



NVIDIA Omniverse Enterprise Packaging, Pricing, and Licensing Guide

Application Note



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Chapter 1. Terminology

The following table lists the terms that will be used throughout this guide.

Table 1: Terminology

Term	Meaning
Concurrent User (CCU) License	A method of allocating licenses based on the number of users that are concurrently using the software. As an example, one CCU license allows only one concurrent user to use the software.
Floating User License	For licensing, same as Concurrent User License.
Named User License	A method of licensing based on the number of named authorized users who may not re-assign or share the license with any other person.
Subscription	A software license that is active for a fixed period as defined by the terms of the subscription. An annual subscription includes SUMS for the duration of the license term.

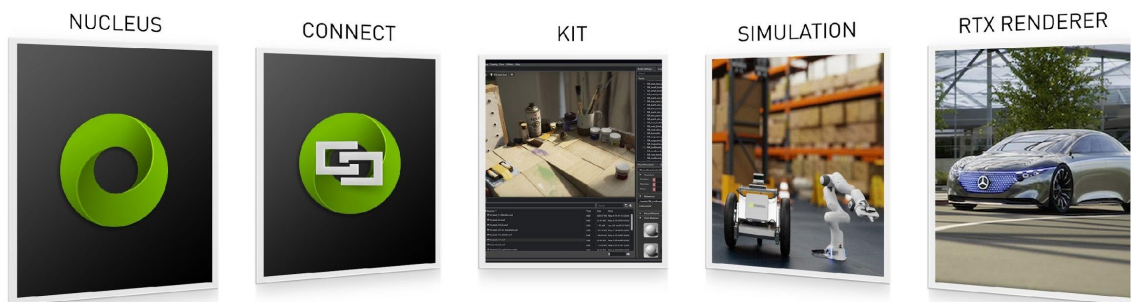
Chapter 2. About This Guide

NVIDIA Omniverse™ Enterprise is a simple to deploy, end-to-end collaboration and true-to-reality simulation platform that fundamentally transforms complex design workflows for organizations of any scale.

Omniverse Enterprise unites teams, their assets, and software tools in a shared virtual space, enabling diverse workgroups to collaborate on a single project file simultaneously.

With real-time interoperability across applications, infinite iterations come at no opportunity cost. Design teams can maximize creative risks to achieve new heights of quality and innovation with faster time-to-market.

The platform is optimized and certified to run on NVIDIA RTX™ professional mobile workstations and NVIDIA-Certified Systems™ including desktops and servers on the NVIDIA EGX™ platform.







This guide covers subscriptions, pricing, and ordering of NVIDIA Omniverse Enterprise. It is intended to be a quick reference to understand the offering at a high level, with the corresponding pricing and licensing information.




Additional product or technical information are available at the NVIDIA Omniverse Enterprise website at: <https://www.nvidia.com/en-us/omniverse/enterprise/>

Chapter 3. Omniverse Platform Overview

3.1 Omniverse Platform Components

The Omniverse platform is designed for maximum flexibility and scalability. The platform consists of five core components.



	Component	Description
	Omniverse Nucleus	Collaboration service which enables a variety of Omniverse Enterprise-enabled client applications (Apps, Connectors, and others) to share and modify authoritative representations of virtual worlds in USD. Omniverse Nucleus is built for collaboration across multiple users.
	Omniverse Connectors	Omniverse Connectors open the portals that allow popular content creation tools to connect to the Omniverse platform and save USD and MDL content. With Omniverse Connectors, users continue to work in their favorite industry software applications. Libraries that allow client applications to connect to Omniverse Nucleus, publish and subscribe to individual assets and worlds. Connectors are provided for the most popular 3D applications, including 3ds Max, Maya, Revit, SketchUp, Rhino, and Unreal Engine 4.
	Omniverse Kit	Toolkit for building native Omniverse applications, extensions, and microservices.
	Omniverse RTX Renderer	An advanced, multi-GPU renderer based on NVIDIA RTX that powers both real-time ray tracing and referenced path tracing.

