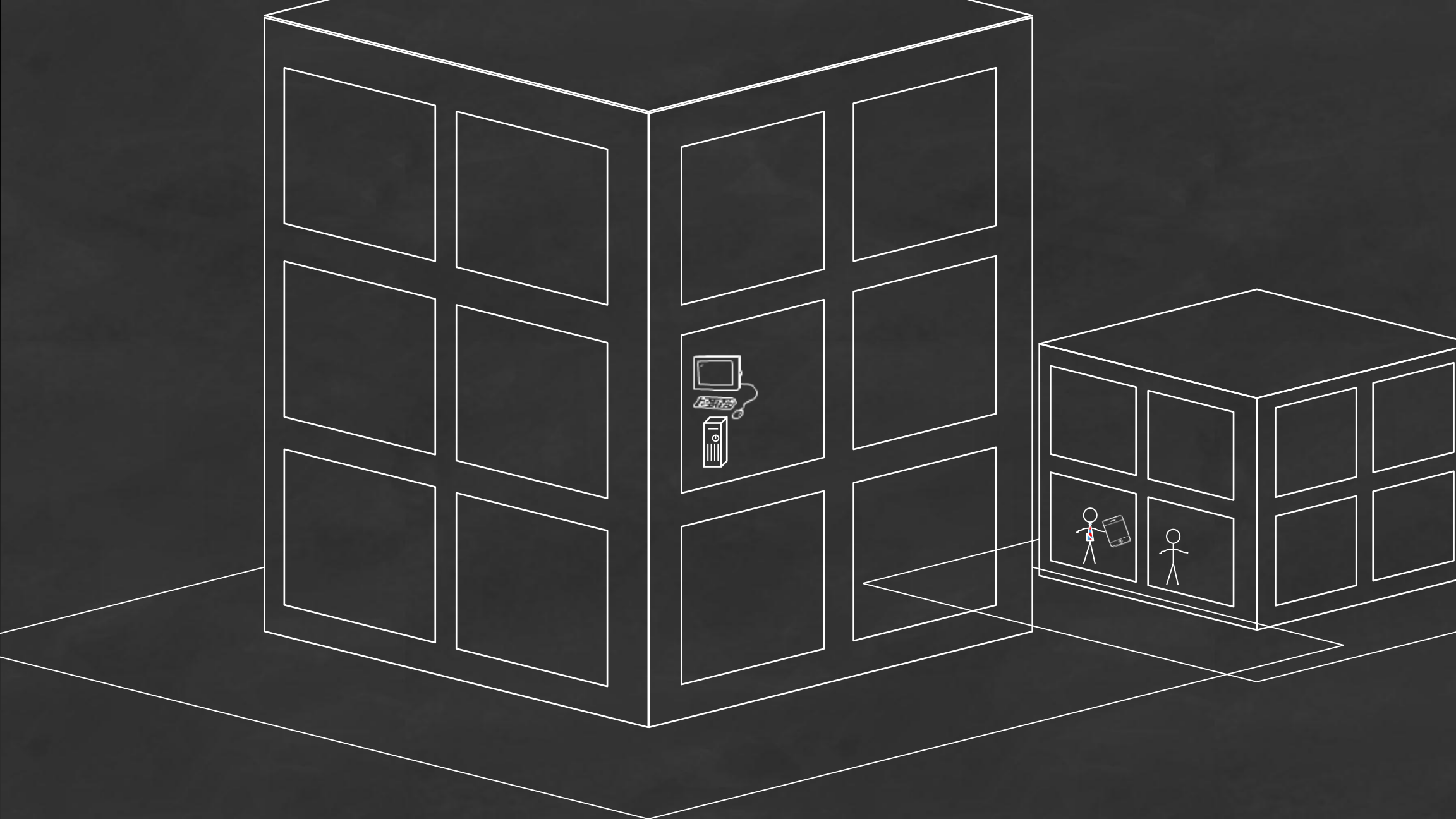


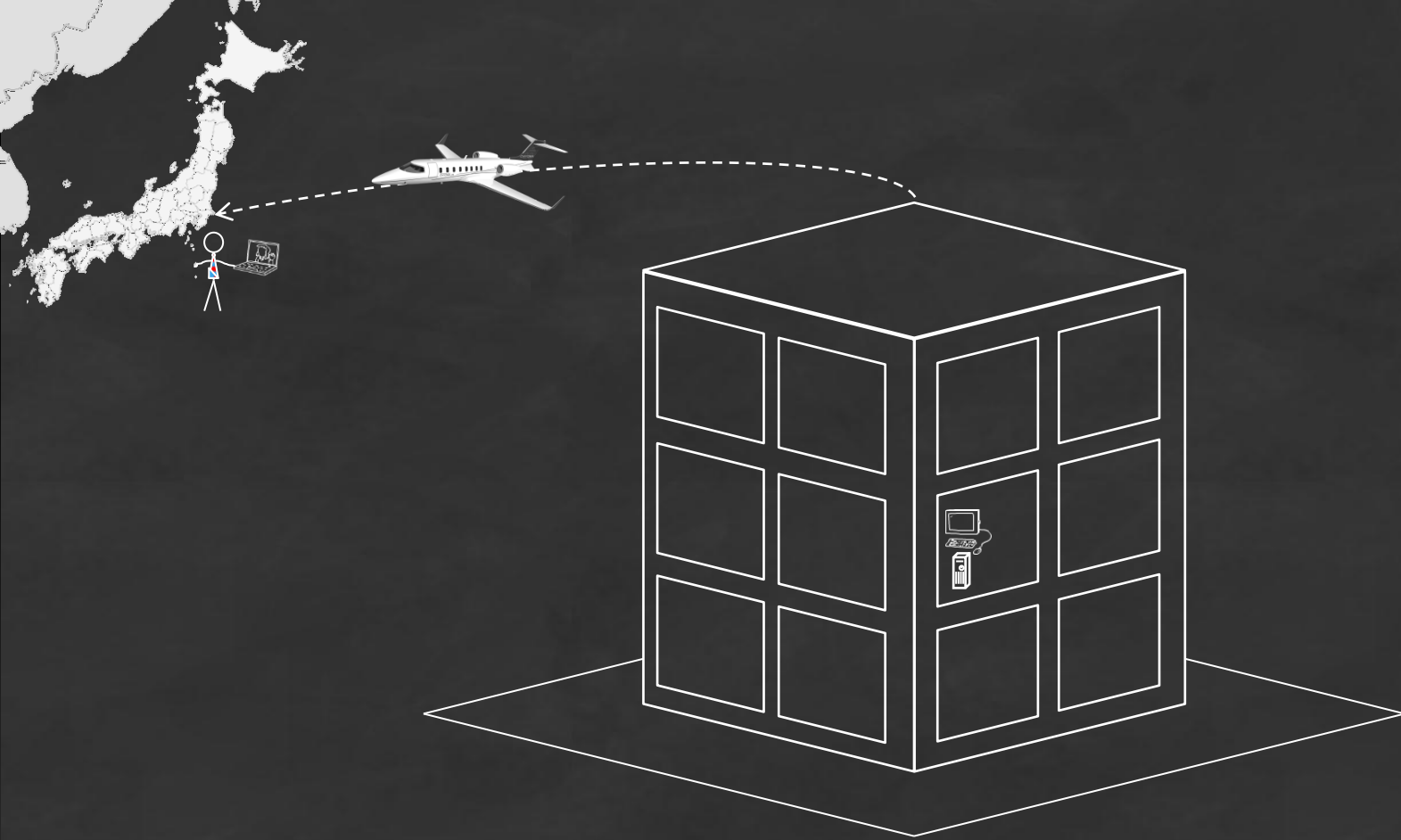


