Austin Blackstone

Job: Developer Evangelist at Treasure Data



Engineer_Austin



linkedin.com/in/austinblackstone



BlackstoneEngineering



Intro to ffmpeg

Command line video editing

Setup

- Install ffmpeg and VLC brew install ffmpeg, vlc
- Download github repo: <u>GitHub.com/BlackstoneEngineering/ffmpeg-workshop</u>

Schedule

Basic Use

- Convert video
- Transition video
- Trim Video
- WaterMark

Advanced Use

- Moving Watermark
- Formatting for Social Media

FFmpeg Basics

ffmpeg [options] [[infile options] -i infile]... {[outfile options] outfile}...

Convert .flv to .mp4

ffmpeg -i intro.flv -c:v libx264 intro.mp4

By specifying file type (.flv, .mp4) ffmpeg will try to convert between them.

For .mp4 osx will try to use the quicktime codec, the best format is `libx264`, so we specify this as an override with `-c:v libx264`

Now we have the intro.mp4 to use for the rest of the project.

Trim

ffmpeg -i intro.mp4 -ss 00:00:02 -to 00:00:04 -c:v libx264 intro.mp4

-ss starts the time offset

-to time_stop

In this command we take the intro.mp4 file, and cut out a 2s clip from 2s->4s, we then overwrite the intro.mp4 file with it.

This is an explicit time spec, you can also do relative with the `-t` duration, `-frames` to specify number of frames, or `-fs` to limit file size.

Concatenate (join) Video

ffmpeg -f concat -i videos.txt -c copy output.mp4

videos.txt file 'intro.mp4' file 'mid.mp4' file 'end.mp4'

Use the concat protocol to merge videos together.

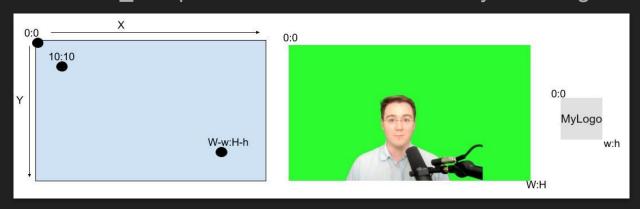
To change the order or videos change the order in the 'videos.txt' file.

Watermark

ffmpeg -i output.mp4 -i logo.png -filter_complex "overlay=10:10" output2.mp4
Overlay the logo.png at a watermark on the video.



The `-filter complex "filter"` is used to overlay the image on the video



ffmpeg -i output.mp4 -i logo.png -filter_complex "overlay=W-w:H-h" output3.mp4



FFmpeg Advanced

```
-filter_complex "...[11];...[12];...[outv]" -map [outv]
```

Social Media Formatting

output_social.mp4

```
ffmpeg -i output.mp4 \
    -filter_complex \
          [0:v]scale=1080:1080,setsar=1,boxblur=luma_radius=min(h\,w)/20:luma_p
          ower=1:chroma_radius=min(cw\,ch)/20:chroma_power=1[bg];
          [0:v]scale=1080:608:force_original_aspect_ratio=decrease[fg];
          [bg][fg]overlay=(W-w)/2:(H-h)/2[outv]"
    -map [outv] \
    -map 0:a? \
```



,tile=25x25[logo];

, w*0.2)'[mg];

```
Moving Watermark
                                                      - [mg] = [bg] + moving logo
                                                      - [fg] = scaled down original video
                                                      - [vout] = [mg] + [fg]
ffmpeg -i output.mp4 -loop 1 -i logo.png \
-filter_complex \
        "[1:v]scale=iw*0.2:-2, pad='iw+20:ih+20:10:10:0x000000@0.0'
```

[0:v|scale=1080:608:force_original_aspect_ratio=decrease[fg];

[0:v]scale=1080:1080, setsar=1, boxblur=luma_radius=min(h\,w)/20:luma_power

[bg][logo]overlay=-'mod((((t-0.9)*120)/5), w*0.2)':-'mod(((t-0.9)*120)/5)

- [bq] = blurry box

 $[mg][fg]overlay=(W-w)/2:(H-h)/2[vout]" \setminus$ -map "[vout]" -map 0:a? -t 00:00:10 output_moving_logo.mp4

=1:chroma_radius=min(cw\,ch)/20:chroma_power=1[bg];

Questions?

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