Twitter Thread by John Carmack



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**The vast majority of images are jpegs, which are internally 420 YUV, but they get converted to 32 bit RGB for use in apps. Using native YUV formats would save half the memory and rendering bandwidth, speed loading, and provide a tiny quality improvement. It would also be **

a good path to supporting better video codec still image formats and 10 bit components. You can do it today, but you need to do the color conversion manually in a shader, which can be a big ask for some devs. Defining a FMT_JPEG_YUV that does driver injection akin to the \

external image support on Android could make it much more of a drop-in. Even doing it the hard way seems like it would be worthwhile for web browsers today.