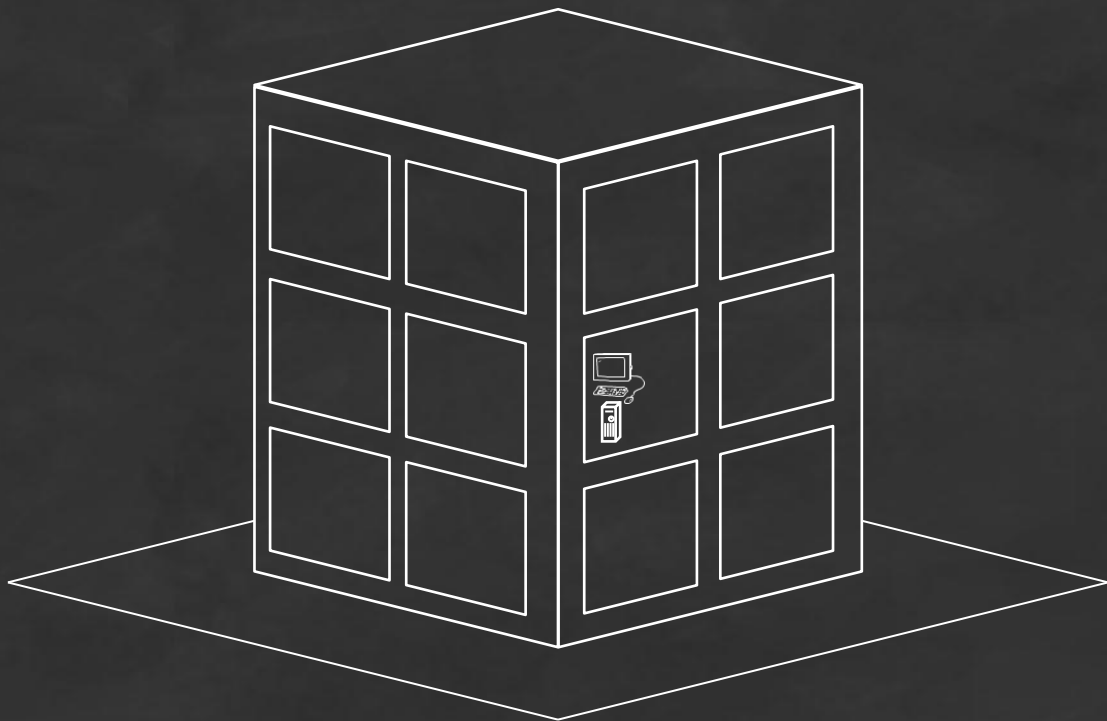


