

# WebGPU vs Pixel Streaming: A View From Afar

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## Abstract

Two completely new technologies to develop modern graphics-focused software are on the rise. WebGPU is the successor to WebGL and offers remarkable performance improvements. However, pixel streaming goes in a completely different direction and is actively used by the gaming industry.

In this article, we go into the near future and look at a hypothetical 3D application's top-level architecture and argue the pros and cons of WebGPU vs pixel streaming from a developer's perspective.

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# **1 Introduction**

On the 17th of June 2015, Brendan Eich—the inventor of JavaScript—and the teams behind Mozilla, Chrome, Edge and WebKit presented a new browser standard: WebAssembly, a portable and highly efficient byte-code compilation target for high-level languages such as C++ and Rust (?).

## References