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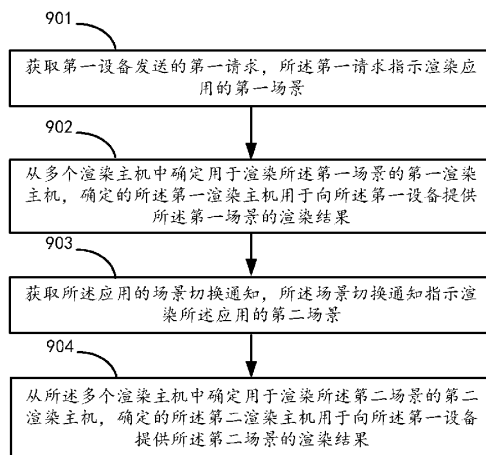
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(54) Title: SCENE RENDERING METHOD AND APPARATUS, DEVICE AND SYSTEM

(54) 发明名称: 一种场景渲染方法、装置、设备及系统



901 Acquire a first request sent by a first device, the first request instructing to render a first scene of an application
902 Determine, from a plurality of rendering hosts, a first rendering host for rendering the first scene, the determined first rendering host being used to provide the first device with a rendering result of the first scene
903 Acquire a scene switching notification of the application, the scene switching notification instructing to render a second scene of the application
904 Determine, from the plurality of rendering hosts, a second rendering host for rendering the second scene, the determined second rendering host being used to provide the first device with a rendering result of the second scene

图 9

(57) Abstract: The present application relates to the field of data processing, and relates in particular to a scene rendering method and apparatus, a device and a system. The method comprises: acquiring a first request sent by a first device, the first request instructing to render a first scene of an application; determining, from a plurality of rendering hosts, a first rendering host for rendering the first scene, the determined first rendering host being used to provide the first device with a rendering result of the first scene; acquiring a scene switching notification of the application, the scene switching notification instructing to render a second scene of the application; and determining, from the plurality of rendering hosts, a second rendering host for rendering the second scene, the determined second rendering host being used to provide the first device with a rendering result of the second scene. Said method may reduce the delay caused by scene switching and decrease the cost of remote rendering.

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根据细则4.17的声明:

— 关于申请人有权要求在先申请的优先权 (细则
4.17(iii))

本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 本申请涉及数据处理领域, 特别涉及一种场景渲染方法、装置、设备及系统。其中, 该方法包括: 获取第一设备发送的第一请求, 第一请求指示渲染应用的第一场景; 从多个渲染主机中确定用于渲染第一场景的第一渲染主机, 确定的第一渲染主机用于向第一设备提供第一场景的渲染结果; 获取应用的场景切换通知, 场景切换通知指示渲染应用的第二场景; 从多个渲染主机中确定用于渲染第二场景的第二渲染主机, 确定的第二渲染主机用于向第一设备提供第二场景的渲染结果。该方法可以减少场景切换所导致的时延以及降低远端渲染成本。