NICE DCV enables secure and optimized remote access to graphic-intensive 3D applications running on Windows or Linux desktop environments.

Designed to satisfy the requirements of the most demanding technical computing users, NICE DCV provides unprecedented performance with all major CAD, CAE, Petro-technical, medical and scientific visualization applications.

NICE DCV allows sharing of a single physical GPU among multiple Windows and Linux sessions, while maintaining full graphic acceleration and workstation-class performance: this makes NICE DCV the ideal choice for remote working and collaboration, allowing a better utilization of available hardware resources.

How NICE DCV works

In a typical 3D visualization scenario, a software application uses local resources (CPU, memory, etc.) and sends a stream of graphics commands to a graphics adapter (GPU) installed on the workstation. The GPU renders the data into pixels and outputs them to one or more local displays.

With NICE DCV, all applications run natively on remote hosts, which may also be consolidated and virtualized. The native GPU driver renders the scene geometry and graphics state on the remote physical GPU, and pixels are compressed and sent over the network to endstations for local displaying.

The resulting pixel stream can be encrypted and distributed to multiple clients, to ensure secure real-time collaboration. The compression ratio can be dynamically adapted to get the best experience on any network condition.

Business Benefits

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<th>User Productivity</th>
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<tr>
<td>• Increase user productivity on heavy applications and large datasets</td>
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<td>• Enable access to central resources by remote workforce</td>
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<td>• Improve team performance enabling real-time collaboration</td>
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<th>Business Continuity and Mobility</th>
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<td>• Protect users and data from failures of the workstations</td>
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<td>• Enable right-sizing and scaling of the visualization resources “on-demand” in the Private or Public Cloud to match business needs and reduce upfront investments</td>
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<td>• Let users work anywhere over standard, secure TCP/IP connections</td>
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<th>Security</th>
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<tr>
<td>• Secure access to centralized resources</td>
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<td>• Share pixels, not data</td>
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<td>• Allow collaboration with partners while protecting Intellectual Property</td>
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<th>IT Savings and Manageability</th>
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<td>• Defer investments on networking improvements</td>
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<td>• Reduce IT costs by consolidating workstations into centralized resources</td>
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<td>• Extend the life of existing workstations</td>
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<td>• Save money and time on application deployment and upgrades</td>
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New in NICE DCV 2016

- Remote audio support
- Remote USB support
- Support for NVIDIA GRID 2.0
- Support for latest Windows versions

Top 5 reasons to use DCV

- Do network or hardware limitations slow down engineering work on the workstation?
- Did you try running 3D applications from a remote server, but got poor performance?
- Software distribution to workstations is too expensive and time consuming?
- Do you need to collaborate on 3D data, and did not find an effective approach yet?
- Do you need to secure and protect your design data?
Key features of NICE DCV

- Designed for technical users
- Connect to Linux and Windows desktops remotely with a single client
- Full GPU acceleration for OpenGL and DirectX applications
- Node and GPU sharing across multiple users
- Support for virtual machines using GPU pass-through, NVIDIA vGPU or NICE External Rendering Server technology
- Hardware-accelerated H.264 encoding on NVIDIA Kepler and Maxwell cards
- Support for multiple displays with resolution matching
- Dynamic image quality adjustment to maximize frame rate in motion
- Encryption using the standard AES algorithm (128 or 256-bit)
- Audio, USB and smart-card remotization

Supported platforms

Operating System (physical and virtual)
- Microsoft Windows 7, 8.x
- Microsoft Windows Server 2008 R2 and 2012 R2 (single user only)
- Microsoft Windows 10 (end station only)
- RedHat Enterprise 5.x, 6.x, 7.x
- SUSE Enterprise Server 11
- Mac OS X and above (endstation only)

Hypervisors
- KVM: GPU pass-through and External Rendering Server
- Xenserver: GPU pass-through, vGPU and External Rendering Server
- ESX: GPU pass-through, vGPU and External Rendering Server

Cloud Environments
- Amazon EC2
- Rescale
- R-Systems
- CADFEM
- ... and more!

More from NICE

NICE is a pioneer in Technical and Engineering Cloud solutions, delivering products and services to hundreds of customers worldwide, including many Fortune 2000 customers in Automotive, Aerospace, Oil&Gas, Pharmaceutical, Government and Education markets.

NICE DCV is perfectly integrated into NICE EnginFrame Views to provide 2D/3D session management over the Web, including the ability to share an interactive session with other users for collaborative working. When coupled with EnginFrame HPC functionalities, engineers benefit of user-friendly, Web-based experience across their complete design workflows, including state-of-the-art data and job management.

For more information, please visit our website at http://www.nice-software.com
Try NICE DCV at http://www.nice-software.com/testdrive

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