

# Virtual Desktop - Azure (AVD) - Planning and Deployment

## Description

A managed virtual desktop solution delivered from Microsoft Azure. The solution supports persistent and shared user VDI sessions, supporting varying VM sizes and connection to other cloud and on-prem resources.

## Capabilities

- VDI sessions are hosted from dedicated IaaS VM instances. VDI sessions may be run on any supported size or type of Azure IaaS VM.
- VMs can be connected to other organisation resources within Azure or at other non-Azure locations (for example, on-prem systems) via the full range of Azure connectivity options.
- VDI services may be located within any Azure datacentre region that supports AVD. The size and type of VM available between regions may vary.
- VDI hosting infrastructure and connection services are delivered as part of the (AVD) solution.
- A range of tools from Microsoft and 3rd parties are available to maintain/manage user VDI VMs.
- Users may install additional applications if required (with appropriate permissions).

## Client Support

The following clients support access:

- Any Microsoft client that supports Azure Virtual Desktop (AVD)

High *graphics* performance and audio/video throughput will require significant bandwidth requirements.

Internet connections with latency over 200ms will provide a sub-standard user experience.

## Limitations

- Service is only available with the purchase of specific Microsoft 365 offerings.
- Additional costs may be incurred if users connect to their VDI workstations for more than 8 hours per day.
- Distance between the user connection location and the Azure gateway running the VM (latency) will significantly affect user performance.
- Suppose applications or services are being accessed from a location different to the site running the user's VM (for example, an on-prem resource or application hosted in another Azure region). Suitable bandwidth and connectivity should be in place to support acceptable user performance.

- If multiple users connect to VDI sessions from a single location, enough bandwidth will be required to maintain a satisfactory user experience. The amount of bandwidth required will depend on the following factors:
  - Size and resolution of monitors in use.
  - Screen update speed (frame rate).
  - Use of graphics, audio and 3D objects.
  - Client device redirection requirements.
  - Number of users.