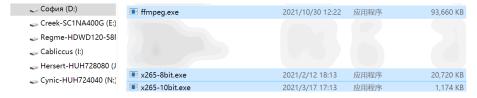
English version is derived from the x264 x265 Ultimate Tutorial Project by same author iAvoe

<u>LigH</u>	.hevc GCC10 [single .exe 8-10-12bit] w/ x86 w/ libx265.dll
Rigaya	.hevc GCC 9.3 [8-10-12bit] w/ x86
<u>Patman</u>	.hevc GCC 11+MSVC1925 [8-10-12bit]
<u>ShortKatz</u>	arm64~64e with x86 ? [?] macOS compiling needed
DJATOM-aMod	Intel, AMD zen1~2 [10bit], zen3 [10-12bit] GCC 10.2.1+GCC10.3
MeteorRain-yuuki	Ismash.mkv/mp4 或.hevc [lavf isn't as reliable as pipe acc. rumor] GCC 9.3+ICC 1900+MSVC 1916 [8][10][12bit]+[8-10-12bit]
ffmpeg all OS compatible. backup link: ottverse.com/ffmpeg-builds	
mpv player a small sized opensource video player with no color issues afaik	
x265GuiEx (Rigaya) 日本語, compiles by auto-setup, link for tutorial	
Voukoder; V-Connector free Premiere/Vegas/AE/Davinci Studio with	
libx264, libx265 presets from this tutorial loaded, currently the best exp. solution Voukoder 5 Connector: After Effects 0.94 Connector: VEGAS Pro 0.7.2	

x265.exe command line for new users

[Download ffmpeg & x265 to a memorable path, in screenshot they are at D:\]



[Open Windows CMD/PowerShell or Linux/MacOS Bash/Terminal, write path & ffmpeg.exe, ffprobe.exe, x265.exe and enter; makesure all program exists]

[ffmpeg build ver.] ffmpeg.exe; [x265 build ver.] x265.exe -V

[CMD auto-filling] Write some portion of PATH/filename, and hit [Tab] will trigger auto-fill

[Gain source video info w/ ffprobe] ffprobe.exe -i ".\video.mp4" -select_streams v:0 -v error -hide_banner -show_streams -show_frames -read_intervals "%+#1" -show_entries frame=top_field_first:stream=codec_long_name, width, coded_width, height, coded_height, pix_fmt, color range, field order, r frame rate, avg frame rate, nb frames -of ini

```
[frames. frame. 0]
                           Check when source video is interlaced
top_field_first=0
streams. stream. 0]
codec long name=H. 264
                           Source codec
width=1920
height=1080
coded_width=1920
                           if != width: horizontal rect. pixel
coded_height=1088
                           if != height: vertical rect. pixel
pix_fmt=yuv420p
                           Colorspace
color_range=tv
field_order=progressive
                           Range (pc=full=0^2255, tv-limited=16^2235)
                           Field (progressive/interlaced/unknown)
_frame_rate=24000/1001
avg frame rate=24000/1001 if != r frame rate: variable frame rate
nb frames=20238
                           Total frame count
```

[interlaced] not a progressive video, check top/bottom field goes first & add x265 parameter --interlaced<tff/bff>

[variable frame rate] source used on mobile devices to save battery, causing compatibility issues. Add ffmpeg option -vsync cfr to convert to cfr

[rectangular pixel] old & unsupported lossy compression. Swap src video if possible

[encoding duration] nb_frames ÷ encoding speed (fps)=time(second)

VSScript.vpy --y4m - | x265.exe - --y4m --output

[x265's required info] ffmpeg -pix_fmt<given by src video, similar as picture above>

```
[ffmpeg-pipe-x265 example] D:\ffmpeg.exe -i F:\video.mov -an -pix_fmt yuv420p10 -f yuv4mpegpipe -strict unofficial - | D:\x265-10bit.exe --preset slow --me umh --subme 5 --merange 48 --weightb --aq-mode 4 --bframes 5 --ref 3 --hash 2 --allow-non-conformance --qg-size 16 --rd 3 --limit-modes --limit-refs 1 --rskip 1 --splitrd-skip --no-sao --tskip --colorprim bt2020 --colormatrix bt2020nc --transfer smpte2084 --y4m - --output F:\done.hevc 2>D:\Desktop\ffmpeg_or_x265_error_logs.txt
```

