AForge.NET and FFMPEG are very particular about .NET and Platform selections.

These work: .NET 3.5 for Build All, Platform v110 for FFMPEG, and .NET 4.5 for AviMotion.

AviMotion should be targeted to x86. If set to Any CPU, it won’t work. Somehow, AForge, and AForge.Video can be either AnyCPU or x86, either way works fine. FFMPEG links to both of those, but it doesn’t seem to care either whether it is x86 or AnyCPU.

Presumably, this is because FFMPEG is x86 only.

AviMotion has to be at least .NET 4 or higher. Will not work if it is 3.5. Conversely, AForge builds need to be 3.5 or lower. Will not work if higher than that.

AviMotion DEBUG version can use either Debug or Release versions of FFMPEG and AForge. Obviously, debugging is not possible with release versions, but they still run.

AviMotion Release does not seem to work at all, with either Debug or Release DLLs, even if set to .NET 4 or higher.