ABSTRACT

A METHOD AND SYSTEM FOR COMPRESSING AND DECOMPRESSING DATA

A method for use in compressing a scene data to form a compressed scene data, the scene data being representative of a scene to be rendered on a display of a computing system and the scene data including a plurality of object datas which are each representative of an object in the scene to be rendered on the display, wherein the method includes the steps of:

(i) identifying a first set of object datas in the plurality of object datas, wherein the first set of object datas are representative of substantially a same object to be rendered on the display;

(ii) substituting each of the object datas in the first set of object datas in the scene data with an associated hash code of a first object data in the first set of object datas so as to generate a compressed scene data from the scene data; and

whereby, the compressed scene data is able to be decompressed to produce the scene data by substituting each of the hash codes in the compressed scene data with the associated first object data.

Fig. 1