ffmpeg, VS, avs2yuv pipe

VSpipe. exe

```
ffmpeg -i video_in.mp4 -an -f yuv4mpegpipe -strict unofficial - | x265 --y4m - --output

ffmpeg -i video_in.mp4 -an -f rawvideo - | x265.exe --input-res <WxH> --fps <int/flo/frac> - --output

-format, -an bypass audio, -strict unofficial lift std. restrictions, --y4m stands for "YUV for MPEG",
both "-" passes stream through the Unix pipe
```

```
VSpipe/avs2yuv VSScript.vpy - | x265.exe --input-res <WxH> --fps <int/flo/frac> - --output

avs2yuv.exe AVSScript.avs -raw - | x265.exe --input-res <WxH> --fps <int/flo/frac> - --output
```

ffmpeg built-in scaling: -sws_flags bicubic bitexact gauss neighbor bicublin lanczos spline +full_chroma_int +full_chroma_inp +accurate_rnd

Example: -sws_flags bitexact+full_chroma_int+full_chroma_inp+accurate_rnd)

```
HDR Tags —master—display <manually tagging for instruct video players or decoders to correctly play HDR sources
             DCI-P3: G(13250,34500)B(7500,3000)R(34000,16000)WP(15635,16450)L(maxCLL \times 10000,1)
                       G(15000,30000)B(7500,3000)R(32000,16500)WP(15635,16450)L(maxCLL \times 10000,1)
             bt709:
                       G(8500,39850)B(6550,2300)R(35400,14600)WP(15635,16450)L(maxCLL \times 10000,1)
             bt2020:
                • Check HDR source's metadata for color space, then copy the corresponding settings above as param value
                   max for L has no standards, which means every video could be different, check your source stream
             DCI-P3: G(x0.265, y0.690), B(x0.150, y0.060), R(x0.680, y0.320), WP(x0.3127, y0.329)
             bt709:
                       G(x0.30, y0.60), B(x0.150, y0.060), R(x0.640, y0.330), WP(x0.3127, y0.329)
                       G(x0.170, y0.797), B(x0.131, y0.046), R(x0.708, y0.292), WP(x0.3127, y0.329) >
             bt2020:
             --max-cll <maxCLL,maxFALL>max, average pel intensity. Skip if MediaInfo doesn't get those values out
Color
             --colormatrix <as src, e.g.: gbr bt709 fcc bt470bg smpte170m YCgCo bt2020nc bt2020c smpte2084 ictcp>
```

Primaries -- transfer <as source, e.g.: gbr bt709 fcc bt470bg smpte170m YCgCo bt2020nc bt2020c smpte2084 ictcp>

Encoding speed reference

Processor: R7 5800X all core 4.5Ghz w/ negative voltage auto-offset, 67°C under FC140, avg 15440pts under CbR23 (PBO2 4.85Ghz minus 30 curve offset, 86°C under FC140, only raises 2%, thus unused)

RAM: Hynix MFR 2×2R×8GB/2x16GB, 3000Mhz 15-17-17-35 1T 1.44V, F-U-MCLK 1:1:1 sync

Src①: 1920x1080 yuv420p8 24000/1001fps 312MB low-Q h.264 film src, high contrast complex foreground texture, static low contrast background, 20238 frames. **M.:** 10bit crf 28 adds depth error, low-Q src reduces result difference, high contrast complex texture makes me-mc more difficult

preset slow: 16m 27s, avg~20.5fps, results in 217MB, visible quality loss (more visible in HQ source)

Gen-Simple: 24m 48s, avg~13.6fps, 1.5x slower than top, in 159MB, visible quality loss

Anime•HC: 36m 36s, avg~9.21fps, 2.2x slower than top, in 145MB, visible quality loss (film src)

