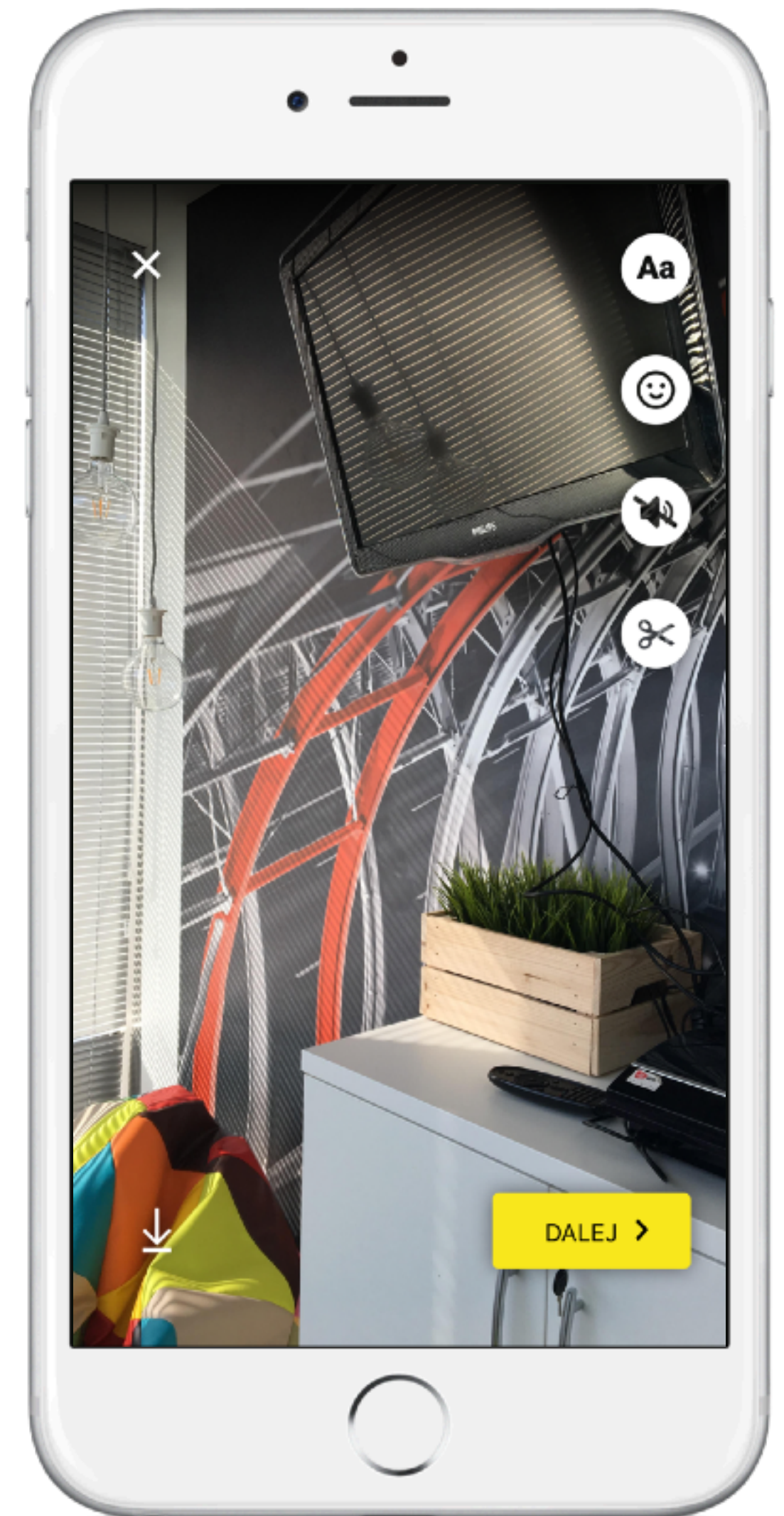# If you can do this natively, you can do this in RN

- OpenGL - no biggie
- Video rendering (trimming, adding overlays, etc)
- Full control on codec parameters (bitrates, sizes, etc)

Pro: Learn once, write anywhere™