BitSave Analysis

Round 2 - BitSave at 60% the Bitrate of Baseline and FFmpeg Filters
Big Buck Bunny - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
Big Buck Bunny

FFmpeg Filters  BitSave @ 60% Data Rate
Big Buck Bunny

FFmpeg Filters

BitSave @ 60% Data Rate
RUST - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
Football - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
GTAV - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
Meridian - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
Sintel - Plot

Red - FFmpeg Filters
Green - BitSave @ 60% data rate
Apparent Contrast Adjustments - FFmpeg Filters
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - Source
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - FFmpeg Filters
Apparent Contrast Adjustments - Source
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - BitSave
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - Source
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - BitSave
Apparent Contrast Adjustments - Source
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - BitSave
Apparent Contrast Adjustments - Source
Apparent Contrast Adjustments - Baseline
Apparent Contrast Adjustments - BitSave