



UPLIVION

—●— technologies

COMPANY PRESENTATION

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Our long term goals

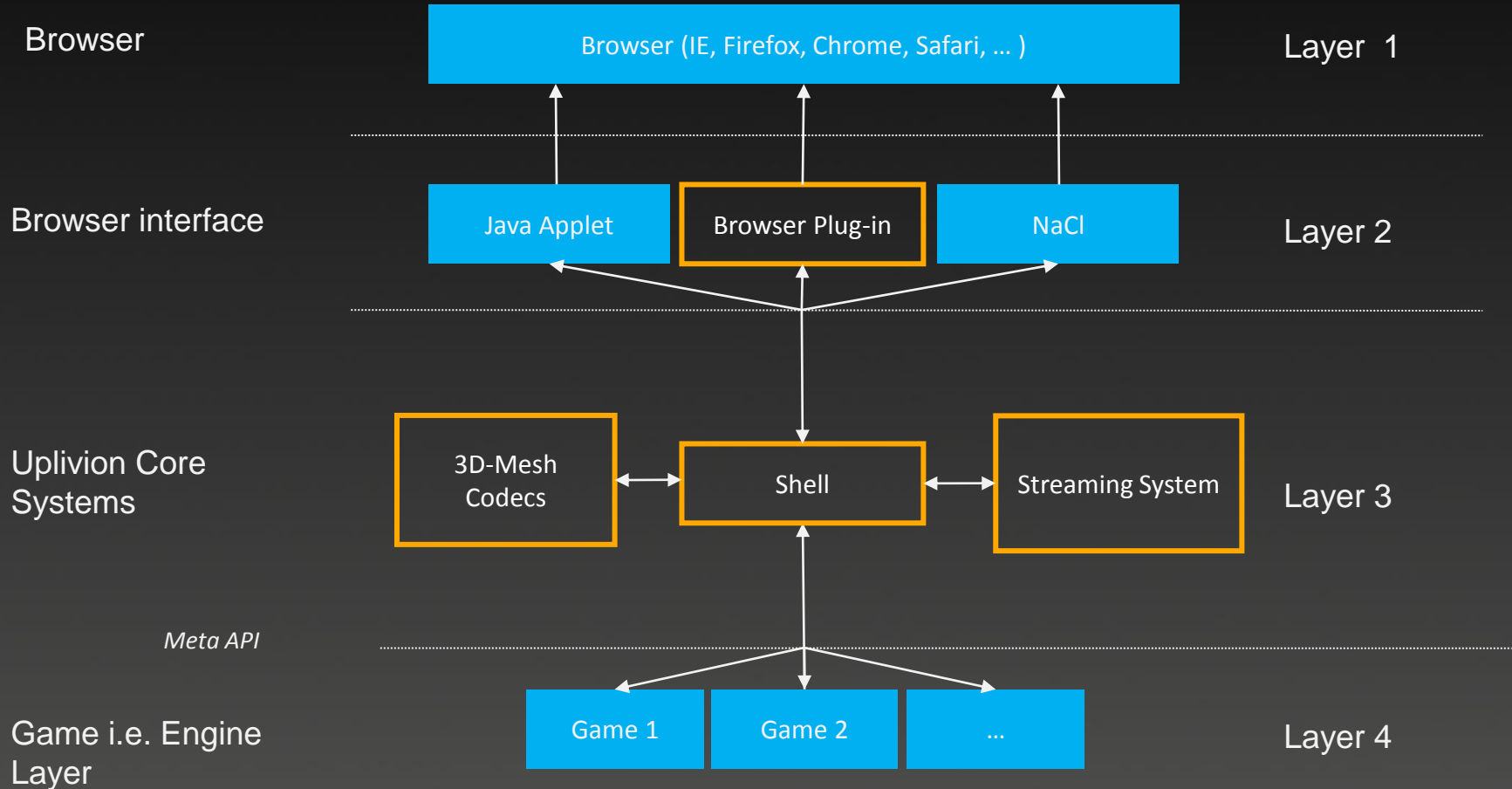
- Replace the DVD as the primary means of distributing high-end computer games
- Play high end games in the browser, much like watching a video on YouTube
- Put games in the cloud and make them available on all of the players devices

Technological Approach

- Key design decisions
 - Game runs on the client device
 - Content is streamed to the device as needed

- Components of our System
 - Browser integration framework
 - Content streaming framework
 - Content compression framework

Browser Integration Framework



Streaming Framework

● Concept

- The content of the game is stored in the cloud
- The streaming system tracks the game state and determines which files need to be streamed to the client device

● Features

- Learning system based on neural networks
- No artist interaction required
- Works on high latency networks

Compression Framework

● Concept

- Targets compression of 3d data
- Developed in cooperation with our research partner

● Multiple scenarios supported

- Lossless and lossy Versions
- Support for static geometry, large indoor scenes, LOD meshes, etc.
- Incremental loading supported

Thank you for your attention!

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