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Summary

This article discusses the potential future improvements of the quality of streaming video games, focusing especially on the quality of graphics the services can handle whilst avoiding excessive lag and latency issues. Specifically the authors bring up Cloud Gaming, and introduce a hybrid-streaming system in early development that looks to combat a lot of these issues. This streaming service is being called “hybrid,” as it is adopting qualities of both Cloud and Image-based streaming. It does so by allowing a majority of the graphic tasks to be done locally from the user’s PC, reducing the workload of the GPU, and maintaining partial rendering tasks at the Cloud Server. Although it sounds relatively straightforward on paper, being able to efficiently differentiate between those tasks, and do so in a manner that allows the user to easily use the service is certainly not an easy obstacle to overcome. As a result, the system remains in a prototype stage due to more investigations and tests needing to be conducted to allow greater accessibility as well as potential usages with smartphones and other mobile devices.