



# NVIDIA Omniverse Enterprise Packaging, Pricing, and Licensing Guide

Application Note



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# Terminology

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

**Table 1: Terminology**

| Term                      | Meaning   |
|---------------------------|---|
| <b>Named User License</b> | A method of allocating licenses used by a single named authorized user. The user license may not be shared but a user who no longer requires any access to Omniverse Enterprise software as part of their job can re-assign it to another named user. |
| <b>Subscription</b>       | 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.  |

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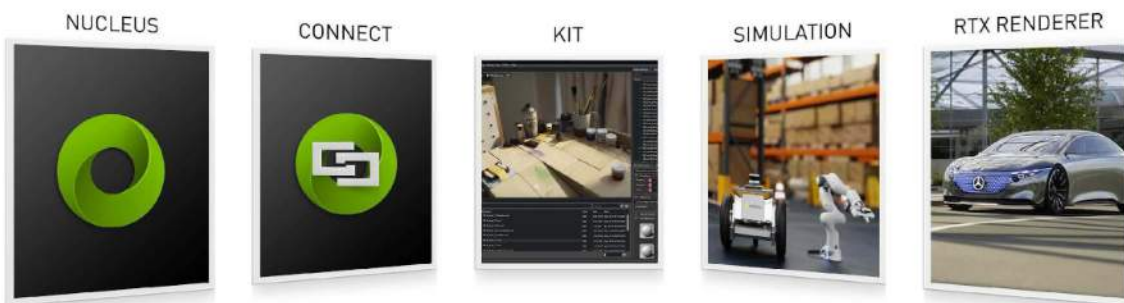
# About This Guide

NVIDIA Omniverse™ Enterprise is a software platform for connecting 3D pipelines and developing applications for industrial digitalization.

Based on Universal Scene Description (OpenUSD), Omniverse fundamentally transforms complex 3D workflows, allowing individuals and teams to connect and customize 3D pipelines and simulate large-scale, physically accurate virtual worlds for industrial and scientific use cases.

Enterprises can leverage Omniverse Enterprise to achieve interoperability in 3D production pipelines, break data siloes, and enable multi-GPU, multi-node scalable virtual world simulation for applications like digital twins.

The platform is optimized to run on NVIDIA RTX™ professional mobile workstations, NVIDIA-Certified Workstations and Servers, and NVIDIA OVX™.









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 information is available at the NVIDIA Omniverse Enterprise website at: <https://www.nvidia.com/en-us/omniverse/enterprise/>

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# Omniverse Platform Overview

## Omniverse Platform Components




| Component   | Description                   |   |
|---|-------------------------------|---|
|    | <b>Omniverse Nucleus</b>      | Collaboration engine which enables a variety of Omniverse Enterprise-enabled client applications (Apps, Connectors, and others) to share and modify authoritative representations of virtual worlds in Universal Scene Description (OpenUSD).                       |
|   | <b>Omniverse Connectors</b>   | Omniverse Connectors open the portals that allow popular content creation tools to connect to the Omniverse platform and save OpenUSD content. With Omniverse Connectors, users continue to work in their favorite industry 3D, CAD, and simulation software tools. |
|  | <b>Omniverse Kit</b>          | Toolkit and SDK for developing OpenUSD-based tools and applications.  |
|  | <b>Omniverse RTX Renderer</b> | An advanced, multi-GPU scalable, AI-enabled renderer based on NVIDIA RTX that enables both real-time ray tracing and referenced path tracing.   |
|  | <b>Omniverse Simulation</b>   | Powerful suite of tools and SDKs that simulate a physically accurate world, including PhysX for rigid and soft body dynamics, combustible fluid, smoke and fire, and fracture and destruction.  |
|  | <b>Omniverse Launcher</b>     | 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).    |

| Component   | Description                 |   |
|---|-----------------------------|---|
|  | <b>Omniverse Extensions</b> | Building blocks of Omniverse. Extensions are built on Omniverse Kit SDK. Collections of extensions packaged together form Omniverse applications. Over 300 Omniverse Extensions are offered with complete source code to help developers easily create, add, and modify the tools and workflows they need to be productive. |

## Omniverse Foundation Applications

Omniverse Enterprise is a development platform that comes with fully-customizable and extensible foundation applications. Foundation applications are best practice implementations and configurations of Omniverse extensions. They are provided as a generic template on which customers can customize, extend, and personalize according to their workflow. Foundation applications can be used out-of-the-box but to maximize the true value of the Omniverse platform, customization and extension is highly encouraged.

Foundation Applications include:

| Foundation App  | Description                           |  |
|---|---------------------------------------|--|
|  | <b>USD Composer (formerly Create)</b> | App for accelerated, advanced scene composition, world building, simulation, and rendering.  |
|  | <b>USD Presenter (formerly View)</b>  | Simple app designed to visualize projects in stunning, physically-accurate photorealism and enable minor editing and comment permissions.  |
|  | <b>Code</b>                           | Serves as the Integrated Development Environment (IDE) for easily developing extensions, apps, and microservices on Omniverse Kit. Code is often used alongside a visual editor. |

## Omniverse Versions for On-prem Deployment

Omniverse is available to users and organizations for on-prem deployment and consumption in two versions:

- **NVIDIA Omniverse for Individuals** - Free version of Omniverse for developers and enthusiasts to develop Omniverse applications and USD content.. Licensed for a single user to collaborate with one other user on the same content. Does not include NVIDIA Enterprise Support.
- **NVIDIA Omniverse Enterprise** - Commercial offering for teams and organizations developing custom 3D pipelines and applications. Includes Omniverse software for both clients/workstations, collaboration and simulation via Nucleus, and rendering. Also includes updates and NVIDIA Enterprise Support.

