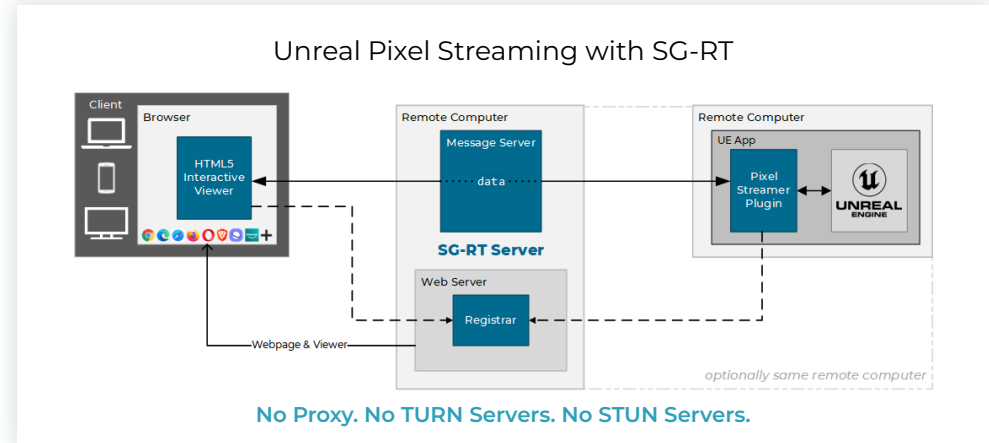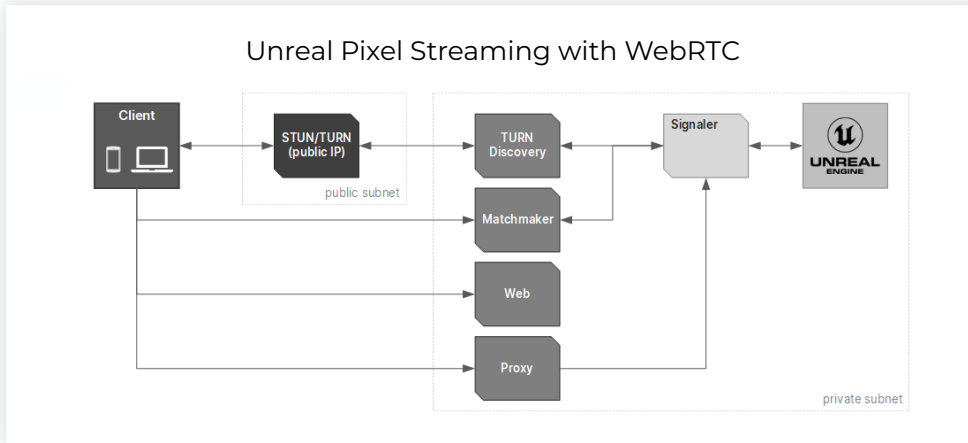Previously, the WebRTC protocol was the only option for pixel streaming cloud rendered games and interactive worlds. That approach requires extra resources and network connection workarounds, leading to:

- ■ Increased Cost
- ■ Degradation of Visual Quality
- ■ Performance Hiccups

Unreal Pixel Streaming with WebRTC

Unreal Pixel Streaming with SG-RT

No Proxy. No TURN Servers. No STUN Servers.

Streaming Global's SG-RT pixel streaming protocol combines the world's fastest and most reliable media delivery with a simultaneous data back channel for input, enabling users to consume and interact with realtime rendered immersive experiences without the need for a dedicated GPU on their client device. When combined with Epic Games' Unreal® Engine 5.1, SG-RT pixel streaming is ideal for producing and delivering outstanding user experiences including:

- ■ Cloud Gaming
- ■ Metaverse Immersive Experiences
- ■ Interactive Content

When comparing SG-RT for pixel streaming to WebRTC, SG-RT will produce a far superior performance outcome for the publisher and end user, while improving visual quality and reducing the resources required for deployment. Content and input controls will enable a quality of service that is unparalleled in the market today.