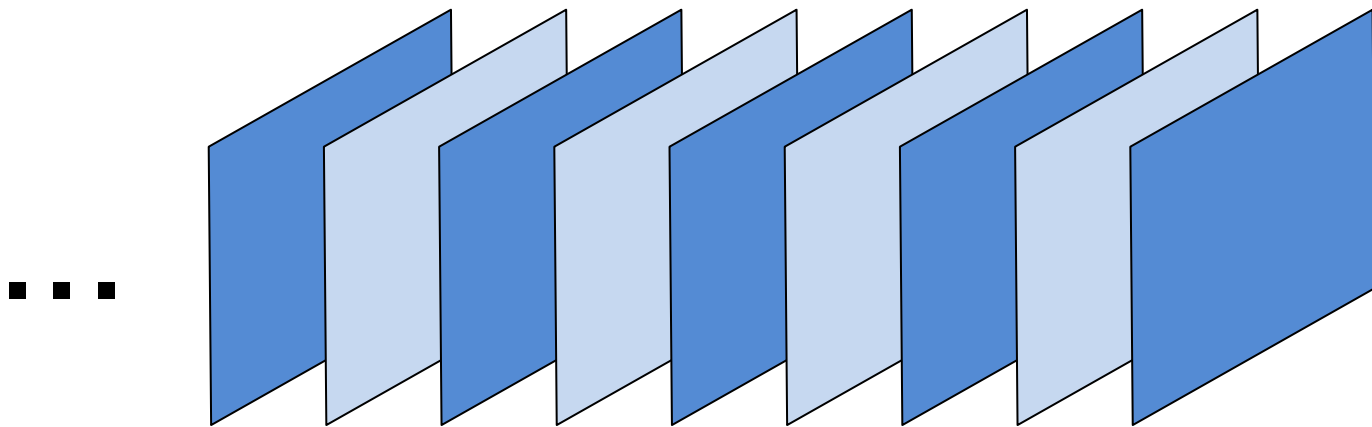


Blurry P-frames if the scene changes frequently



Low quality I-frames if the scene changes infrequently

