GPU Video Encoder Plugin

Notice

This plugin works following environment.

- Windows x86_64 DX11 Environment only.
- Loaded graphic board which supports NVIDIA of nvenc H/W Encoder and installed graphics driver are needed.
- Installed Spicy Pixel Concurrency Kit (https://www.assetstore.unity3d.com/en/#!/content/3586)
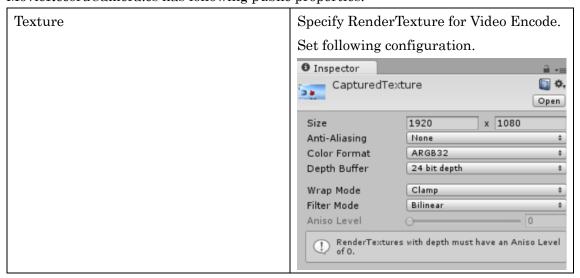

MovieRecordCamera Component

MovieRecordCamera.cs is main component of GPU Video Encoder Plugin.

You can attach this script to any GameObject.

Property

MovieRecordCamera.cs has following public properties.

Texture	Specify RenderTexture for Video Encode. Set following configuration.

Output File Path	Set path to output files.
Output File Title	Set title of output files. This plugin outputs 2 files. There are "title.h264" and "title.wav".
With Audio	If check, output the wav file.
Audio Device	Choose audio source device.

Script Interface

MovieRecordCamera.cs has following public methods.

It's very simple!

public void StartMovieRecord()	Start Video Encoding.
public void EndMovieRecord()	End Video Encoding and finalize to output files.

Audio Recording

If you want record audio form PC speaker out must set "Stereo Mix" as a Recording Device.

Next choose "Stereo Mix" from "Audio Device" property's selections.

If you can't find "Stereo Mix" option refer following URL.

"How to Enable "Stereo Mix" in Windows and Record Audio from Your PC"

http://www.howtogeek.com/howto/39532/how-to-enable-stereo-mix-in-windows-7-to-record-audio/

Pack video and audio

This plugin outputs 2 files there have ".h264" and ".wav" extension.

You can pack to a mp4 file from those files.

For example. You can use ffmpeg.exe as following command.

```
del movie.mp4
ffmpeg.exe -i movie.h264 -i movie.wav -vcodec copy -acodec mp3 movie.mp4
```

You can download ffmpeg from here.

http://ffmpeg.zeranoe.com/builds/