WebGL vs Pixel Streaming,

WebGL
—> fidelity,interactivity of end devices
—> lowest acceptable device solution or solution according to the device
—> Two factors limit the graphical performance
1) graphics API -> specific set of functions
2) Computing of end devices -> effects,complexity

—> Depends on hardware of end device,a streaming player is easy to embed on any website

—> Data download -> quality drop (small file size and faster download)

Soul Machines vs Uneeq

Process Explorer - microsoft task manager - can kill process trees all together - tried to isolate the program by killing all others

Soul Machines:(inputs - cam video,text)

- q,response time too much
- consistency in GPU usage at approx 8-10% (same when 4 instances are run simultaneously as GPU rendering is same at any time)
- Network Sent/Receive for multiple tabs (4):
(0.5/3),(1/5),(1.8/8),(2/10)

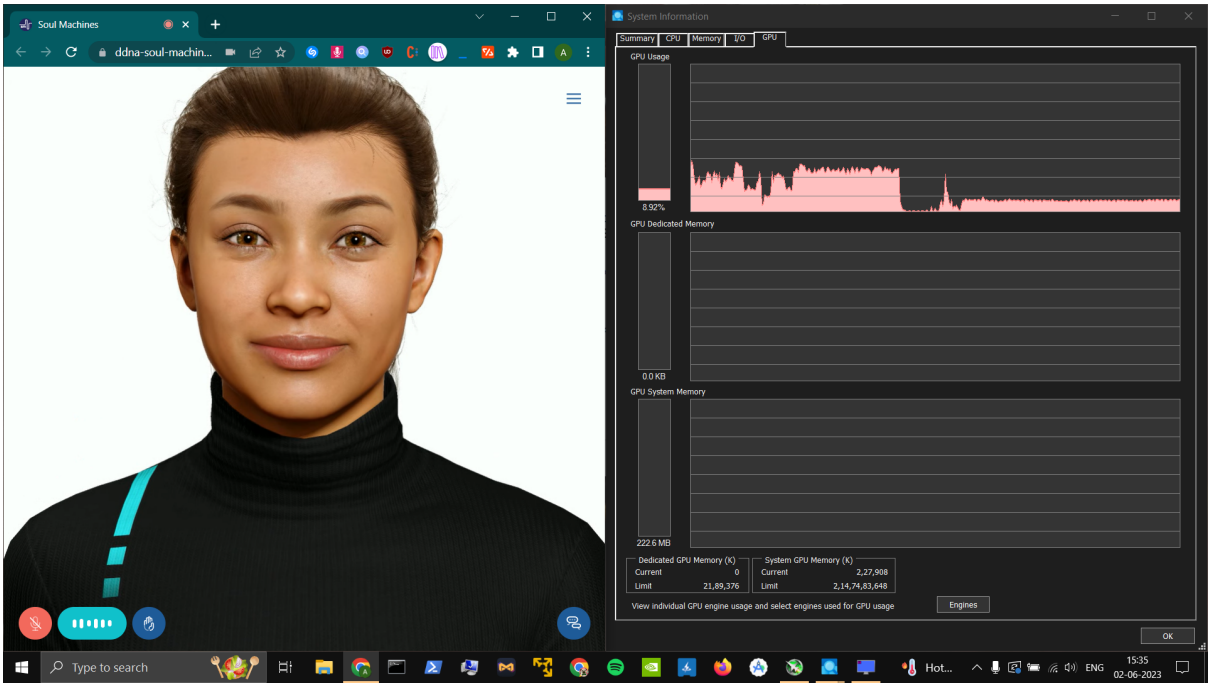
Uneeq:(inputs - text)