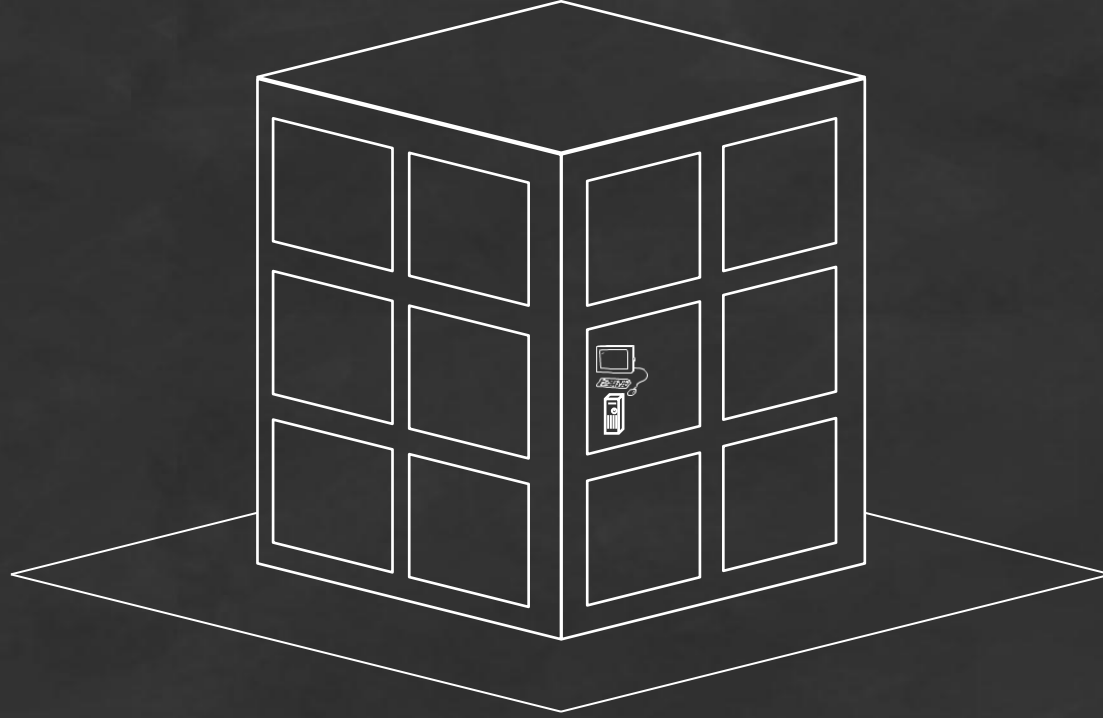


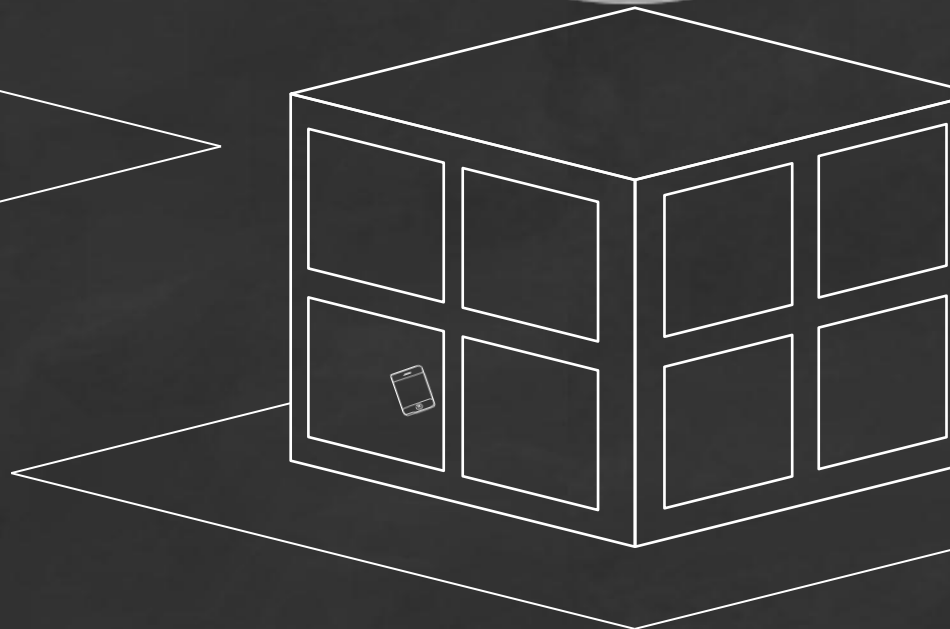
