TRIDENT

TRIDENT X NVIDIA OMNIVERSE VALUE EXPLAINER

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THE PROBLEMS

01 Slow & Costly Development

Packaging development is slow, expensive, and highly fragmented

02 Approval Loops That Never End

Multiple rounds of stakeholder review



04 CGI That Works Alone

CGI/3D is often siloed, not integrateds

03 Markets Moving Out of Sync

Slow adaptation across markets

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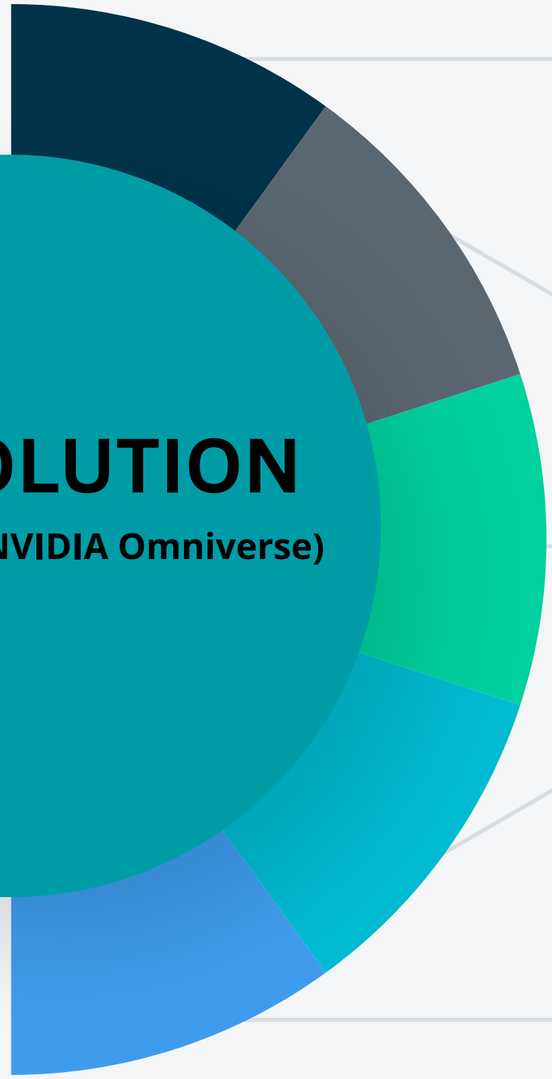
THE SOLUTION

(Trident x NVIDIA Omniverse)



See Everything in Real Time

Teams can quickly respond to market changes and new priorities.

One Space for All Teams

Working in short cycles allows for frequent releases of value.

Build Once, Use Everywhere

Continuous testing and feedback loops improve the product quality.

Better Collaboration

Promotes a culture of teamwork, communication, and transparency.

A True End-to-End Digital Workflow

Regularly delivering functional features keeps customers engaged and happy.

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WHY IT MATTERS

A smarter system → a faster, cheaper, more accurate pipeline.

01

Faster development cycle

Cut development cycles by 30–50%

02

Fewer physical mockup

Reduce dependency on physical mockups

03

Artwork bottlenecks

Eliminate artwork bottlenecks

04

Faster approvals

Approvals become visual, not theoretical

05

Simpler versions

Simpler versioning for multi-market releases

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CASE SNAPSHOT - NESTLÉ

01



One master pack - multiple variants

Created one “master pack” in Omniverse

02



Global use

Instantly generated region variants

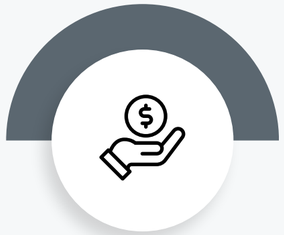
03



Team Collaboration

Enabled brand marketing, R&D, and packaging teams to review simultaneously

04



Cut Costs

Saved weeks in artwork alignment

05



Faster project completion

Reduced physical prototyping, and increased speed to sign off

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LET’S BUILD YOUR FUTURE WORKFLOW

Choose your entry point and then book a call with us - www.toppan-trident.com



Workflow Audit (Free)

We evaluate your current packaging pipeline and pinpoint time and cost efficiencies.

01



Micro-Pilot

1 SKU → 1 workflow → 1 measurable result. Fast, low-risk, high-impact.

02



Sample CGI Render

A single hero asset transformed into a real-time, interactive Omniverse pack.

03