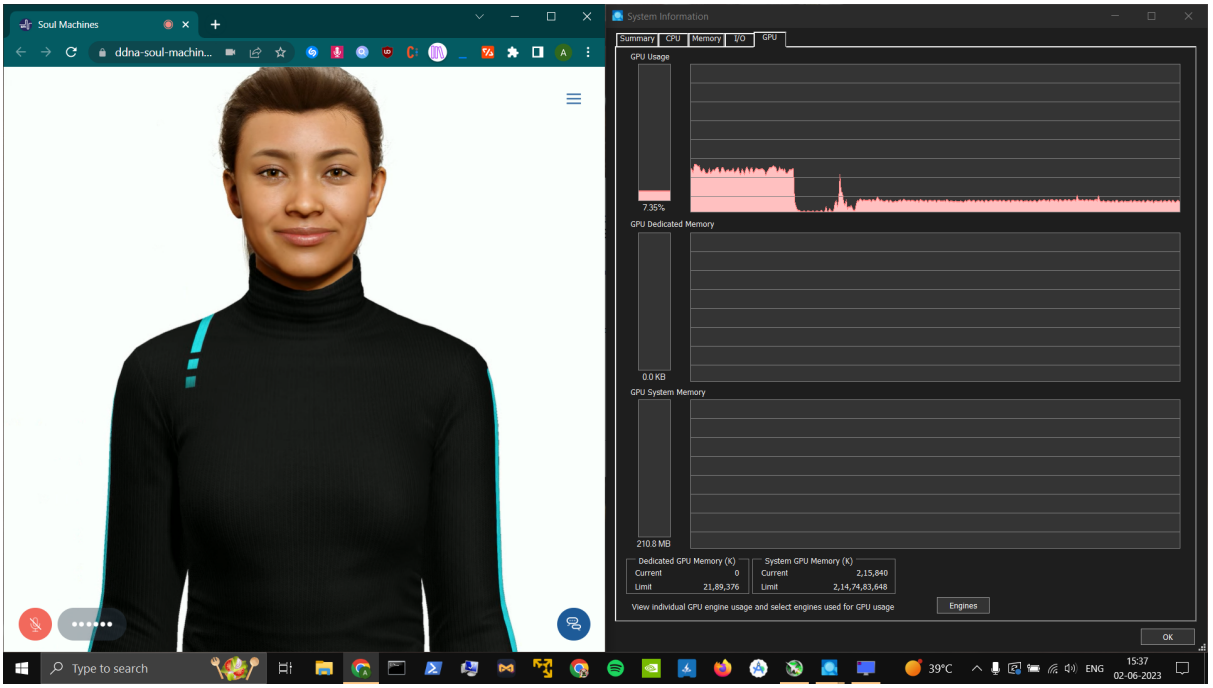
-q,response time less
-GPU fluctuations with 2 cases : input provided,not provided (15-30%)
-Network Sent/Receive for multiple tabs (3):
(0.06/3.5),(0.1/6)

Content sharing factors considered:

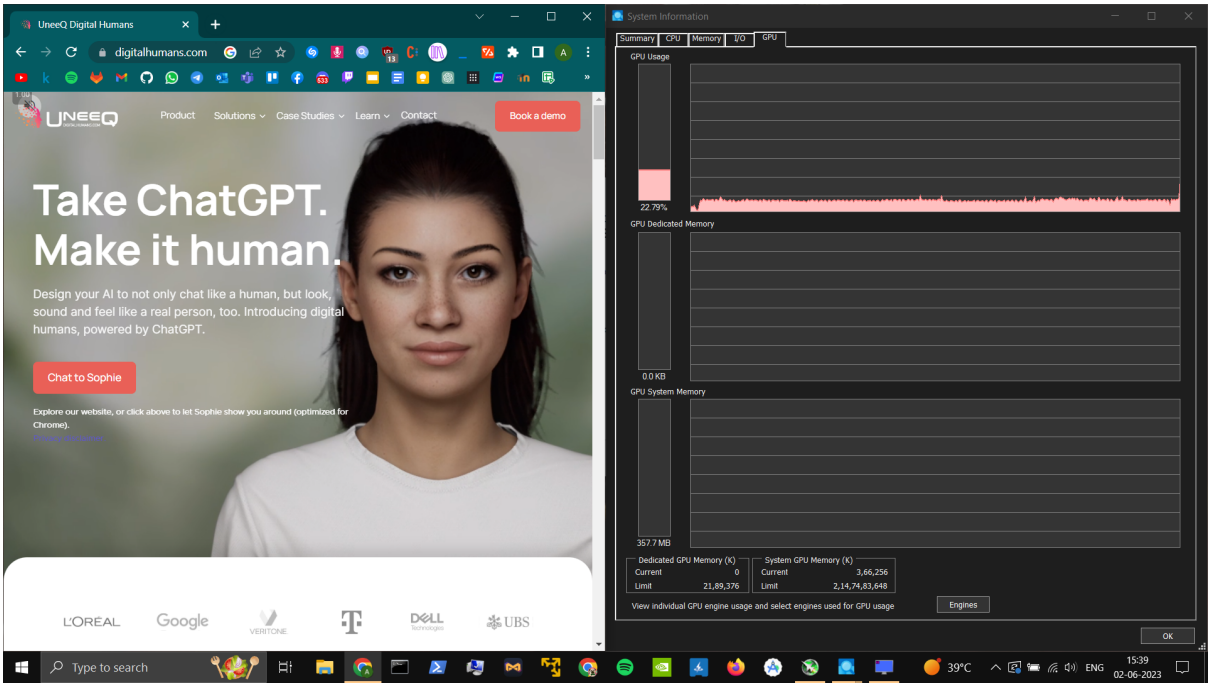
Interaction-wait time
Playback speed-fps
Quality,fidelity by app end content setup-realtime playback