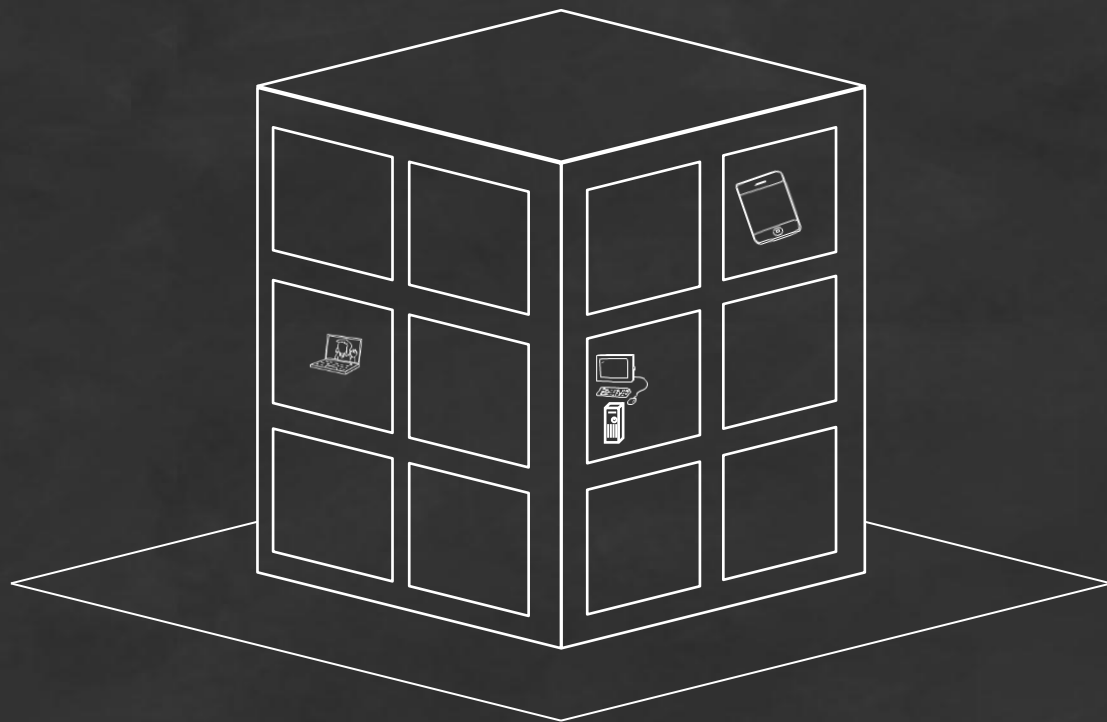












