BitSave Analysis

Round 2 - BitSave at 60% the Bitrate of Baseline and FFmpeg Filters

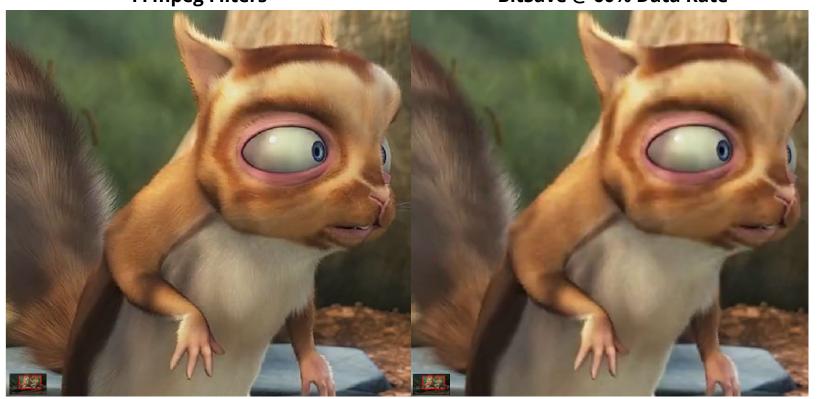
Big Buck Bunny - Plot



Big Buck Bunny

FFmpeg Filters

BitSave @ 60% Data Rate



Big Buck Bunny

BitSave @ 60% Data Rate **FFmpeg Filters**

RUST - Plot









Football - Plot











Horse/Run - Plot

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











GTAV - Plot

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











Meridian - Plot









Sintel - Plot











