FFmpegSettings(bpy_struct)

base class — bpy_struct

class bpy.types.**FFmpegSettings(bpy_struct)**

FFmpeg related settings for the scene

audio_bitrate

Audio bitrate (kb/s)

TYPE:

int in [32, 384], default 192

audio_channels

Audio channel count

- MONO Mono – Set audio channels to mono.
- STEREO Stereo – Set audio channels to stereo.
- SURROUND4 4 Channels – Set audio channels to 4 channels.
- SURROUND51 5.1 Surround – Set audio channels to 5.1 surround sound.
- SURROUND71 7.1 Surround – Set audio channels to 7.1 surround sound.

TYPE:

enum in ['MONO', 'STEREO', 'SURROUND4', 'SURROUND51', 'SURROUND71'], default 'STEREO'

audio_codec

FFmpeg audio codec to use

- NONE No Audio – Disables audio output, for video-only renders.
- AAC AAC.
- AC3 AC3.
- FLAC FLAC.
- MP2 MP2.
- MP3 MP3.
- OPUS Opus.
- PCM PCM.
- VORBIS Vorbis.

TYPE:

enum in ['NONE', 'AAC', 'AC3', 'FLAC', 'MP2', 'MP3', 'OPUS', 'PCM', 'VORBIS'], default 'NONE'

audio_mixrate

Audio sample rate (samples/s)

TYPE:

int in [8000, 192000], default 48000

audio_volume

Audio volume

TYPE:

float in [0, 1], default 1.0

buffersize

Rate control: buffer size (kb)

TYPE:

int in [0, 2000], default 0

codec

FFmpeg codec to use for video output

- `NONE` No Video – Disables video output, for audio-only renders.
- `AV1` AV1.
- `H264` H.264.
- `H265` H.265 / HEVC.
- `WEBM` WebM / VP9.
- `DNXHD` DNxHD.
- `DV` DV.
- `FFV1` FFmpeg video codec #1.
- `FLASH` Flash Video.
- `HUFFYUV` HuffYUV.
- `MPEG1` MPEG-1.
- `MPEG2` MPEG-2.
- `MPEG4` MPEG-4 (divx).
- `PNG` PNG.
- `QTRLE` QuickTime Animation.
- `THEORA` Theora.

TYPE:

enum in [‘NONE’, ‘AV1’, ‘H264’, ‘H265’, ‘WEBM’, ‘DNXHD’, ‘DV’, ‘FFV1’, ‘FLASH’, ‘HUFFYUV’, ‘MPEG1’, ‘MPEG2’, ‘MPEG4’, ‘PNG’, ‘QTRLE’, ‘THEORA’], default ‘H264’

constant_rate_factor

Constant Rate Factor (CRF); tradeoff between video quality and file size

- `NONE` Constant Bitrate – Configure constant bit rate, rather than constant output quality.
- `LOSSLESS` Lossless.
- `PERC_LOSSLESS` Perceptually Lossless.
- `HIGH` High Quality.
- `MEDIUM` Medium Quality.
- `LOW` Low Quality.
- `VERYLOW` Very Low Quality.
- `LOWEST` Lowest Quality.

TYPE:

enum in [‘NONE’, ‘LOSSLESS’, ‘PERC_LOSSLESS’, ‘HIGH’, ‘MEDIUM’, ‘LOW’, ‘VERYLOW’, ‘LOWEST’], default ‘MEDIUM’

ffmpeg_preset

Tradeoff between encoding speed and compression ratio

- `BEST` Slowest – Recommended if you have lots of time and want the best compression efficiency.
- `GOOD` Good – The default and recommended for most applications.
- `REALTIME` Realtime – Recommended for fast encoding.

TYPE:

enum in [‘BEST’, ‘GOOD’, ‘REALTIME’], default ‘GOOD’

format

Output file container

TYPE:

enum in [‘MPEG4’, ‘MKV’, ‘WEBM’, ‘AVI’, ‘DV’, ‘FLASH’, ‘MPEG1’, ‘MPEG2’, ‘OGG’, ‘QUICKTIME’], default ‘MKV’

gopsize

Distance between key frames, also known as GOP size; influences file size and seekability

TYPE:

int in [0, 500], default 25

max_b_frames

Maximum number of B-frames between non-B-frames; influences file size and seekability

TYPE:

int in [0, 16], default 0

maxrate

Rate control: max rate (kbit/s)

TYPE:

int in [-inf, inf], default 0

minrate

Rate control: min rate (kbit/s)

TYPE:

int in [-inf, inf], default 0

muxrate

Mux rate (bits/second)

TYPE:

int in [0, inf], default 0

packetsize

Mux packet size (byte)

TYPE:

int in [0, 16384], default 0

use_autosplit

Autosplit output at 2GB boundary

TYPE:

boolean, default False

use_lossless_output

Use lossless output for video streams

TYPE:

boolean, default False

use_max_b_frames

Set a maximum number of B-frames

TYPE:

boolean, default False

video_bitrate

Video bitrate (kbit/s)

TYPE:

int in [-inf, inf], default 0

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

bpy.types.Struct subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- bpy_struct.id_data

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.id_properties_clear
- bpy_struct.id_properties_ensure
- bpy_struct.id_properties_ui
- bpy_struct.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values

References

- RenderSettings.ffmpeg