**Emerging Technologies and Current Trends in VFX, Games and Animation**

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| **Current Trend** |
| **Virtual Reality** |
| **Streaming Services/Cloud Gaming** |
| **Micro transactions** |

**Project:**

**VR and Cloud Gaming**

VR and Cloud Gaming are two major trends in the games industry. Between the 2 choices, I found it difficult to pick one or the other due to the interest I have for both of these topics and the amount of research.

Why I have chosen these topics.

I for one personally wanted to blend the two of them together because as a concept I thought it would be a unique and interesting case. On top of that, this would enhance my research skills, writing techniques and (hopefully) produce a well written blog with facts, statistics and referencing.

Cloud VR will become a thing earlier than we expect it to be due to the 5G and fast and efficient data. Technology should not be underestimated at all thanks to its ridiculous pacing of advancement within Technology and the emerging technologies behind it.

Cloud Gaming and Virtual Reality will become a lot more profitable and accessible as the trend progress in global revenue. I.e PlayStation Now’s price decrease, Google Stadia and Samsung Gear VR headsets. On the consumers end you have price collisions and downfalls of the revenue such as price expenses, data caps (US being the main revenue) and popularity

**Reference links:  
Here are the links which is split into 3 sections: Cloud Gaming, Virtual Reality and Miscellaneous**

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| **Cloud Gaming** |
| [**https://www.cloudwards.net/top-five-cloud-services-for-gamers/**](https://www.cloudwards.net/top-five-cloud-services-for-gamers/) |
| **GeForce Now:** [**https://www.nvidia.com/en-gb/geforce/20-series/rtx/**](https://www.nvidia.com/en-gb/geforce/20-series/rtx/) |
| **PlayStation Now:** [**https://www.playstation.com/en-gb/explore/playstation-now/**](https://www.playstation.com/en-gb/explore/playstation-now/) |
| **Shadow:** [**https://shadow.tech/gben**](https://shadow.tech/gben) |
| [**https://www.pcgamer.com/uk/what-you-need-to-know-about-the-current-state-of-cloud-gaming/**](https://www.pcgamer.com/uk/what-you-need-to-know-about-the-current-state-of-cloud-gaming/) |
| [**https://www.theverge.com/2019/6/19/18683382/what-is-cloud-gaming-google-stadia-microsoft-xcloud-faq-explainer**](https://www.theverge.com/2019/6/19/18683382/what-is-cloud-gaming-google-stadia-microsoft-xcloud-faq-explainer) |
| **Google Stadia:** [**https://store.google.com/product/stadia**](https://store.google.com/product/stadia) |
| [**https://www.statista.com/statistics/932758/cloud-gaming-market-world/**](https://www.statista.com/statistics/932758/cloud-gaming-market-world/) |
| [**https://www.marketwatch.com/press-release/cloud-gaming-market-2019-global-industry-share-demand-top-players-industry-size-future-growth-by-2025-research-reports-world-2019-05-06**](https://www.marketwatch.com/press-release/cloud-gaming-market-2019-global-industry-share-demand-top-players-industry-size-future-growth-by-2025-research-reports-world-2019-05-06) |
| [**https://www.reuters.com/brandfeatures/venture-capital/article?id=145827**](https://www.reuters.com/brandfeatures/venture-capital/article?id=145827) |
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| **Virtual Reality** |
| **Oculus Quest:** [**https://www.oculus.com/quest/?locale=en\_GB**](https://www.oculus.com/quest/?locale=en_GB) |
| **PlayStation VR:** [**https://www.playstation.com/en-gb/explore/playstation-vr/**](https://www.playstation.com/en-gb/explore/playstation-vr/) |
| [**https://www.vrs.org.uk/virtual-reality/what-is-virtual-reality.html**](https://www.vrs.org.uk/virtual-reality/what-is-virtual-reality.html) |
| [**https://www.pcworld.com/article/3384377/5g-could-be-the-foundation-of-next-gen-cloud-vr.html**](https://www.pcworld.com/article/3384377/5g-could-be-the-foundation-of-next-gen-cloud-vr.html) |
| [**https://www.marxentlabs.com/what-is-virtual-reality/**](https://www.marxentlabs.com/what-is-virtual-reality/) |
| [**https://www.wired.co.uk/article/virtual-reality-therapy-cancer-depression**](https://www.wired.co.uk/article/virtual-reality-therapy-cancer-depression) |
| **HTC Vive:** [**https://www.vive.com/uk/**](https://www.vive.com/uk/) |
| **Independent:** [**https://www.independent.co.uk/topic/VirtualReality**](https://www.independent.co.uk/topic/VirtualReality) |

**Miscellaneous**

[**https://www.inverse.com/article/56003-cloud-gaming-streaming-5g-shadow-vr**](https://www.inverse.com/article/56003-cloud-gaming-streaming-5g-shadow-vr)

**Websites used:**

Cloudwards

GeForce Now

Google Stadia

HTC Vive

Independent

Inverse

Marketwatch

Marxentlabs

Oculus

PC Gamer

PC World

PlayStation VR

Reuters

Shadow

Statista

The Verge

VRS.Org

The Wired

YouTube

Videos Watched:

The Truth About Cloud Gaming - Performance & Input Lag Analysis: <https://www.youtube.com/watch?v=eY_zjGAXs_8>

Is a Cloud Gaming PC BETTER? - A Review of Shadow:

<https://www.youtube.com/watch?v=ZFGM1CAnYL8>

Streaming SteamVR Games Without An Expensive PC - Let's Quest!:

<https://www.youtube.com/watch?v=Tk9QJjGG_Xc>

The Future of VR Games:

<https://www.youtube.com/watch?v=6PxI7LHU_mA>