



AGH



How to compress like industry does?

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We need a reference compressed video material to develop, train and test our algorithm.

We tried to intuitively choose H.264 codec parameters, but the result is a blocky sequence for low bitrates. It is bad, because we expected blurrines to be the most prominent artifact appearing (as in the case of many industry-compressed materials).

The question is: **how to compress the video to make it as close to industry standards as possible?**

This is what we want



This is what we got