	Omniverse Simulation	Powerful suite of tools and SDKs that simulate a physically accurate world, including PhysX 5, Flow, Blast for rigid and soft body dynamics, combustible fluid, smoke and fire, and fracture and destruction.
	Omniverse Launcher	Easy-to-use client tool to download, install, and update Omniverse Apps, Extensions and Connectors. Omniverse Launcher is provided in version for single users (Omniverse Launcher Workstation) and for IT-managed environments (Omniverse Enterprise Launcher).
	Omniverse Extensions	Plug-ins to Omniverse Kit that extend its capabilities—typically for UI or workflows. Extensions are offered with complete source code to help developers easily create, add, and modify the tools and workflows they need to be productive.

3.2 Omniverse Apps

Omniverse Enterprise provides the foundational capabilities for collaboration and simulation, and ready-to-use apps for both Creators and Reviewers.

The Omniverse Apps include:

	App	Description
	Omniverse Create	App for accelerated, advanced scene composition, world building, simulation, and rendering.
	Omniverse View	Simple app designed to visualize projects in stunning, physically-accurate photorealism and enable minor editing and comment permissions.

3.3 Omniverse Versions

Omniverse is available to users and organizations in two versions:

- **NVIDIA Omniverse for Individuals** – Free version of Omniverse for developers and enthusiasts to use Omniverse-enabled client applications to create 3D assets and scenes on their workstation or laptop. Licensed for a single user to collaborate with

one other user on the same content. Does not include simulation, microservices, or technical support.

- **NVIDIA Omniverse Enterprise** – Commercial offering for teams and organizations building scenes and 3D pipelines. Includes Omniverse software for both clients/workstations, collaboration and simulation via Nucleus, rendering, and other microservices. Also includes updates and NVIDIA Enterprise support.

Table 2: Comparison of NVIDIA Omniverse for Individuals and NVIDIA Omniverse Enterprise

	NVIDIA Omniverse for Individuals	NVIDIA Omniverse Enterprise
Collaboration	Between multiple apps and one other user	Between multiple apps and licensed Creators
Licensing	Free for individuals	Subscription Licenses, Annual, and Multi-Year
Support	Public forums, Training Videos	NVIDIA Enterprise Support
Nucleus	Nucleus Workstation only	Enterprise Nucleus Server Nucleus Workstation
Connectors	Use of all Connectors, including beta	Use of all production Connectors
Apps	All Omniverse apps, including beta	Omniverse Create (license per Creator) Omniverse View (license per user)

3.4 Omniverse Enterprise Subscriptions

NVIDIA Omniverse Enterprise consists of 3 subscriptions:

1. Two are targeted at a specific user persona – **Creators** and **Reviewers**.
2. One is to enable collaboration via Nucleus.
3. Each subscription includes selected Omniverse software components needed for the user persona, technical support, and updates.
4. Both Creators and Reviewers can use Nucleus, which requires a separate Nucleus subscription.
5. All subscriptions include the Launcher installer tool and Connectors, which allows users to connect their existing applications to Nucleus.

Table 3: NVIDIA Omniverse Enterprise Subscriptions

Subscription	Description
<p>Omniverse Enterprise Nucleus Subscription</p> <p>\$1,000 / Named User / Year</p>	<p>Collaboration and scalable core microservices deployed on servers and/or workstations.</p> <p>Includes:</p> <ul style="list-style-type: none"> • Nucleus Workstation • Enterprise Nucleus Server • NVIDIA Enterprise Support <p>The Omniverse Enterprise Nucleus Subscription is priced and licensed <u>per named user</u>.</p>
<p>Omniverse Enterprise Creator Subscription</p> <p>\$2,000 / Floating User License / Year</p>	<p>Enables scene composition, simulation, and rendering on workstations and virtual workstations.</p> <p>Includes:</p> <ul style="list-style-type: none"> • Omniverse Create • Omniverse Kit • Omniverse Extensions • Batch microservices (on up to 64 GPUs) • NVIDIA Enterprise Support <p>Note: Collaboration via Nucleus requires a Nucleus subscription.</p>
<p>Omniverse Enterprise Reviewer Subscription</p> <p>\$100 / Floating User License / Year</p>	<p>Review and approval application for workstations and virtual workstations.</p> <p>Includes:</p> <ul style="list-style-type: none"> • Omniverse View • NVIDIA Enterprise Support <p>Note: Editing and commenting via Nucleus requires a Nucleus subscription.</p>