“BYOD” Movement



Windows PCs



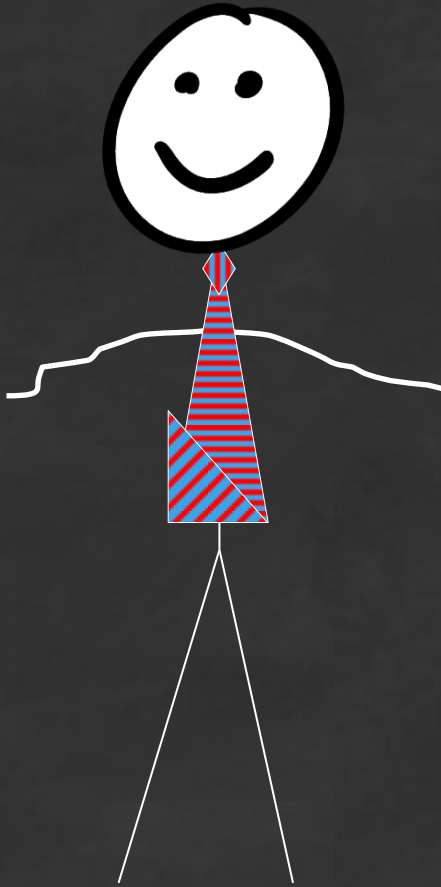
Tablets and
Smartphones



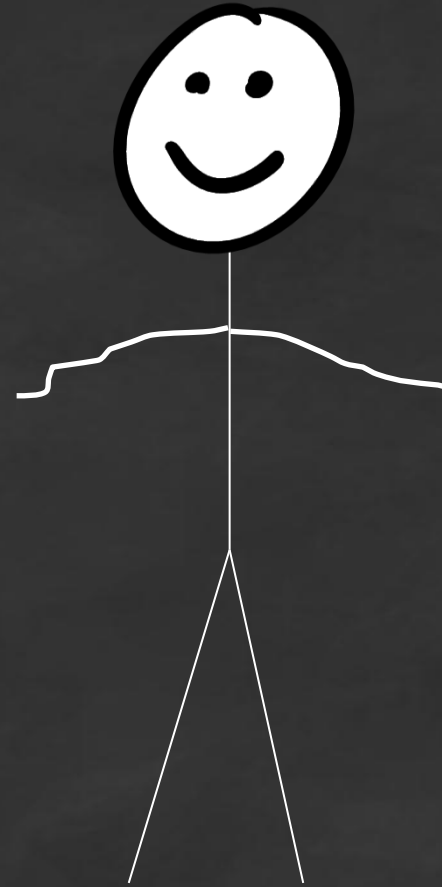
Mac PCs

Virtual Desktops





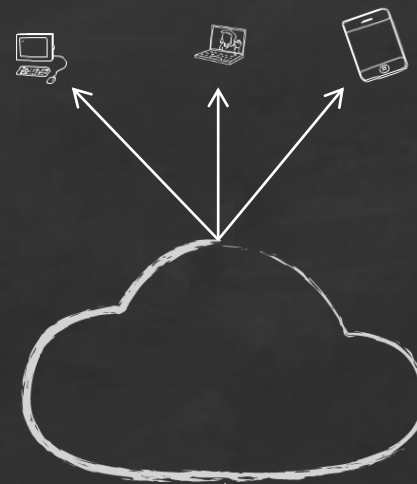
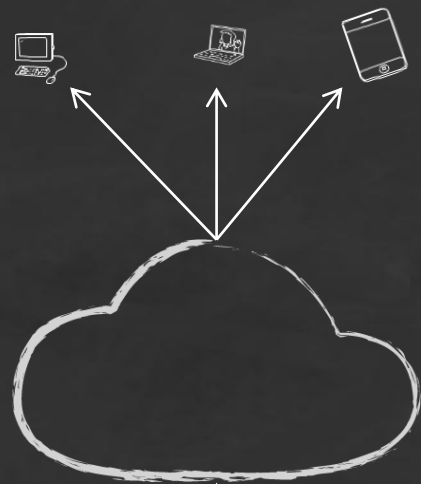
End User