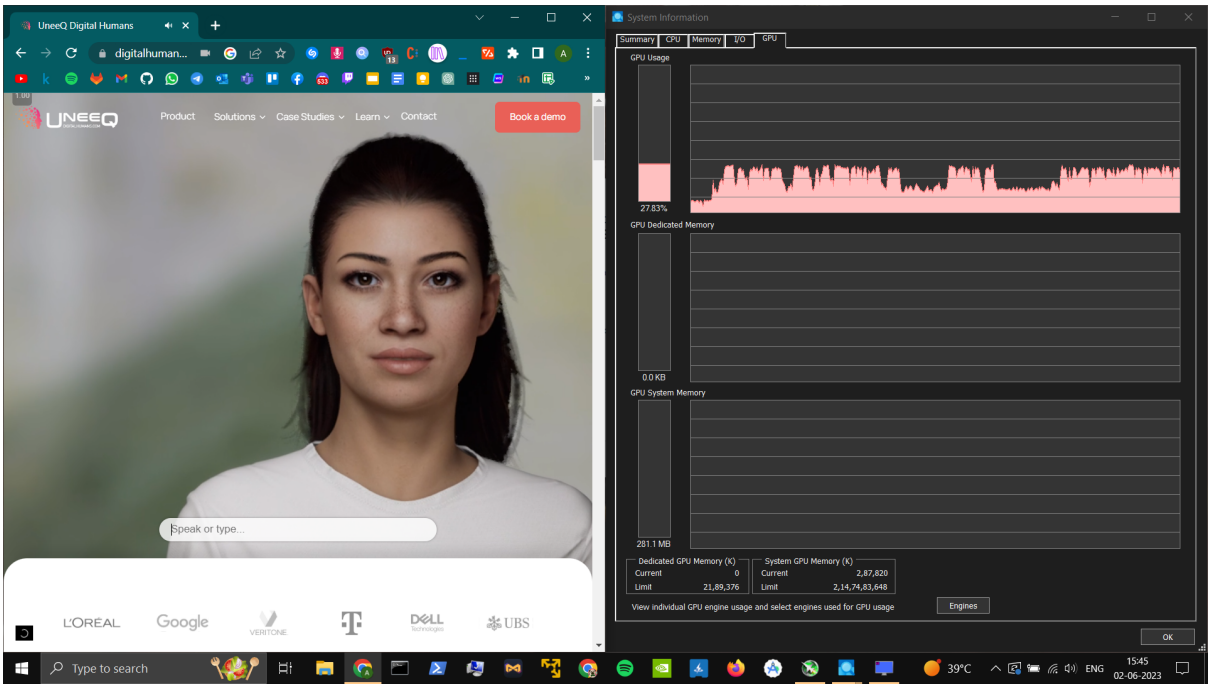
Tried to use multiple 3rd party apps,but microsoft’s application seemed reliable:





And then for uneeq :


UneeQ Digital Humans
digitalhumans.com
UNEEQ
Product
Solutions
Case Studies
Learn
Contact
Book a demo
Take ChatGPT.
Make it human.
Design your AI to not only chat like a human, but look, sound and feel like a real person, too. Introducing digital humans, powered by ChatGPT.
Chat to Sophie
Explore our website, or click above to let Sophie show you around (optimized for Chrome).
L'ORÉAL
Google
VERITONE
DELL
UBS
System Information
Summary
CPU
Memory
I/O
GPU
GPU Usage
22.79%
GPU Dedicated Memory
0.0 KB
GPU System Memory
357.7 MB
Dedicated GPU Memory (K)
Current 0
Limit 21,89,376
System GPU Memory (K)
Current 3,66,256
Limit 2,14,74,83,648
View individual GPU engine usage and select engines used for GPU usage
Engines
OK
Type to search
39°C
ENG
15:39
02-06-2023


UneeQ Digital Humans
digitalhuman...
UNEEQ
Product
Solutions
Case Studies
Learn
Contact
Book a demo
Speak or type...
L'ORÉAL
Google
VERITONE
DELL
UBS
System Information
Summary
CPU
Memory
I/O
GPU
GPU Usage
27.83%
GPU Dedicated Memory
0.0 KB
GPU System Memory
281.1 MB
Dedicated GPU Memory (K)
Current 0
Limit 21,89,376
System GPU Memory (K)
Current 2,87,820
Limit 2,14,74,83,648
View individual GPU engine usage and select engines used for GPU usage
Engines
OK
Type to search
39°C
ENG
15:45
02-06-2023