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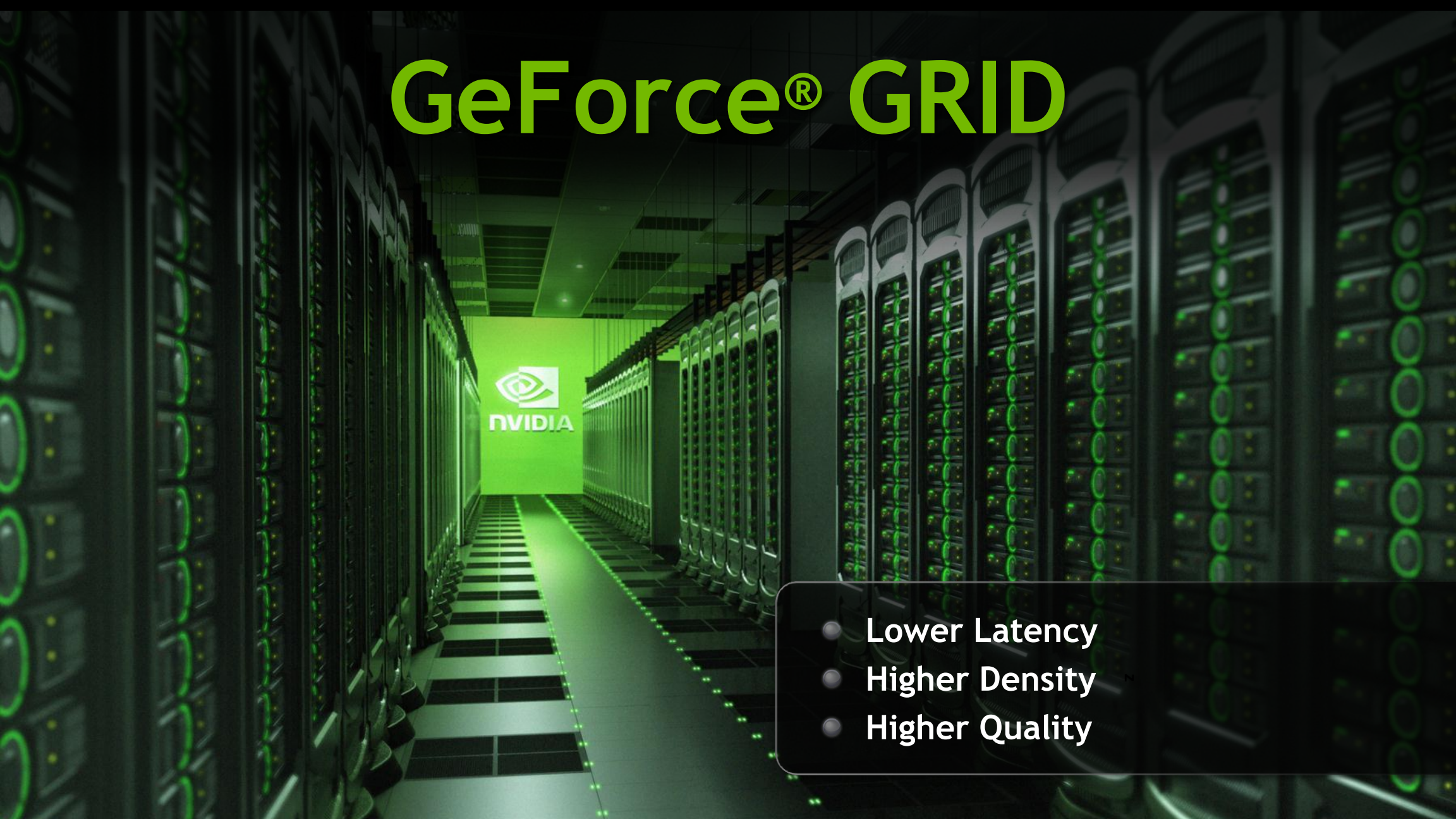
Play Instantly, Play Anywhere, Play on Any Device

“If you process and store the game in the cloud as OnLive and Gaikai do, you can stream video of a game to a player, relieving the machine on the receiving end of the need do processing. That means that the console never becomes outdated as you can always just upgrade the hardware in the data center to improve the gamer’s experience at home. Cloud gaming hasn’t taken the world by storm yet, but it seems like an inevitable by product of advances of streaming, compression, and better broadband.”

