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(54) **Title:** APPLICATION TEXTURE RENDERING METHOD AND APPARATUS, AND ELECTRONIC DEVICE, COMPUTER-READABLE STORAGE MEDIUM AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 应用纹理渲染方法、装置、电子设备、计算机可读存储介质以及计算机程序产品

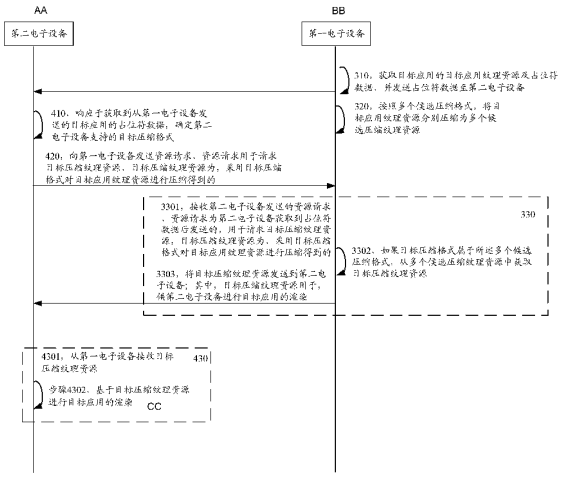

图 3

310 Acquire a target application texture resource and placeholder data of a target application, and send the placeholder data to the second electronic device
320 According to a plurality of candidate compression formats, respectively compress the target application texture resource into a plurality of candidate compressed texture resources
410 In response to having acquired placeholder data of a target application, which placeholder data is sent by the first electronic device, determine a target compression format supported by the second electronic device
420 Send a resource request to the first electronic device, wherein the resource request is used for requesting a target compressed texture resource, the target compressed texture resource being obtained by using a target compression format to compress a target application texture resource
3301 Receive a resource request sent by the second electronic device, wherein the resource request is sent by the second electronic device after acquiring the placeholder data, and the resource request is used for requesting a target compressed texture resource, the target compressed texture resource being obtained by using a target compression format to compress the target application texture resource
3302 If the target compression format is one of the plurality of candidate compression formats, acquire the target compressed texture resource from among the plurality of candidate compressed texture resources
3303 Send the target compressed texture resource to the second electronic device, wherein the target compressed texture resource is used by the second electronic device to perform rendering on the target application
4301 Receive a target compressed texture resource from the first electronic device
AA Second electronic device
BB First electronic device
CC Step 4302, on the basis of the target compressed texture resource, perform rendering on the target application

(57) **Abstract:** Provided in the present application are an application texture rendering method and apparatus, and an electronic device, a computer-readable storage medium and a computer program product. The method comprises: acquiring a target application texture resource and placeholder data of a target application, and sending the placeholder data to a second electronic device; according to a plurality of candidate compression formats, respectively compressing the target application texture resource into a plurality of candidate compressed texture resources; receiving a resource request sent by the second electronic device, wherein the resource request is sent by the second electronic device after acquiring the placeholder data, and the resource request is used for requesting a target compressed texture resource, the target compressed texture resource being obtained by using a target compression format to compress the target application texture resource; and if the target compression format is one of the plurality of candidate compression formats, acquiring

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the target compressed texture resource from among the plurality of candidate compressed texture resources, and sending the target compressed texture resource to the second electronic device.

(57) 摘要: 本申请提供了一种应用纹理渲染方法、装置、电子设备、计算机可读存储介质以及计算机程序产品，包括：获取目标应用的目标应用纹理资源及占位符数据，并发送所述占位符数据至第二电子设备；按照多个候选压缩格式，将所述目标应用纹理资源分别压缩为多个候选压缩纹理资源；接收所述第二电子设备发送的资源请求，所述资源请求为所述第二电子设备获取到所述占位符数据后发送的，用于请求目标压缩纹理资源，所述目标压缩纹理资源为，采用目标压缩格式对所述目标应用纹理资源进行压缩得到的；如果所述目标压缩格式属于所述多个候选压缩格式，从所述多个候选压缩纹理资源中获取所述目标压缩纹理资源，并将所述目标压缩纹理资源发送到所述第二电子设备。