

More Windows Features!!

Direct3D11, DXVA2, and
Media Foundation plugin

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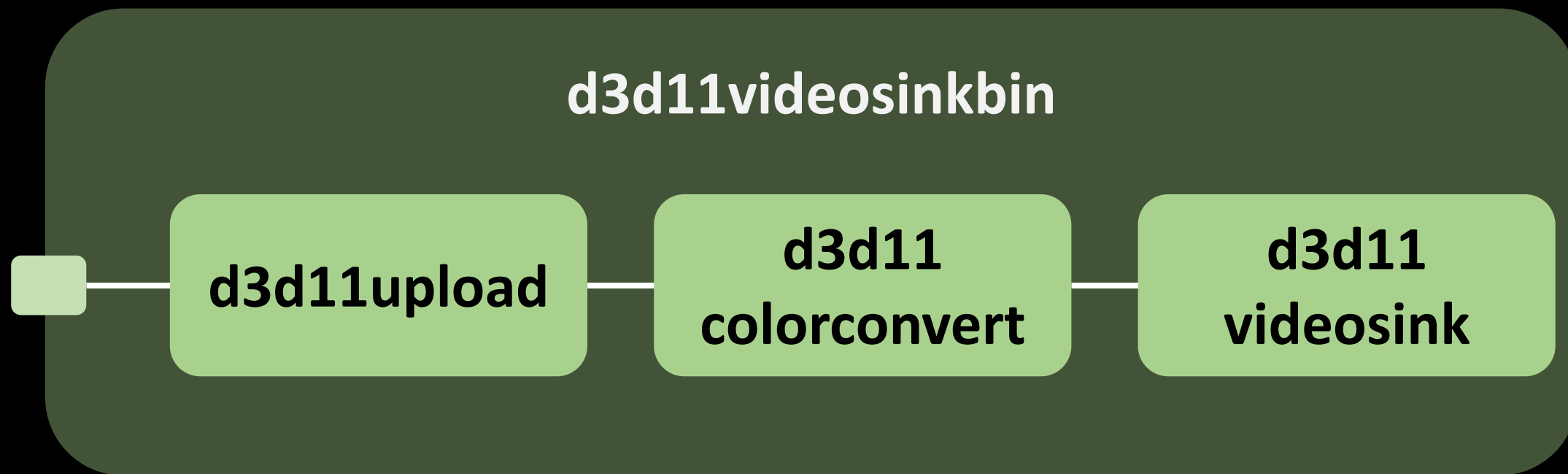


Status of Windows specific plugins

- D3D11
 - MR #738: DeviceProvider impl.
 - MR #665: Color space conversion using D3D11 shader
- DXVA2 (with D3D11)
 - MR #716: AVC, HEVC and VP9 decoding
 - Based on Chromium implementation
- Media Foundation
 - MR #760: AVC, and HEVC H/W, S/W encoding, Video capture source



New d3d11videosinkbin



DXVA 2 (DirectX Video Acceleration)

- Need Windows 8 or higher
 - D3D11 related APIs (e.g., ID3D11VideoDevice) were introduced with Windows 8
- Can be used by both WIN32 desktop App and UWP(Universal Windows Platform) app
- Some code were taken from Chromium implementation
- So far AVC, HEVC and VP9 decoder were implemented



Media Foundation

- A successor to DirectShow
- More encoder/decoder, more formats than DirectShow
- Support H/W encoding without external dependency
- Can be optimized with D3D11 interop.
 - En/decoding from/to d3d11 texture
 - Need public D3D11 API first to use D3D11 gracefully (or duplicate code a lot)
- HEVC encoding needs Windows 10