Dean Takahashi, Gamesbeat, May 4, 2012

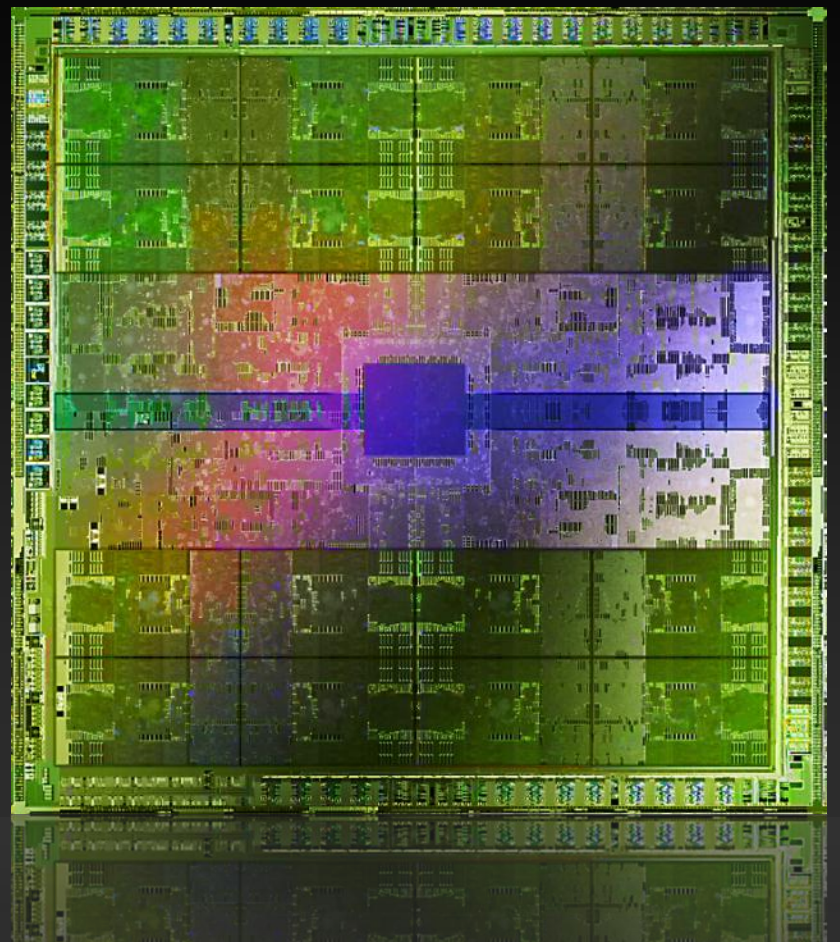
GeForce® GRID



- Lower Latency
- Higher Density
- Higher Quality

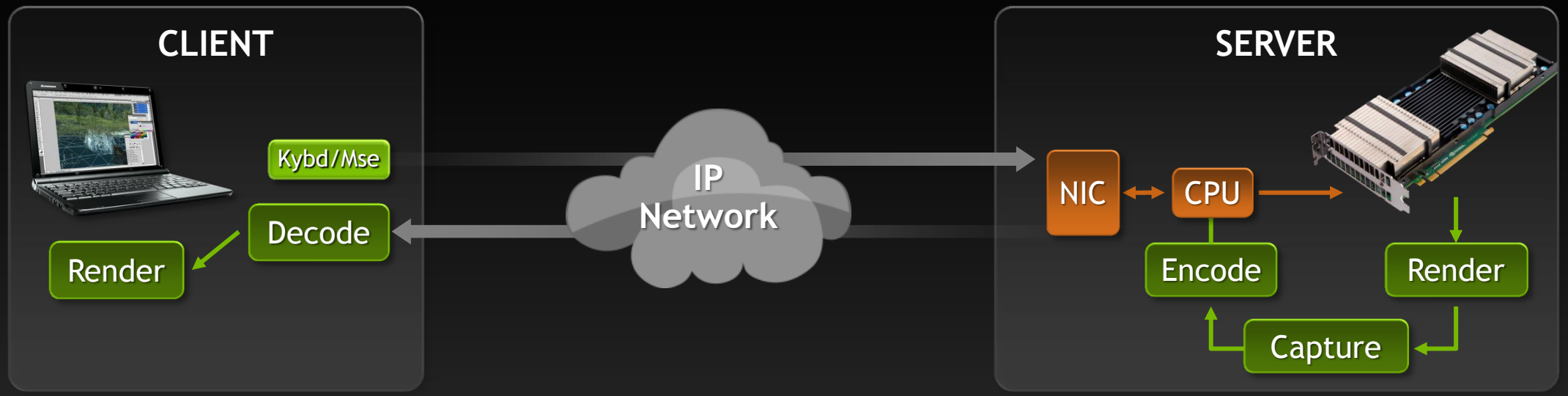
The First Cloud GPU