Film•HC: 78m 57s, avg~4.27fps, 4.8x slower than top, in 189MB, very small loss

veryslow: 133m 16s, avg~2.53fps, 8.1x slower than top, in 221MB, very small loss

Src(2): 3840x2160 yuv444p12 24fps 37GB PQ ProRes4444XQ src, high texture, 6314 frames. **M:** enlarge speed difference, check stability introduced by 4k12bit 4:4:4 high motion high texture difficult source. More difficult to encode than common high-budget anime

GS-CRF16: 75m21s 1.4fps 1159MB, **CRF18:** 73m19s 1.44fps 902MB, **CRF20:** 69m58s 1.5fps 698MB,

CRF22: failed halfway due to low stability, can be concatenated later. Note: hist-scenecut failed on all of them

Src③: 1920x1080 yuv420p10 24000/1001fps 1.9GB h.264, 34095 frames. M: detecting speed diff. from low-complexity, low budget anime source in 4:2:0

HC-Anime: 46m43s, avg~12fps

源④: 1920x1080 yuv444p10 24000/1001fps 2.9GB h.264, 40920 frames. **M**: detecting speed diff. from mid-complexity, high budget anime source in 4:4:4

HC•Anime: 97m30s, avg~6.99fps

Gen-Purpose·Simple·LQ

no more configurable options for simplicity, only a few fps slower than top

```
splt-trans
              --preset slow
               --me umh --subme 5 --merange 48 --weightb
me-mc
adpt quant --aq-mode 4
rate control —bframes 5 —ref 3
               --hash 2 --allow-non-conformance
tgt. depth
               -D 8/10/12 (default 8bit or lowest built in x265.exe, same or convert to lower depth only w/ --dither)
multi node
              --pools ,,,, (e.g.: "-,+"states PC w/ 2 nodes & use the 2<sup>nd</sup> only, using both nodes causes mem. delay)
               crop: -display-window < integer "\leftarrow, \uparrow, \rightarrow, \downarrow" pixels >, \ge 16 core cpu opt.: --pme,
others
               interlaced: --field, pixel depth reduction quality+: --dither, begin; ending frame: --seek; --
               frames, crf/abr resist noise factor: --rc-grain
               ffmpeg -pix_fmt yuv420p / yuv422p / yuv444p / yuv420p10 / yuv422p10 / yuv444p10...
colorspace
```

(ffmpeg pipe) x265 CLI parameters

• ffmpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —an —f yuv4mpegpipe —

pix_fmt<ffprobe pix_fmt> —strict unofficial — | x265.exe ——preset slow ——me umh ——subme 5 ——

merange 48 ——weightb ——aq—mode 4 ——bframes 5 ——ref 3 ——hash 2 ——allow—non—conformance ——

y4m — —output ".\v_out.hevc"

libx265 CLI, compatible w/ libav fork

• ffmpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —c:v libx265 —pix_fmt<ffprobe
pix_fmt> —x265params

```
"preset=slow:me=umh:subme=5:merange=48:weightb=1:bframes=5:ref=3:hash=2:allow-non-conformance=1" -c:a copy ".\v_out.hevc"
```

libkvazaar CLI (in dev, crf mode missing) (libx265 ffmpeg CLI is lacking 85% of params, skipped)

ffmpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —c:v libkvazaar —

pix_fimt<ffprobe pix_fimt> —kvazaar—params "limit—tu=1:tr—depth—intra=2:pu—depth—intra=4:pu—depth—

inter=3:smp=1:amp=1:bipred=1:me=tz:subme=4:merange=48:me-early—termination=off:max—

merge=2:ref=3:open—gop=0:period=360:gop=16:transform—skip=1:qp=16:fast—residual—cost=1:early—

skip=1:max—merge=4:rd=3:mv—rdo=1:rdoq—skip=1:intra—rdo—et=1:sao=edge:hash=checksum"—c:a copy

".\v_out.hevc"

ffmpeg multiplex all tracks (encapsulation format depends on output extension)

- ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio_in.aac" -c:a copy -i ".\subtitle_in.srt" -c:s copy "mux_out.mkv"
- ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio1.aac" -c:a copy -i ".\aud2.aac" -c:a copy -i ".\sub1.ass" -c:s copy -i ".\sub2.ass" -c:s copy "mux_out.mkv"

