Cloud Gaming: A storm on the horizon or future architecture for IG deployment?

Traill, Doug – NVIDIA

ABSTRACT

Over the last 18 months there has been many advances in cloud gaming – streaming a video game from a centralized server to a remote end user. Companies like Citrix, VMWARE, Amazon, Sony have all developed or deployed technologies that put Graphics in the cloud for streaming to multiple users.

This paper looks at some of the technologies behind this movement to cloud gaming (or virtualized graphics) and discusses how some may be applicable to the Viz Sim industry to improve IG density, and create centralized servers. We also look at some of the challenges that need to be overcome before we can de-couple the physical connection between projector and rendering system.