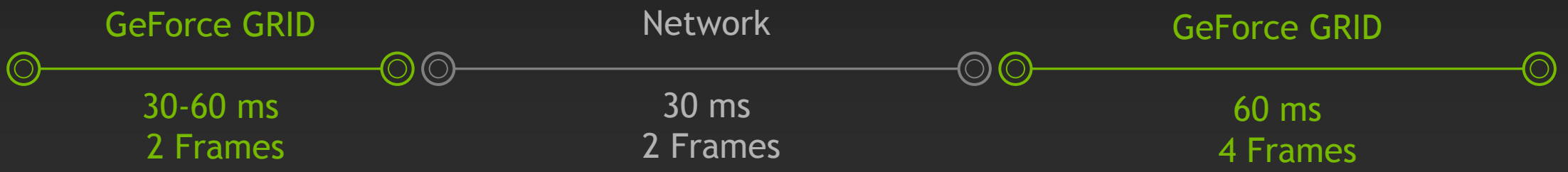
Capture, Virtualize and Stream



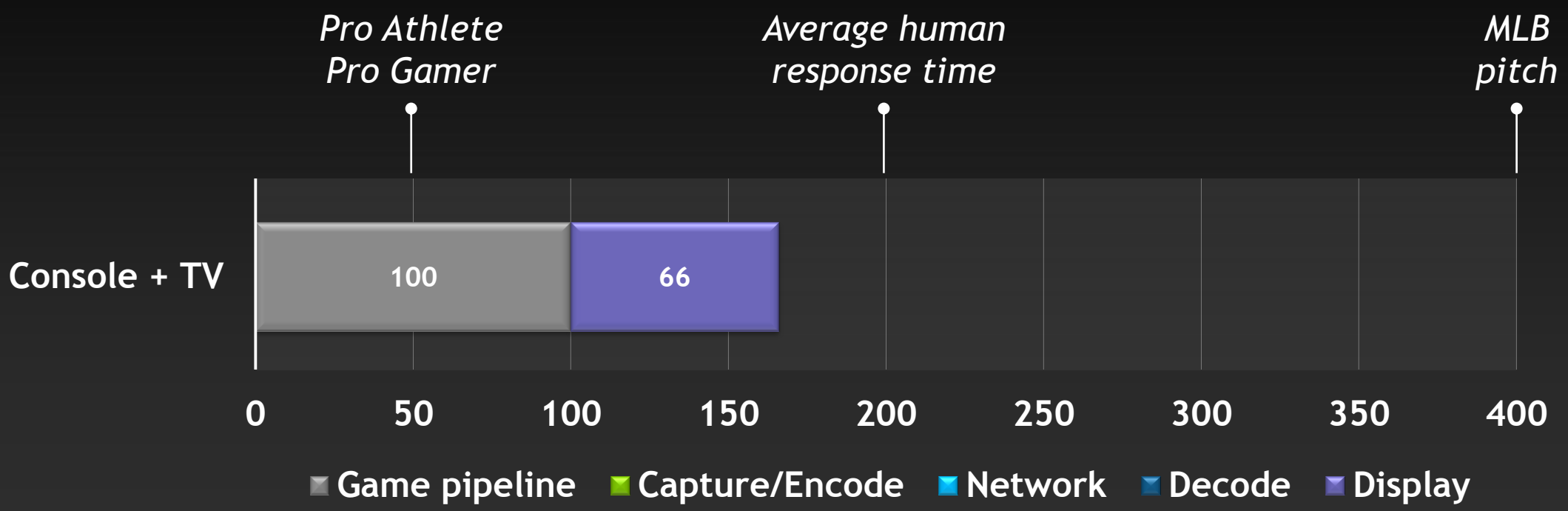
- High performance per watt
- Integrated hardware encoder
- Low-latency frame buffer reads
- GPU Virtualization
- 28nm

