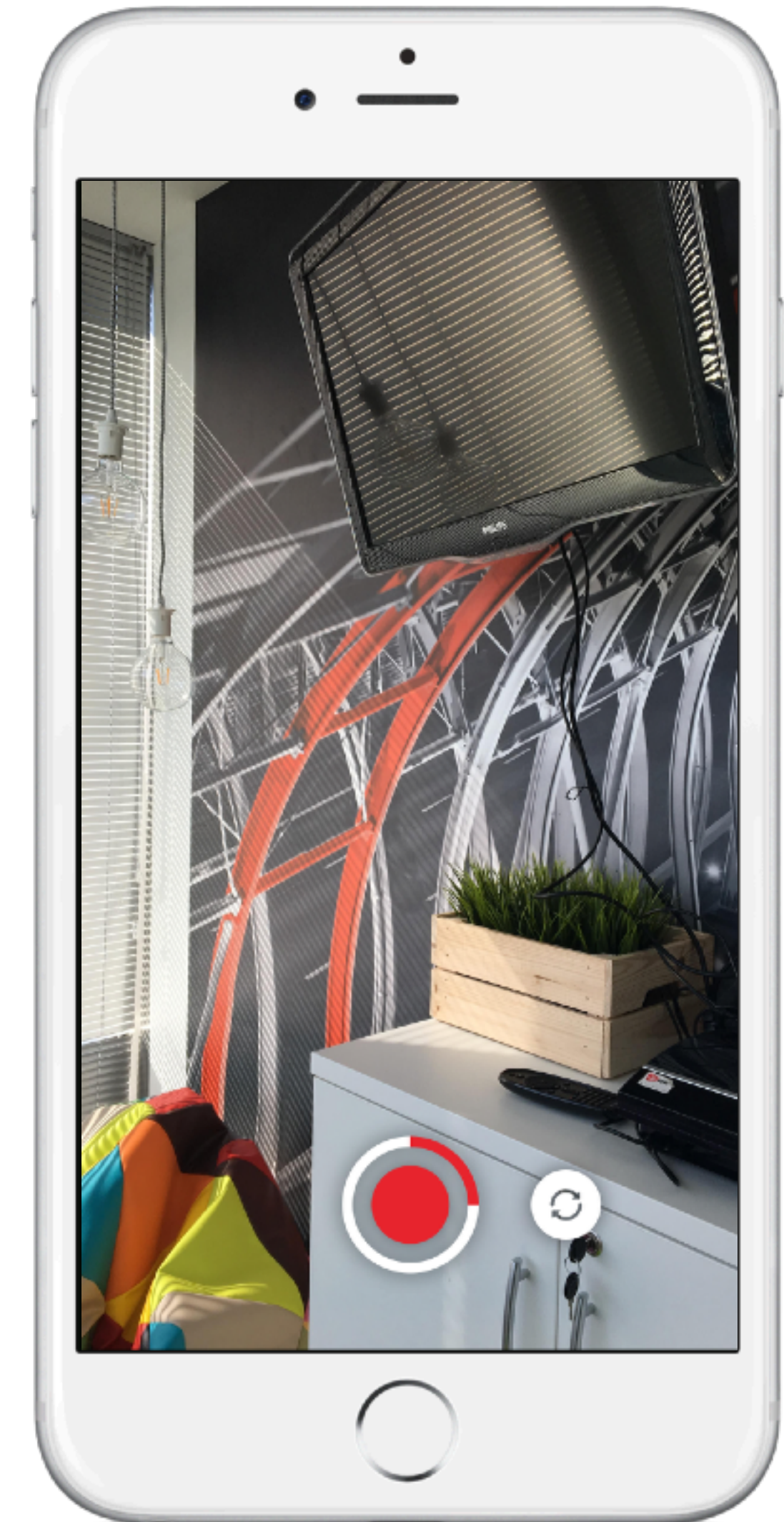


TL; DR



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