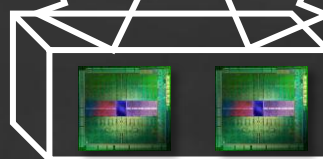
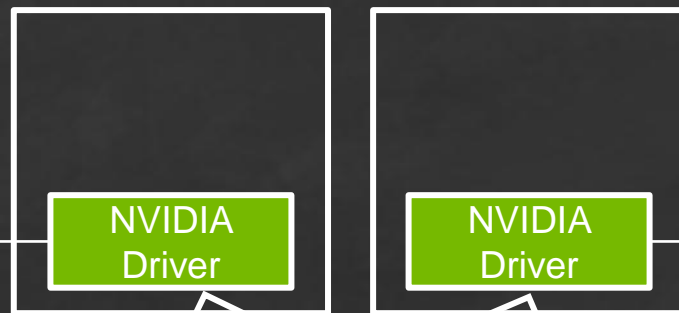
IT Manager



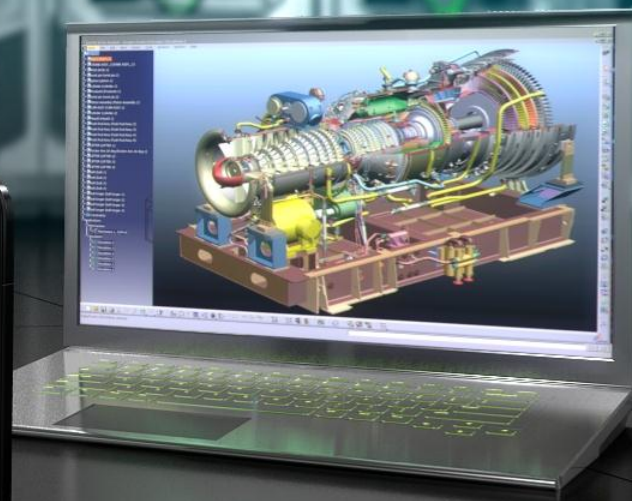
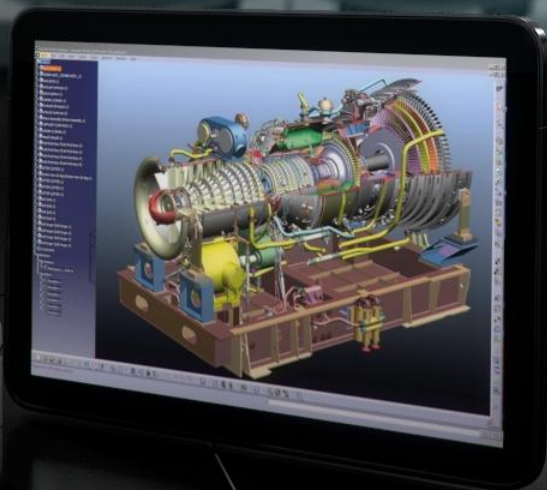
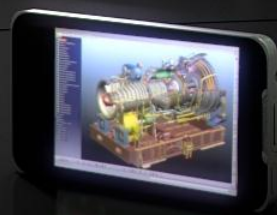