GeForce GRID Latency

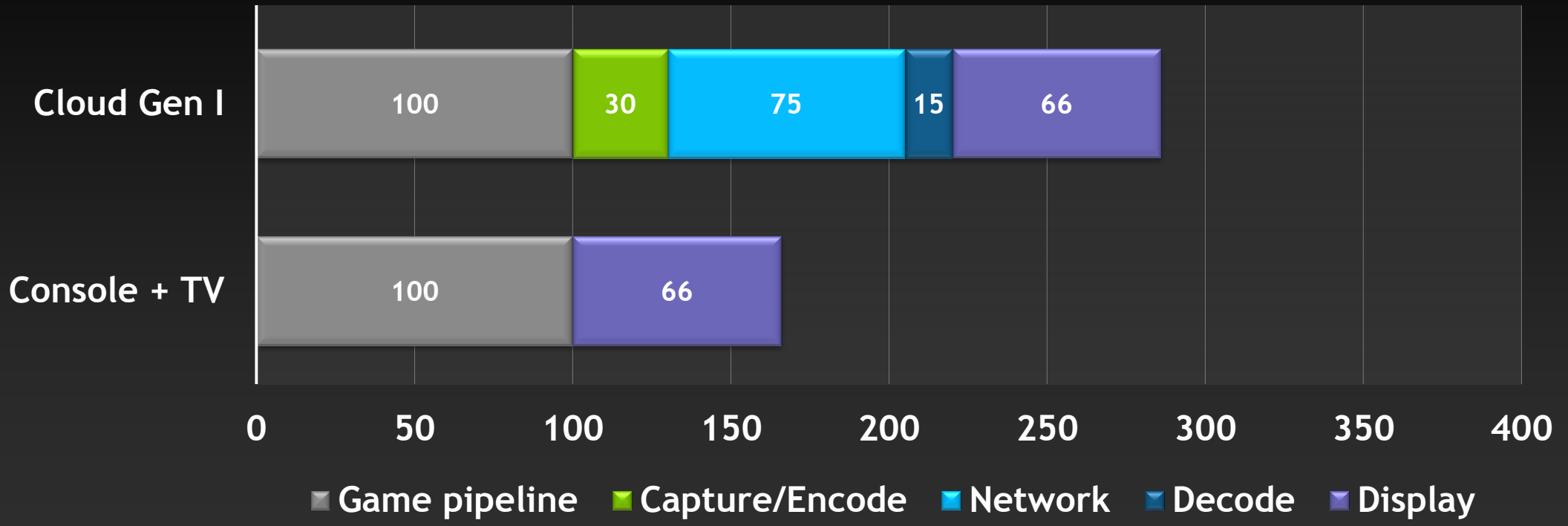




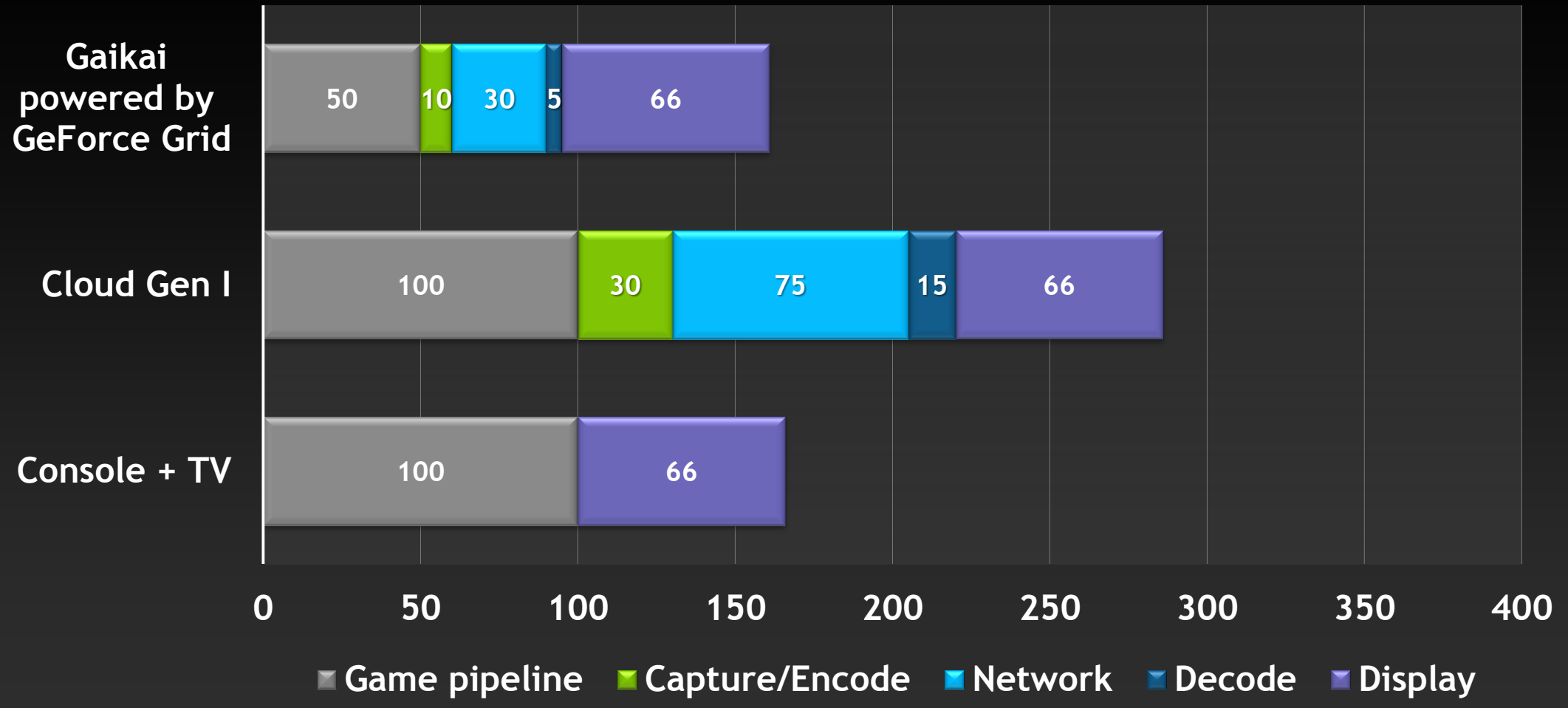
Game Latency
in Milliseconds



Game Latency
in Milliseconds



Game Latency
in Milliseconds



Game Server Density, Power & Cost

First Generation Cloud

1 GPU / Server
1 Game Stream / Server
150W / Game Stream

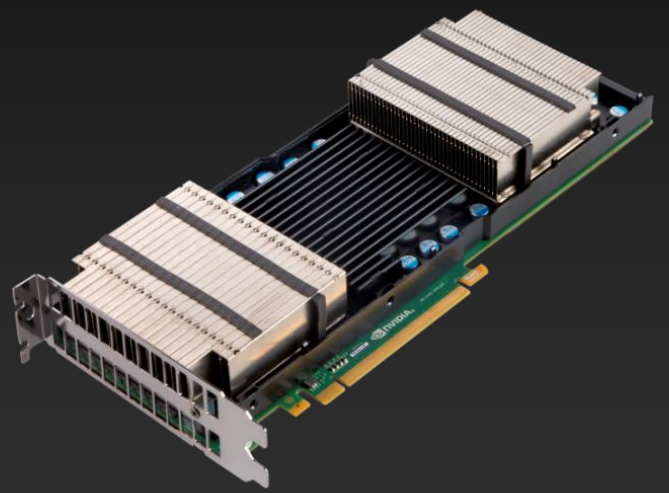
Game Server Density, Power & Cost

First Generation Cloud
1 GPU / Server
1 Game Stream / Server
150W / Game Stream

GeForce GRID Game Servers
4 GPUs / Server
4 Game Streams / Server
75W / Game Stream

NVIDIA GeForce GRID Processor

GPUs	CUDA Cores	Memory Size	Memory Perf	Shader Perf	TDP
Dual	3,072	8GB	320 GB/sec	4.7 TFLOPS	250W



Virtual Game Consoles

LG Smart TV Powered by NVIDIA GeForce GRID

NVIDIA GeForce GRID Ecosystem

Content Developers

Cloud Gaming Middleware

GeForce GRID Developer Support

"At Epic, we're really excited about NVIDIA's announcement of the GeForce GRID architecture. NVIDIA's GRID technology, with its latency reduction and improved image quality, combined with higher density and power efficiency, are significant steps toward making cloud gaming a true console-like experience today, and bringing that high quality gaming experience to more people.

Cloud has the potential to deliver an even more powerful experience in the future by enabling ultra-high end GPU's like GeForce GTX680 to stream ultra-high quality graphics such as those made possible by UE4 to a huge range of devices, well beyond console capabilities. The result will be that more people can enjoy Epic's games on more devices at higher quality."

Tim Sweeney, Founder and CEO, Epic Games

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POWERED BY
GEFORCE® GRID