NVIDIA Omniverse Avatar Cloud Engine (ACE) built on NVIDIA's Unified Compute Framework (UCF)

ACE is used for :

Build,customise,develop and deploy
-interactive avatars , digital human apps, animation AI models in Software and Games

Features
-Simple,Fast
-Real-time AI solutions
-Scalable

How?
- Using a collection of customizable AI microservices for developers = based on UCF full-stack AI platform, and NVIDIA RTX technology

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ACE for games :

What is Unified Compute Framework (UCF) ?

-low-code framework for developing cloud-native, real-time, and multimodal AI applications.

ACE is used to build and deploy in software and games

ACE for Games is a foundry service that transforms games through Generative AI and enables intelligent non-playable characters (NPCs) capable of natural language interactions.

Developers of middleware, tools, and games can use NVIDIA ACE for Games to build and deploy customized speech, conversation, and animation AI models in their software and games through.

ACE for Games is a custom AI model foundry service that aims to transform games by bringing intelligence to non-playable characters (NPCs) through AI-powered natural language interactions

The neural networks enabling NVIDIA ACE for Games are optimized for different capabilities, with various size, performance, and quality trade-offs

The ACE for Games foundry service will help developers fine-tune models for their games, then deploy via
NVIDIA DGX Cloud,
GeForce RTX PCs
or on-premises for real-time inferencing.

ACE in gaming is a foundry service with

-bringing intelligence to non-playable characters (NPCs) - AI-powered natural language interactions

-optimized AI foundation models for speech, conversation, and character animation
-neural networks of ACE

AI workflows like Tokkio built according to this

NVIDIA services used in ACE based on UCF:

- NVIDIA NeMo = conversational AI toolkit which provides automatic speech recognition (ASR), text-to-speech synthesis (TTS), large language models (LLMs), and natural language processing (NLP)
- NVIDIA Riva = GPU-accelerated speech AI SDK with automatic speech recognition (ASR) and text-to-speech (TTS)
- NVIDIA Audio2Face = Microservice which takes Audio as input to provide facial Animations in Real-Time
- NVIDIA Tokkio customer service AI workflow = enables cloud-based, interactive avatar virtual assistants

- NVIDIA Metropolis = For computer vision AI
- NVIDIA Merlin = For recommendation AI

ACE enables deployment of scalable Virtual AI Assistants and Chatbots with ease,enhancing the customer service.