Subtitle support of different encapsulation formats: Wikipedia - Subtitle formats support

ffmpeg replace audio track, itoffset<±seconds> to align:

• ffmpeg.exe -i ".\mux_in.mov" -i ".\new_audio.aac" -c:v copy -map 0:v:0 -map 1:a:0 -c:a copy -itsoffset 0 ".\new mux out.mov"

ffmpeg warning: small thread_queue_size: add -thread_queue_size<avg encoding kbps+1000>

batch: back to normal CMD prompt when finish: $\ensuremath{\mathrm{cmd}}\ /\ensuremath{\mathrm{k}}$

batch: back to normal CMD prompt when finish + show windows build version: $\ensuremath{\mathrm{cmd}}\xspace - k$

Customize·Standard.

```
splt-trans
              --tu-intra-depth 3 --tu-inter-depth 3 --limit-tu 1 --rdpenalty 1
me-mc
              --me umh --subme <24fps=3, 48fps=4, 60fps=5, 100fps=6> --merange 48 --weightb
ref-rateol
              --ref 3 --max-merge <2fast, 3, 4slow> --early-skip --no-open-gop --min-keyint 5 --
              keyint <9×fps> --fades --bframes 8 --b-adapt 2 --radl 3 <sharp source: --pbratio 1.2>
intra coding <fast: --fast-intra / mid: leave blank / slow: --b-intra / slower: --constrained-intra >
quantization --crf <18~20 low loss 19 ~22 good> --crqpoffs -3 --cbqpoffs -1
rdoq
              --rdoq-level <1fast, 2slow>
adapt quant <anime source: --hevc-aq, remove aq-mode> --aq-mode 4 --aq-strength <flat=0.8, edgy=1>
md decision --rd 3 --limit-modes --limit-refs 1 --rskip <3fast, 2mid, 1slow> --rc-lookahead <3 × fps> -
              -tskip-fast --rect <veryslow: --amp>
rdo
              --psy-rd <film=1.6, anime=0.6, +0.6 if ctu=64, -0.6 if ctu=16> --splitrd-skip <EXP: --qp-
              adaptation-range 3>
deblock-sao --limit-sao --sao-non-deblock --deblock 0:-1
io
              --hash 2 --allow-non-conformance <NAS streaming: --idr-recovery-sei>
tgt. depth
              -D 8/10/12 (default 8bit or lowest built in x265.exe, same or convert to lower depth only w/ --dither)
              --pools ,,,, (e.g.: "-,+"states PC with 2 nodes & use the 2<sup>nd</sup> only, using both nodes causes mem. delay)
multi node
              crop: --display-window < integer "\leftarrow, \uparrow, \rightarrow, \downarrow " pixels >, \geq 16 core cpu opt.: --pme,
others
              interlaced: --field, pixel depth reduction quality+: --dither, begin; ending frame: --seek; --
              frames, crf/abr resist noise factor: --rc-grain
colorspace
              ffmpeg -pix fmt yuv420p / yuv422p / yuv444p / yuv420p10 / yuv422p10 / yuv444p10...
```

libx265 CLI, compatible w/ libav fork

ffinpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —c:v libx265 —pix_fmt<ffprobe

pix_fmt> —x265params "ctu=_0:min-cu-size=16:tu-intra-depth=3:tu-inter-depth=3:limit—

tu=1:rdpenalty=1:me=umh:subme=_0:merange=48:weightb=1:ref=3:max-merge=_0:early-skip=1:open
gop=0:min-keyint=5:fades=1:bframes=8:b-adapt=2:radl=3:pbratio=1.2:fast-intra=1:b
intra=1:constrained-intra=1:crf=_0:crqpoffs=-3:cbqpoffs=-1:rdoq-level=_0:aq-mode=4:aq-strength=

O:rd=3:limit-modes=1:limit-refs=1:rskip=_0:rc-lookahead=_0:tskip-fast=1:rect=1:amp=1:psy-rd=

O:splitrd-skip=1:qp-adaptation-range=4:limit-sao=1:sao-non-deblock=1:deblock=0:-1:hash=2:allow-non-conformance=1" —c:a copy ".\v_out.hevc"

ffmpeg multiplex all tracks (encapsulation format depends on output extension)

- ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio_in.aac" -c:a copy -i ".\subtitle in.srt" -c:s copy "mux out.mkv"
- ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio1.aac" -c:a copy -i ".\aud2.aac" -c:a copy -i ".\sub1.ass" -c:s copy -i ".\sub2.ass" -c:s copy "mux out.mkv"

Subtitle support of different encapsulation formats: Wikipedia - Subtitle formats support

ffmpeg replace audio track, itoffset±seconds to align:

• ffmpeg.exe -i ".\mux_in.mov" -i ".\new_audio.aac" -c:v copy -map 0:v:0 -map 1:a:0 -c:a copy -itsoffset 0 ".\new mux out.mov"

ffmpeg warning: small thread queue size: add -thread_queue_size<avg encoding kbps+1000>

batch: back to normal CMD prompt when finish: $\mbox{cmd} \ / \mbox{k}$

batch: back to normal CMD prompt when finish + show windows build version: emd -k

High Compression·Film·HQ Source

```
splt-trans
              --tu-intra-depth 4 --tu-inter-depth 4 --limit-tu 1
me-mc
              --me star --subme <24fps=3, 48fps=4, 60fps=5, 100fps=6> --merange 48 --weightb
              --ref 3 --max-merge 4 --no-open-gop --min-keyint 3 --keyint 310 --fades --bframes
ref-rateol
              8 --b-adapt 2 --radl 3
intra coding --constrained-intra --b-intra
quantization --crf 21.8 --qpmin 8 --crqpoffs -3 --ipratio 1.2 --pbratio 1.5
rdoq
              --rdoq-level 2
adapt.quant --aq-mode 4 --aq-strength <clean source=0.8, film=1> --qg-size 8
md decision --rd 3 --limit-refs 0 --rskip 0 --rc-lookahead <1.8 × fps> --rect --amp
rdo
              --psy-rd <film=1.6, animation=0.6, +0.6 if ctu=64, -0.6 if ctu=16> <EXP: --qp-adaptation-range 3>
              --deblock 0:0
deblock
              --limit-sao --sao-non-deblock --selective-sao 3
sao
              --hash 2 --allow-non-conformance --nr-inter 8 <NAS streaming: --idr-recovery-sei>
io
tgt. depth
              -D 8/10/12 (default 8bit or lowest built in x265.exe, same or convert to lower depth only w/ --dither)
multi node
              --pools ,,,, (e.g.: "-,+"states PC with 2 nodes & use the 2<sup>nd</sup> only, using both nodes causes mem. delay)
              crop: --display-window < integer "←, ↑, →, ↓ " pixels >, ≥ 16 core cpu opt.: --pme, interlaced: --
others
              field, pixel depth reduction quality+: --dither, begin; ending frame: --seek; --frames, crf/abr resist
              noise factor: --rc-grain
colorspace
              ffmpeg -pix_fmt yuv420p / yuv422p / yuv444p / yuv420p10 / yuv422p10 / yuv444p10...
```

ffinpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —an —f yuv4mpegpipe —strict unofficial —pix_fint<ffprobe pix_fint> — | x265.exe ——tu—intra—depth 4 ——tu—inter—depth 4 ——limit—tu 1 —me star ——subme ① ——merange 48 ——weightb ——ref 3 ——max—merge 4 ——no—open—gop ——min—keyint 3 ——keyint 310 ——fades ——bframes 8 ——b—adapt 2 ——radl 3 ——constrained—intra ——b—intra ——crf 21.8 ——qpmin 8 ——crqpoffs —3 ——ipratio 1.2 ——pbratio 1.5 ——rdoq—level 2 ——aq—mode 4 ——aq—strength ② ——qg—size 8 ——rd 3 ——limit—refs 0 ——rskip 0 ——rc—lookahead ② ——rect ——amp ——psy—rd ② ——qp—adaptation—range 3 ——deblock 0:0 ——limit—sao ——sao—non—deblock ——selective—sao 3 ——hash 2 ——allow—non—conformance ——y4m — ——output ".\v_out.hevc"

libx265 CLI, compatible w/ libav fork

ffmpeg multiplex all tracks (encapsulation format depends on output extension)

• ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio_in.aac" -c:a copy -i ".\subtitle_in.srt" -c:s copy "mux_out.mkv"

• ffmpeg. exe -i ".\v_in. hevc" -an -c:v copy -i ".\audiol. aac" -c:a copy -i ".\aud2. aac" -c:a copy -i ".\sub1. ass" -c:s copy -i ".\sub2. ass" -c:s copy "mux out. mkv"

Subtitle support of different encapsulation formats: Wikipedia - Subtitle formats support

ffmpeg replace audio track, itoffset±seconds to align:

• ffmpeg.exe -i ".\mux_in.mov" -i ".\new_audio.aac" -c:v copy -map 0:v:0 -map 1:a:0 -c:a copy -itsoffset 0 ".\new_mux_out.mov"

ffmpeg warning: small thread queue size: add -thread_queue_size<avg encoding kbps+1000>

batch: back to normal CMD prompt when finish: $\mbox{cmd} \ / k$

batch: back to normal CMD prompt when finish + show windows build version: cmd -k

Editing footage-Render & Reuse

```
block/unit spitting—ctu 32
motion est.&cmp —me star —subme <24fps=3, 48fps=4, 60fps=5, 100fps=6> —merange 48 —analyze—src—
                  pics
intraframe search —max—merge 4 —early—skip —b—intra
                  --no-open-gop --min-keyint 1 --keyint <7×fps>--ref 3 --fades --bframes 7 --b-
rate control
                  adapt 2
quantization
                  --crf 17 --crgpoffs -3 --cbgpoffs -2
mode decision
                  --rd 3 --limit-modes --limit-refs 1 --rskip 1 --rc-lookahead <4 × fps>
R-D optimization —splitrd—skip
deblock
                  --deblock -1:-1
input output
                  --hash 2 --allow-non-conformance
tuning
                  --tune grain
tgt pixel bit depth –D 8/10/12
                  crop: --display-window < integer "\leftarrow, \uparrow, \rightarrow, \downarrow " pixels >, \geq16 core cpu opt.: --pme,
others
                  interlaced: --field, pixel depth reduction quality+: --dither, begin; ending frame: --seek;
                   -- frames, crf/abr resist noise factor: --rc-grain, multi-node: --pools ,,,,
colorspace
                   ffmpeg -pix fmt yuv420p / yuv422p / yuv444p / yuv420p10 / yuv422p10 / yuv444p10...
(ffmpeg pipe) x265 CLI parameters
```

libx265 CLI, compatible w/ libav fork

• ffmpeg.exe -loglevel 16 -hwaccel auto -y -hide_banner -i ".\v_in.mp4" -c:v libx265 -pix_fmt<ffprobe

pix_fmt> -x265params "ctu=32:me=star:subme=0:merange=48:analyze-src-pics=1:max
merge=4:early-skip=1:open-gop=0:min-keyint=1:keyint=0:ref=3:fades=1:bframes=7:b
adapt=2:radl=3:constrained-intra=1:b-intra=1:crf=17:crqpoffs =-3:cbqpoffs=-2:rd=3:limit
modes=1:limit-refs=1:rskip=1:rc-lookahead=0:splitrd-skip=1:deblock=-1:-1:hash=2:allow-non
conformance=1:tune=grain" -c:a copy ".\v_out.hevc"

ffmpeg multiplex all tracks (encapsulation format depends on output extension)

- ffmpeg.exe -i ".\v_in.hevc" -an -c:v copy -i ".\audio_in.aac" -c:a copy -i ".\subtitle_in.srt" -c:s copy "mux_out.mkv"
- ffmpeg. exe -i ".\v_in. hevc" -an -c:v copy -i ".\audio1. aac" -c:a copy -i ".\aud2. aac" -c:a copy -i ".\sub1. ass" -c:s copy -i ".\sub2. ass" -c:s copy "mux out. mkv"

Subtitle support of different encapsulation formats: <u>Wikipedia - Subtitle formats support</u>

ffmpeg replace audio track, itoffset±seconds to align:

• ffmpeg.exe -i ".\mux_in.mov" -i ".\new_audio.aac" -c:v copy -map 0:v:0 -map 1:a:0 -c:a copy -itsoffset 0 ".\new_mux_out.mov"

ffmpeg warning: small thread_queue_size: add -thread_queue_size<avg encoding kbps+1000>

batch: back to normal CMD prompt when finish: $\ensuremath{\text{cmd}}\ensuremath{\,\,{/}\,k}$

batch: back to normal CMD prompt when finish + show windows build version: $\ensuremath{\mathrm{cmd}}\ -k$

Anime·High Compression·Subtitle Groups

```
splt-trans —tu—intra—depth 4 ——tu—inter—depth 4 ——max—tu—size 16
            --me umh --merange 48 --subme <24fps=3, 48fps=4, 60fps=5, 100fps=6> --weightb <remove
me-mc
            weightb for 80's anime that doesn't have lighting fades for performance > --max-merge 4 --early-skip
           --ref 3 --no-open-gop --min-keyint 5 --keyint <12×fps> --fades --bframes 16 --b-adapt
            2 -- radl 3 -- bframe-bias 20
intra coding—constrained—intra —b—intra
quantization—crf 22 —crqpoffs —4 —cbqpoffs —2 —ipratio 1.6 —pbratio 1.3 —cu—lossless —tskip
            --psy-rdoq 2.3 --rdoq-level 2
rdoq
            --hevc-aq --aq-strength 0.9 --qg-size 8
aq
            --rd 3 --limit-modes --limit-refs 1 --rskip 1 --rc-lookahead <2.5 × fps> --rect --amp
md
rdo
            --psy-rd 1.5 --splitrd-skip --rdpenalty 2 <EXP: --qp-adaptation-range 4>
deblock -sao –deblock 0:-1 –-limit-sao –-sao-non-deblock
            --hash 2 --allow-non-conformance --single-sei <NAS streaming: --idr-recovery-sei>
io
tgt. depth -D 8/10/12 (default 8bit or lowest built in x265.exe, same or convert to lower depth only w/ --dither)
multi nodes—pools ,,,, (e.g.: "-,+"states PC with 2 nodes & use the 2<sup>nd</sup> only, using both nodes causes mem. delay)
            crop: -display-window < integer "\leftarrow, \uparrow, \rightarrow, \downarrow" pixels >, \ge 16 core cpu opt.: -pme, interlaced:
others
            --field, pixel depth reduction quality+: --dither, begin; ending frame: --seek; --frames, crf/abr
            resist noise factor: --rc-grain
colorspace ffmpeg -pix_fmt yuv420p / yuv422p / yuv444p / yuv420p10 / yuv422p10 / yuv444p10...
```

libx265 CLI, compatible w/ libav fork

ffmpeg.exe =loglevel 16 =hwaccel auto =y =hide_banner =i ".\v_in.mp4" =c:v libx265 =pix_fmt<ffprobe

pix_fmt> =x265params "tu=intra=depth=4:tu=inter=depth=4:max=tu=size=16:me=umh:subme=

O:merange=48:weightb=1:max=merge=4:early=skip=1:ref=3:open=gop=0:min=keyint=5:keyint=

O:fades=1:bframes=16:b=adapt=2:radl=3:bframe=bias=20:constrained=intra=1:b=

intra=1:crf=22:crqpoffs=-4:cbqpoffs=-2:ipratio=1.6:pbratio=1.3:cu=lossless=1:tskip=1:psy=rdoq=2.3:rdoq=level=2:hevc=aq=1:aq=strength=0.9:qg=size=8:rd=3:limit=modes=1:limit=

refs=1:rskip=1:rc=lookahead=O:rect=1:amp=1:psy=rd=1.5:splitrd=skip=1:rdpenalty=2:qp=adaptation=range=4:deblock=-1:0:limit=sao=1:sao=non=deblock=1:hash=2:allow=non=conformance=1:single=sei=1"=c:a copy ".\v out.hevc"