Table 4: Software Components Included in Omniverse Enterprise

Enterprise Launcher
Omniverse Workstation Launcher (for user workstations)
Omniverse Enterprise Launcher (for IT Deployment)
Omniverse Enterprise Connectors and Client App Versions
Autodesk 3ds Max
Autodesk Maya
Autodesk Revit

Epic Games Unreal Engine 4
McNeel & Associates Rhino
Trimble SketchUp
Supported Formats for Conversion (Alembic, E57, FBX, GLB, GLTF, IGES, LXD, MD5, OBJ, STP, USD, USDZ)
Apps
Omniverse Create
Omniverse View
Nucleus
Nucleus Workstation
Enterprise Nucleus Server
Enterprise User Accounts SAML / Active Directory
Nucleus Self-Service Cloud Hosting
Enterprise Nucleus Microservices
Authentication Microservice
Tagging Microservice
Search and Index Microservice
Image Thumbnail Generation Microservice
Navigator Microservice (Web Interface)
Large File Transfer - LFT Microservice
Extended Microservices and Batch
Web Pixel Streaming
CloudXR
Extensibility
Omniverse Kit SDK
Support
Included Support: Enterprise 8x5

Chapter 4. Licensing and Pricing

Licensing for Omniverse Enterprise is structured as follows:

- **NVIDIA Omniverse Enterprise - Nucleus Subscriptions** are priced on a per named user basis.
- **NVIDIA Omniverse Enterprise - Creator and Reviewer Subscriptions** are priced on a Concurrent User basis (CCU/floating license). As an example, one CCU license allows only one concurrent user to use the Omniverse software that is part of the subscription.

NVIDIA Omniverse Enterprise subscriptions can be purchased as either single or multi-year subscriptions through NVIDIA Partner Network (NPN) channel partners and select OEMs. Pricing is suggested pricing only. Contact your authorized NVIDIA partner for final pricing.

Table 5: Omniverse Enterprise Subscription Pricing

Subscription Term	Omniverse Enterprise Nucleus Subscription	Omniverse Enterprise Creator Subscription	Omniverse Enterprise Reviewer Subscription
1 Year	\$1,000 / Named User License	\$2,000 / Floating User (CCU) License	\$100 / Floating User (CCU) License
3 Years	\$3,000 / Named User License	\$6,000 / Floating User (CCU) License	\$300 / Floating User (CCU) License
4 Years	\$4,000 / Named User License	\$8,000 / Floating User (CCU) License	\$400 / Floating User (CCU) License
5 Years	\$5,000 / Named User License	\$10,000 / Floating User (CCU) License	\$500 / Floating User (CCU) License

An Omniverse Enterprise subscription is active for a fixed period as defined by the terms of the subscription license. To be kept active, the license will need to be renewed at the end of the subscription period. The subscription license includes the software license and production level support for the duration of the license subscription period.

In most cases, order one Creator or Reviewer subscription for each user in the team. For larger and/or geographically distributed teams, you can optimize pricing by only ordering for the estimated number of concurrent users.

Table 6: Which Subscription(s) do you need to order?

User Persona / Activity	Omniverse Enterprise Creator Subscription	Omniverse Enterprise Reviewer Subscription	Omniverse Enterprise Nucleus Subscription
Designing with Kit/Create, 3 rd party tool(s) and collaborating via Nucleus	✓		✓
Designing using only 3 rd party tool(s) and connecting to Nucleus for collaborating			✓
Viewing, commenting, and making minor edits; e.g., textures, using View		✓	✓
Viewing only using Omniverse View with no editing		✓	

Table 7: Minimum Initial Order Quantities

	Omniverse Enterprise Nucleus Subscription	Omniverse Enterprise Creator Subscription	Omniverse Enterprise Reviewer Subscription
Minimum Initial Order Quantities	4	2	10
Annual Subscription Price	\$1,000	\$100	\$2,000
TOTAL		\$9,000	

Chapter 5. Example Scenarios

The following table provides sample user scenarios and hardware configurations to help decide how many Omniverse subscriptions are required based on the desired entitlement and capability. This is not an all-inclusive list of possible scenarios.

5.1 Scenario #1: Workgroup of 5 3D Designers

Small design firm with 5 3D designers and 10 reviewers would like to purchase an annual Omniverse Enterprise subscription.