Virtual Machine 1 Virtual Machine 2



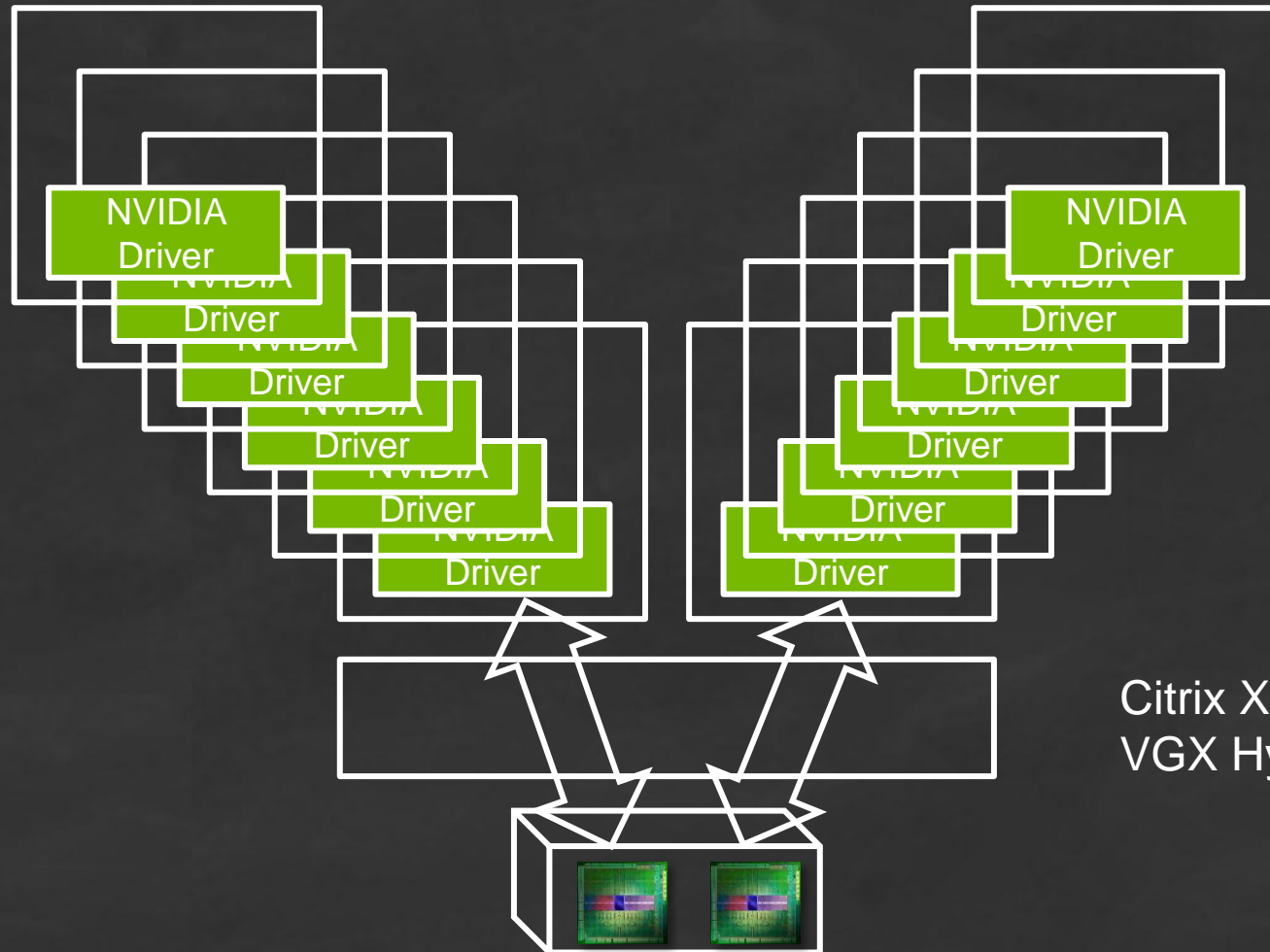
Citrix XenServer





DEMO: Fully-Accelerated PC as an App

Coming Soon: VGX GPU Virtualization



Citrix XenServer with
VGX Hypervisor

GTC 2013 | March 18-21 | San Jose, CA

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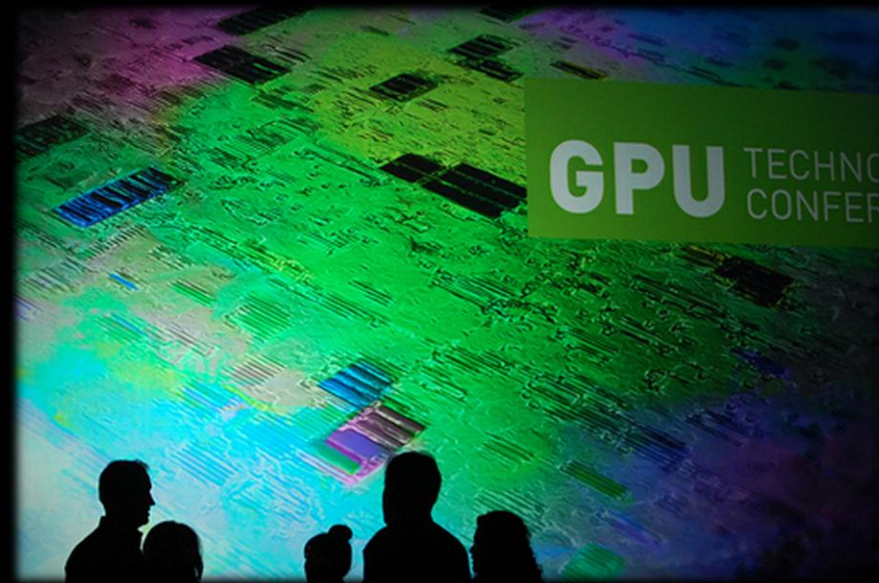
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