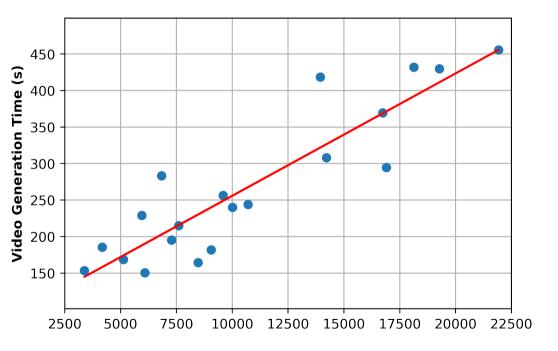
## **VIDEO GENERATION TIMES AGAINST AUDIO SOURCES**



Number of Chunks per Audio Source, Weighted by the Audio Runtime (chunk-seconds)