Building OpenCV with MediaSDK support

1. Install MediaSDK
2. Make sure corresponding environment variable is set, Windows: INTELMEDIASDKROOT, Linux: MFX_HOME
3. Build with `-DWITH_MFX` option turned on:

```
cmake -DWITH_MFX=ON <path-to-opencv-sources>
cmake --build .
```

Decoding

Media containers are not supported yet, so it is only possible to decode raw video stream stored in a file. It can be extracted from a container manually using the FFmpeg tool ([source1](#), [source2](#)) or any other tools:

```
# H264
ffmpeg -i video.avi -vcodec copy -an -bsf:v h264_mp4toannexb video.264
# H265
ffmpeg -i in.mkv -c:v copy -bsf hevc_mp4toannexb out.h265
```

Then you can use [VideoCapture](#) object to decode the resulting file:

```
VideoCapture cap("video.264", CAP_INTEL_MFX);
```

Note! The file extension is important, because it will be used to [determine](#) the codec. It can be one of `.264`, `.h264`, `.mp2`, `.mpeg2`, `.265` or `.hevc`.

Encoding

Use the [VideoWriter](#) object:

```
int fourcc = VideoWriter::fourcc('H', '2', '6', '4');
VideoWriter writer(filename, CAP_INTEL_MFX, fourcc, fps, frameSize, isColor);
```

Where `fourcc` can be one of `MPG2`, `H264`, `X264`, `AVC`, `H265` or `HEVC`.