

Parsec Cloud, Inc. and Epic Games, Inc. Support for Remote Teaching through the Pandemic



Memories of Australia | Andrew Svanberg Hamilton

What's the buzz?

Parsec for Teams, which facilitates remote teaching, is now available for free to any education and non-profit in the Unreal Engine community for the entire 2020-2021 school year. This offer is made possible by an Epic MegaGrant offered to Parsec Cloud, Inc. from Epic Games, Inc.

What is Parsec for Teams?

Parsec for Teams is designed to facilitate remote collaboration between computer artists, and this functionality extends to the virtual classroom, too. When you virtualize your campus lab and classroom computers with Parsec for Teams, your students can do their high-end graphics work remotely over broadband on almost any computer, laptop, or even a Chromebook. Even with the most demanding applications, Parsec for Teams' low latency and high frame rate makes the student experience as smooth as possible. You, too, can use it to do online demonstrations or lectures through your powerful campus computers running Windows and licensed software. This means Parsec for Teams can be an essential part of a remote teaching solution for Unreal Engine and Twinmotion as well as other technical graphics and design software. If you and your students have sufficient broadband to stream movies in HD, you should be able to remotely run even the most demanding Windows graphics applications that you teach.

What about Macintosh computers?

While students can use just about any client to access a Parsec-virtualized host computer—including Windows PC, Macintosh, Chromebook, even a Raspberry Pi—Parsec for Teams cannot virtualize Macintosh computers as remote hosts, only Windows computers.

How much will it cost?

Parsec for Teams normally costs \$30 per user per month, but the Epic MegaGrant is covering this cost for you over the 2020-2021 school year. Parsec Cloud and Epic Games realize that the current situation requires solutions that your school may not have planned or budgeted for, and they want you to have the flexibility to keep your programs going safely without concern for unexpected expenses. Epic's education team and Parsec understand the hardships you're facing, and are hoping this helps.

What about support?

Documentation for Parsec for Teams is available on the Parsec website, and our pilot schools were able to get the software up and running without much fuss. We're also working on a primer that you can share with your administration and IT associates, and an installation/best practices guide. Please note that you will need local IT support for your specific network and software integration needs. Neither Epic nor Parsec can offer personalized technical support at this time, but the primer and guide should be sufficient to get you up and running.

OK, I'm interested. What's next?

If you've been worrying about how to remotely teach game design/development, animation, modeling, film/vfx, simulation, TV/broadcast, AEC visualization, industrial/product design, AR/VR/MR and such, please get together with your IT/software specialist and have them check out <https://parsecgaming.com/teams/>. If your administration approves, have your IT or software manager create an account on the Parsec site above, and email us with your institution name, the name of your IT/software contact, the email address used for the Parsec account, and the number of free licenses you are requesting. Note that the number of licenses you request should be the total number of users including students, faculty, and staff, not the number of host computers. Please send your request to remote.learning@epicgames.com.

If you have questions, please email michael.edmonds@xa.epicgames.com.