



Prof. Dr.-Ing. Ralf Steinmetz
Multimedia communications Lab
Dr. Florian Mehm
Dipl. Inf. Robert Konrad



TECHNISCHE
UNIVERSITÄT
DARMSTADT

„Game Technology“ Winter Semester 2014/2015

Example Problems for Lecture 11 „Compression & Streaming“

1. Important Topics

Texture Compression

Asset repetition (aka manual compression)

Streaming

2. Example Problems

a) Why can PNG compression not be used for compressed textures?

b) Explain the difference between coarse and fine grained streaming.