

ABSTRACT

An image processing method and device, a server, and a medium. The method is implemented by a server, and comprises: when a target cloud game is running, acquiring feedback data sent by a target game client (S201), the feedback data being used to reflect a frame rate requirement of the target game client; dynamically adjusting an encoding frame rate according to the feedback data, so as to obtain an adjusted encoding frame rate (S202); performing image encoding on a game image of the target cloud game according to the adjusted encoding frame rate, so as to obtain encoded data (S203); and transmitting the encoded data to the target game client, such that the target game client displays the game image according to the encoded data (S204).