

Encoder hevc\_nvenc [NVIDIA NVENC hevc encoder]:

General capabilities: delay

Threading capabilities: none

Supported pixel formats: yuv420p nv12 p010le yuv444p yuv444p16le bgr0 rgb0 cuda d3d11

hevc\_nvenc AVOptions:

-preset	<int>	E..V....	Set the encoding preset (from 0 to 11) (default medium)
default		E..V....	
slow		E..V....	hq 2 passes
medium		E..V....	hq 1 pass
fast		E..V....	hp 1 pass
hp		E..V....	
hq		E..V....	
bd		E..V....	
ll		E..V....	low latency
llhq		E..V....	low latency hq
llhp		E..V....	low latency hp
lossless		E..V....	lossless
losslesshp		E..V....	lossless hp
-profile	<int>	E..V....	Set the encoding profile (from 0 to 4) (default main)
main		E..V....	
main10		E..V....	
next		E..V....	
-level	<int>	E..V....	Set the encoding level restriction (from 0 to 186) (default auto)
auto		E..V....	
1		E..V....	
1.0		E..V....	
2		E..V....	
2.0		E..V....	
2.1		E..V....	
3		E..V....	
3.0		E..V....	
3.1		E..V....	
4		E..V....	
4.0		E..V....	
4.1		E..V....	
5		E..V....	
5.0		E..V....	
5.1		E..V....	
5.2		E..V....	
6		E..V....	
6.0		E..V....	
6.1		E..V....	
6.2		E..V....	

-tier	<int>	E..V.... Set the encoding tier (from 0 to 1) (default main)
main		E..V....
high		E..V....
-rc	<int>	E..V.... Override the preset rate-control (from -1 to INT_MAX) (default -1)
constqp		E..V.... Constant QP mode
vbr		E..V.... Variable bitrate mode
cbr		E..V.... Constant bitrate mode
vbr_minqp		E..V.... Variable bitrate mode with MinQP (deprecated)
ll_2pass_quality		E..V.... Multi-pass optimized for image quality (deprecated)
ll_2pass_size		E..V.... Multi-pass optimized for constant frame size (deprecated)
vbr_2pass		E..V.... Multi-pass variable bitrate mode (deprecated)
cbr_ld_hq		E..V.... Constant bitrate low delay high quality mode
cbr_hq		E..V.... Constant bitrate high quality mode
vbr_hq		E..V.... Variable bitrate high quality mode
-rc-lookahead	<int>	E..V.... Number of frames to look ahead for rate-control (from 0 to INT_MAX) (default 0)
-surfaces	<int>	E..V.... Number of concurrent surfaces (from 0 to 64) (default 0)
-cbr	<boolean>	E..V.... Use cbr encoding mode (default false)
-2pass	<boolean>	E..V.... Use 2pass encoding mode (default auto)
-gpu	<int>	E..V.... Selects which NVENC capable GPU to use. First GPU is 0, second is 1, and so on. (from -
2 to INT_MAX) (default any)		
any		E..V.... Pick the first device available
list		E..V.... List the available devices
-delay	<int>	E..V.... Delay frame output by the given amount of frames (from 0 to INT_MAX) (default INT_MAX)
-no-scenecut	<boolean>	E..V.... When lookahead is enabled, set this to 1 to disable adaptive I-frame insertion at scene
cuts (default false)		
-forced-idr	<boolean>	E..V.... If forcing keyframes, force them as IDR frames. (default false)
-spatial_aq	<boolean>	E..V.... set to 1 to enable Spatial AQ (default false)
-temporal_aq	<boolean>	E..V.... set to 1 to enable Temporal AQ (default false)
-zerolatency	<boolean>	E..V.... Set 1 to indicate zero latency operation (no reordering delay) (default false)
-nonref_p	<boolean>	E..V.... Set this to 1 to enable automatic insertion of non-reference P-frames (default false)
-strict_gop	<boolean>	E..V.... Set 1 to minimize GOP-to-GOP rate fluctuations (default false)
-aq-strength	<int>	E..V.... When Spatial AQ is enabled, this field is used to specify AQ strength. AQ strength
scale is from 1 (low) - 15 (aggressive) (from 1 to 15) (default 8)		
-cq	<float>	E..V.... Set target quality level (0 to 51, 0 means automatic) for constant quality mode in VBR
rate control (from 0 to 51) (default 0)		
-aud	<boolean>	E..V.... Use access unit delimiters (default false)
-bluray-compat	<boolean>	E..V.... Bluray compatibility workarounds (default false)
-init_qpP	<int>	E..V.... Initial QP value for P frame (from -1 to 51) (default -1)
-init_qpB	<int>	E..V.... Initial QP value for B frame (from -1 to 51) (default -1)
-init_qpI	<int>	E..V.... Initial QP value for I frame (from -1 to 51) (default -1)
-qp	<int>	E..V.... Constant quantization parameter rate control method (from -1 to 51) (default -1)
-weighted_pred	<int>	E..V.... Set 1 to enable weighted prediction (from 0 to 1) (default 0)