Anime·ripper's cold war·HEDT Only

Paused dark flat scenes must look AS-IS, results less & slower compression than sub grps

```
--tu-intra-depth 4 --tu-inter-depth 4 --max-tu-size 4 --limit-tu 1
splt-trans
              --me star --subme <24fps=3, 48fps=4, 60fps=5, 100fps=6> --merange 52 --analyze-src-pics --
me-mc
              weightb --max-merge 4
              --ref 3 --no-open-gop --min-keyint 1 --keyint <12×fps> --fades --bframes 16 --b-
ref-rateol
              adapt 2 -- radl 2
intra coding --b-intra
quantization --crf 17 --crqpoffs -5 --cbqpoffs -2 --ipratio 1.67 --pbratio 1.33
lossless ant --cu-lossless
              --psy-rdoq 2.5 --rdoq-level 2
rdoq
              --hevc-aq --aq-strength 1.4 --qg-size 8
aq
              --rd 5 --limit-refs 0 --rskip 0 --rc-lookahead <2.5 × fps> --rect --amp --no-cutree
md
              --psy-rd 1.5 --rdpenalty 2 <EXP: --qp-adaptation-range 5>
rdo
deblock
              --deblock -2:-2
              --limit-sao --sao-non-deblock --selective-sao 1
sao
              --hash 2 --allow-non-conformance --single-sei <NAS streaming: --idr-recovery-sei>
io
              <u>crop:</u> −-display-window < integer "\leftarrow, \uparrow, \rightarrow, \downarrow " pixels >, \geq 16 core cpu opt.: −-pme,
others
              interlaced: --field, pixel depth reduction quality+: --dither, begin; ending frame: --seek; --
```

frames, crf/abr resist noise factor: --rc-grain, target depth: -D 8/10/12, multi-node: --pools ,,,,

• ffmpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —an —f yuv4mpegpipe —strict unofficial —pix_fint<ffprobe pix_fint> — | x265.exe ——tu—intra—depth 4 ——tu—inter—depth 4 ——max—tu—size 4 ——limit—tu 1 —me star ——subme ○ ——merange 52 ——analyze—src—pics ——weightb ——max—merge 4 ——ref 3 ——no—open—gop ——min—keyint 1 ——keyint ○ ——fades ——bframes 16 ——b—adapt 2 ——radl 2 ——b—intra ——crf 16 ——crqpoffs —5 ——cbqpoffs —2 ——ipratio 1.67 ——pbratio 1.33 ——cu—lossless ——psy—rdoq 2.5 ——rdoq—level 2 ——hevc—aq ——aq—strength 1.4 ——qg—size 8 ——rd 5 ——limit—refs 0 ——rskip 0 ——rc—lookahead ○ ——rect ——amp ——no—cutree ——psy—rd 1.5 ——rdpenalty 2 ——qp—adaptation—range 5 ——deblock —2:—2 ——limit—sao ——sao—non—deblock ——selective—sao 1 ——hash 2 ——allow—non—conformance ——single—sei ——y4m — ——output ".\v_out.hevc"

libx265 CLI, compatible w/ libav fork

• ffinpeg.exe —loglevel 16 —hwaccel auto —y —hide_banner —i ".\v_in.mp4" —c:v libx265 —pix_fint<ffprobe

pix_fint> —x265params "tu—intra—depth=4:tu—inter—depth=4:max—tu—size=4:limit—

tu=1:me=star:subme=①:merange=52:analyze—src—pics=1:weightb=1:max—merge=4:mcstf=1:ref=3:open—

gop=0:min—keyint=1:keyint=①:fades=1:bframes=16:b—adapt=2:radl=2:b—intra=1:crf=16:crqpoffs=—

5:cbqpoffs=—2:ipratio=1.6:pbratio=1.33:cu—lossless=1:psy—rdoq=2.5:rdoq—level=2:hevc—aq=1:aq—

strength=1.4:qg—size=8:rd=5:limit—refs=0:rskip=0:rc—lookahead=①:rect=1:amp=1:cutree=0:psy—

rd=1.5:rdpenalty=2:qp—adaptation—range=5:deblock=—2:—2:limit—sao=1:sao—non—deblock=1:selective—

sao=1:hash=2:allow=non—conformance=1:single—sei=1"—c:a_copy ".\v_out.heyc"