Jitter is drawn from a truncated Gaussian distribution
Mean = 0 ms, STD = 2 ms, Range = [-4,+4] ms

Frame size is drawn from a truncated Gaussian distribution.
Mean = (average data rate) / (fps for video stream) / 8 [bytes]
[STD, Max, Min] = [10.5, 150, 50] % of the Mean

E.g. Data rate – 30Mbps, 60 fps Mean = 64 Kbyte