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

|   | <b>NVIDIA Omniverse for Individuals</b>  | <b>NVIDIA Omniverse Enterprise</b>               |
|---|--|--|
| <b>COLLABORATION</b>                                | Between multiple apps and one other user | Between multiple apps and licensed Creators      |
| <b>LICENSING</b>                                    | Free for individuals                     | Subscription Licenses, Annual and Multi-Year     |
| <b>SUPPORT</b>                                      | Public Forums, Training Videos           | NVIDIA Enterprise Support                        |
| <b>NUCLEUS</b>                                      | Nucleus Workstation only                 | Enterprise Nucleus Server<br>Nucleus Workstation |
| <b>CONNECTORS</b>                                   | Use of all Connectors, including beta    | Use of all production Connectors                 |
| <b>ENTERPRISE SUPPORTED FOUNDATION APPLICATIONS</b> | <b>None</b>                              | <b>USD Composer<br/>USD Presenter<br/>Code</b>   |
| <b>BATCH RENDERING</b>                              | On up to 2 GPUs                          | On up to 8 GPUs per subscription                 |

# Omniverse Enterprise Subscription

NVIDIA Omniverse Enterprise has one subscription which provides access to and use of the full Omniverse Enterprise platform components and technologies.

**Table 3: NVIDIA Omniverse Enterprise Subscriptions**

| Subscription  | Description  |
|---|--|
| <p><b>Omniverse Enterprise Subscription</b></p> <p>\$ 5,000 / Named User / Year</p> | <p>Includes:</p> <ul style="list-style-type: none"> <li>● Omniverse platform components: Kit, Connect, Nucleus, Simulation, RTX Renderer</li> <li>● Foundation apps: USD Composer, USD Presenter</li> <li>● Omniverse extensions and Connect Sample &amp; SDK</li> <li>● Integrated Development Environment (IDE): Code</li> <li>● Nucleus: Workstation, Enterprise Nucleus Server, Self-Service Public Cloud Hosting using Containers</li> <li>● Omniverse Farm</li> <li>● Enterprise services: Authentication (SSO/SSL), Navigator Microservice, Large File Transfer, User Accounts SAML/Account Directory</li> <li>● NVIDIA Enterprise Support</li> </ul> |



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# Licensing & Pricing

**NVIDIA Omniverse Enterprise Subscriptions** are priced on a per named user basis.

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

**Table 5: Omniverse Enterprise Subscription Pricing**

| Subscription                                     | Term    |          |
|--|---------|----------|
|  | 1 Year  | 3 Years  |
| Omniverse Enterprise Subscription per Named User | \$5,000 | \$15,000 |

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 enterprise technical support for the duration of the subscription term.

# Educational & Inception Programs Pricing

The NVIDIA Education Pricing Program supports the use of NVIDIA Omniverse Enterprise in teaching and research institutions by providing subscriptions at a discounted price. Subscriptions purchased under this program are intended for research and education use only.

**Table 10: Omniverse Enterprise Subscription - Educational Program**

|   | Term    |         |
|---|---------|---------|
| Subscription  | 1 Year  | 3 Years |
| Omniverse Enterprise Subscription per Named User, EDU | \$1,250 | \$3,750 |

Members of the NVIDIA Inception program are eligible to purchase NVIDIA Omniverse Enterprise subscriptions at a discounted price within each 12-month period.

**Table 11: Omniverse Enterprise Subscription - Inception Program**

|   | Term    |
|---|---------|
| Subscription  | 1 Year  |
| Omniverse Enterprise Subscription per Named User, INC | \$1,250 |

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# FAQs

| Question   | Answer   |
|--|--|
| When will NVIDIA Omniverse Enterprise subscriptions be made available for ordering?                                | NVIDIA Omniverse Enterprise subscriptions are currently available for ordering.  |
| How do I order NVIDIA Omniverse Enterprise subscriptions?  | NVIDIA Omniverse Enterprise subscriptions can be ordered from NVIDIA solution and OEM partners. To find a partner, see <a href="https://www.nvidia.com/en-us/omniverse/enterprise/">https://www.nvidia.com/en-us/omniverse/enterprise/</a>   |
| Can Omniverse Enterprise be installed in a public cloud, e.g. on AWS or GCP virtual machine instances?             | Yes, Omniverse Enterprises can be installed on public cloud instances for use by your organization.  |
| Can I host Omniverse Enterprise and deliver a service to third parties?  | No, this is not allowed under the Omniverse license. Please contact your NVIDIA representative with any additional questions.  |
| Can Omniverse Foundation Apps and custom-developed Kit-based apps be virtualized?                                  | Yes, client software provided in the Omniverse Enterprise Subscription can be virtualized, using VDI solutions. This will also require a license to NVIDIA vGPU software, which can be purchased separately.   |
| If I develop my own application on Kit, does the user of the custom app need an Omniverse Enterprise subscription? | Yes.   |
| How do I transition from Omniverse for Individuals to Omniverse Enterprise? Do I need to reinstall my software?    | 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.  |
| Does NVIDIA offer a free evaluation of Omniverse Enterprise?   | Yes, a free 30-day trial is available at <a href="https://www.nvidia.com/en-us/omniverse/enterprise/free-trial/">https://www.nvidia.com/en-us/omniverse/enterprise/free-trial/</a> or with NVIDIA LaunchPad at <a href="https://www.nvidia.com/en-us/launchpad/3d-design/omniverse-enterprise/">https://www.nvidia.com/en-us/launchpad/3d-design/omniverse-enterprise/</a> |

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