They expect that 5 of their designers will be creating concurrently.

They expect that 5 reviewers will comment and make edits via Nucleus.

Table 8: Small Omniverse Enterprise Deployment Example

What does the customer order?	List Pricing
10 Omniverse Enterprise Nucleus Subscriptions 5 Omniverse Enterprise Creator Subscriptions 10 Enterprise Reviewer Subscriptions	Nucleus: 10 x \$1,000 = \$10,000 / year Creators: 5 x \$2,000 = \$10,000 / year Reviewers: 10 x \$100 = \$1,000 / year Total: \$21,000 / year Customer is also entitled to run Omniverse batch nodes on servers with a total of up to 320 GPUs (5 x 64 GPUs per Creator subscription)

5.2 Scenario #2: Global AEC Organization with 100 3D Designers

Global AEC organization with 100 3D designers located in US, Europe and APAC would like to purchase an annual Omniverse Enterprise subscription. They also have 150 other users.

They expect that a maximum of 30 of their designers will be working concurrently.

They expect that a maximum of 60 of their reviewers will comment and make edits via Nucleus.

Table 9: Large Omniverse Enterprise Deployment Example

What does the customer order?	List Pricing
60 Omniverse Enterprise Nucleus Subscriptions	Nucleus: 60 x \$1,000 = \$60,000 / year
30 Omniverse Enterprise Creator Subscriptions	Creators: 30 x \$2,000 = \$60,000 / year
150 Enterprise Reviewer Subscriptions	Viewers: 150 x \$100 = \$15,000 / year
	Total: \$135,000 / year
	Customer is also entitled to run Omniverse batch nodes on servers with a total of up to 1,920 GPUs (30 x 64 GPUs per Creator subscription)

Chapter 6. FAQs

Question	Answer
When will NVIDIA Omniverse Enterprise subscriptions be made available for ordering?	<i>NVIDIA Omniverse Enterprise subscriptions will be available for ordering after they are published in the September 2021 NVIDIA Price List.</i>
How do I order NVIDIA Omniverse Enterprise subscriptions?	<i>NVIDIA Omniverse Enterprise subscriptions can be ordered from NVIDIA solution and OEM partners. To find a partner, see https://www.nvidia.com/en-us/omniverse/enterprise/.</i>
What is a floating/concurrent user?	<i>The Creator and Reviewer subscriptions are licensed on a floating license basis. This means the number of users that are concurrently using the software. As an example, one concurrent user license allows only one concurrent user to use the software.</i>
Why is the Nucleus subscription licensed on a Named User basis while the Creator and Reviewer subscriptions are licensed on a floating/concurrent user basis?	<i>Nucleus is the persistent data store in Omniverse and each user that writes data to a Nucleus needs to have an account, which persists independent of the number of concurrent users.</i>
Can Omniverse Enterprise be installed in a public cloud, e.g., on AWS or GCP virtual machine instances?	<i>Yes, Omniverse Enterprise can be installed on public cloud instances for use by your organization.</i>
Can I host Omniverse Enterprise and deliver a service to third parties?	<i>No, this is not allowed under the Omniverse license. Please contact your NVIDIA representative with any additional questions.</i>
Can Omniverse Create and other software provided in the Omniverse Enterprise Creator Subscription be virtualized?	<i>Yes, client software provided with the Omniverse Enterprise Creator Subscription can be virtualized, using VDI solutions from VMware and other NVIDIA</i>

	<i>partners. This will also require a license to NVIDIA vGPU software, which can be purchased separately.</i>
If I create my own application on Kit, do I still need to purchase a Creator subscription?	<i>Yes, if a user is using any of the components of the Creator subscription, such as Kit, a Creator subscription is required.</i>
How do I transition from Omniverse for Individuals to Omniverse Enterprise? Do I need to reinstall my software?	<i>Since the underlying software components are the same, to transition from Omniverse for Individuals to Omniverse Enterprise, you only have to purchase an Omniverse Enterprise subscription to enable those capabilities. A re-install is not required.</i>
Does NVIDIA offer a free evaluation of Omniverse Enterprise?	<i>Yes, an evaluation of Omniverse Enterprise will be made available in November 2021.</i>

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