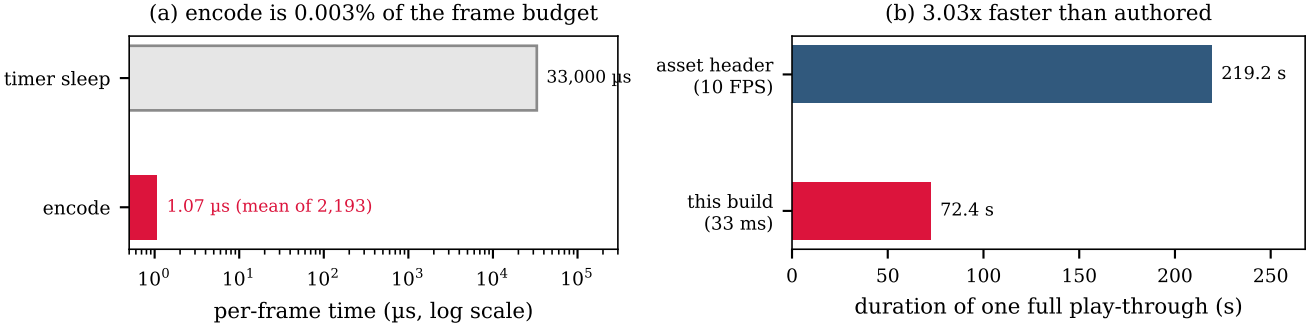

(a) encode is 0.003% of the frame budget
timer sleep
33,000 µs
encode
1.07 µs (mean of 2,193)
10^0
10^1
10^2
10^3
10^4
10^5
per-frame time (µs, log scale)
(b) 3.03x faster than authored
asset header
(10 FPS)
219.2 s
this build
(33 ms)
72.4 s
0
50
100
150
200
250
duration of one full play-through (s)