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 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.

FIG. 3