

FFMPEG INSTALLATION INSTRUCTIONS

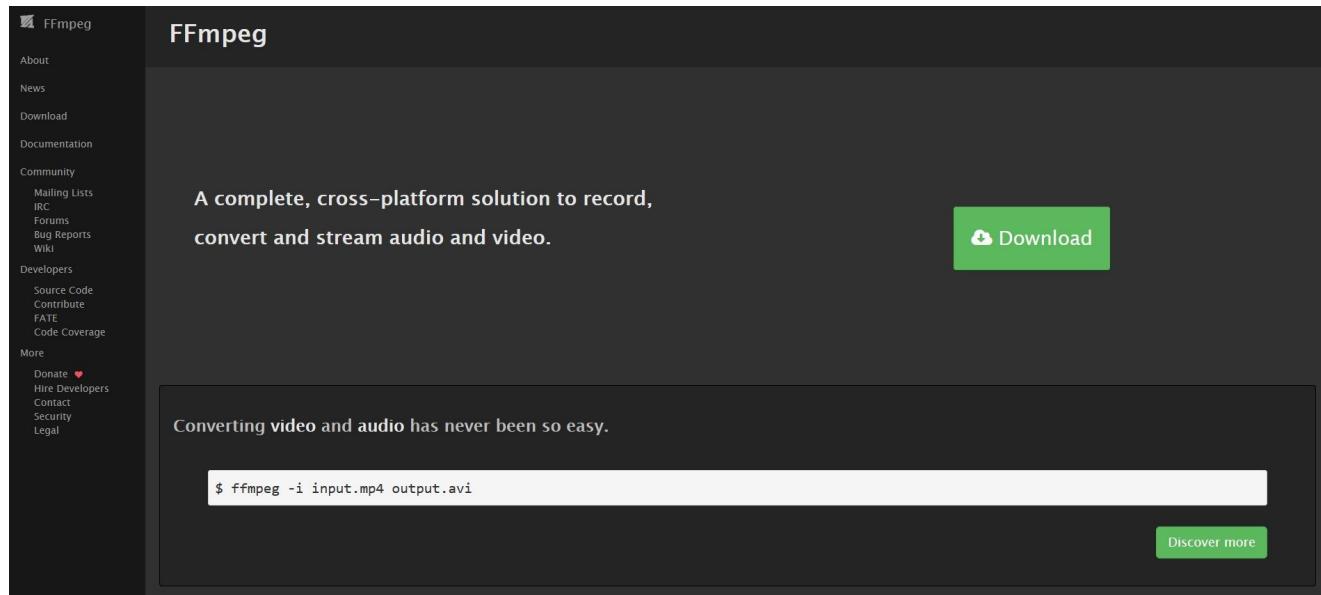
FILM FABRIEK

INTRODUCTION

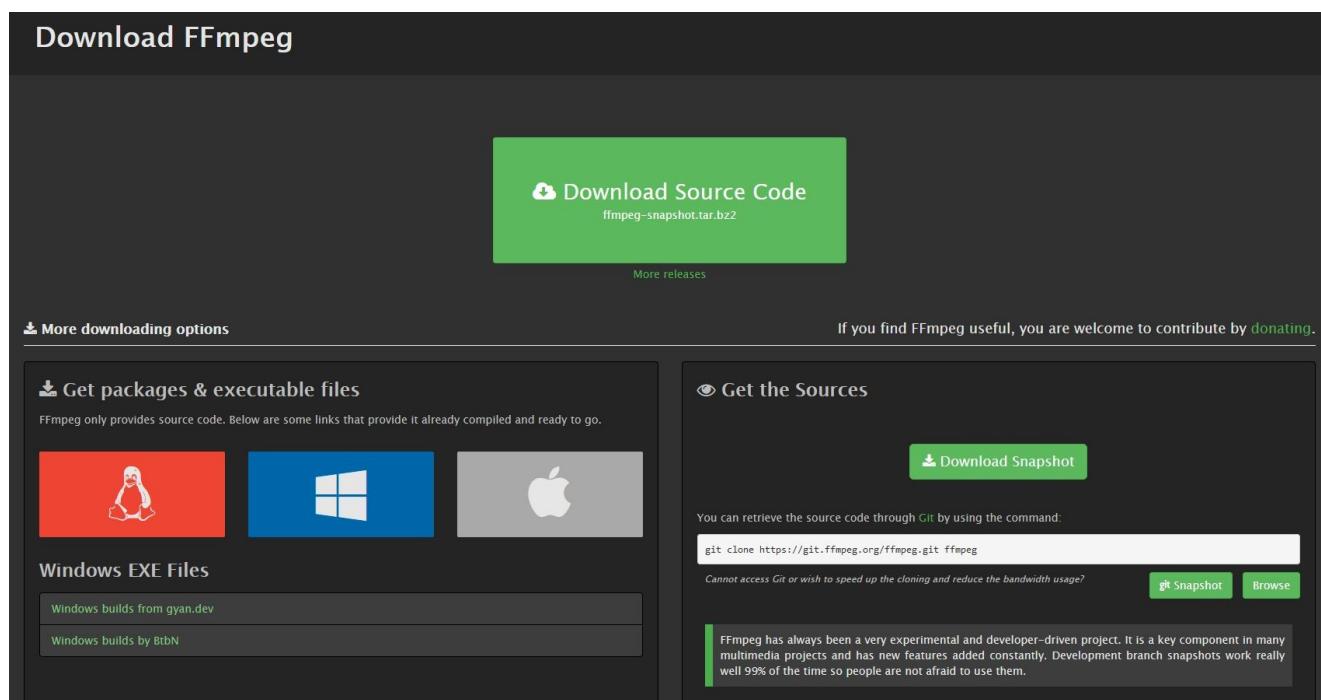
FFmpeg is a set of tools to convert media files that can be used independently or be called by other programs, such as FF Transcode.

INSTALLATION INSTRUCTIONS

To install FFmpeg on your system, you need to get the executables from the FFmpeg website. Go to <http://www.ffmpeg.org> and click “Download”.



You will see various options on the download page.



Do NOT download the source code, instead you need to find a link to the Windows executable (EXE) files.

Get packages & executable files

FFmpeg only provides source code. Below are some links that provide it already compiled and ready to go.



Windows EXE Files

[Windows builds from gyan.dev](https://www.gyan.dev/ffmpeg/builds)

[Windows builds by BtbN](https://btb.nu/ffmpeg)

Hover your mouse over the Windows logo and follow the first link: <https://www.gyan.dev/ffmpeg/builds>

On the builds page, you need to find the Windows 64-bit executables files and download the latest “stable” or “release” build (if you are offered to choose between “static” or “dynamic”, choose “static”).

BUILDS

FFmpeg Windows Builds

gyan.dev

This page hosts packages containing binaries of `ffmpeg`, `ffprobe` and `ffplay`. These are compatible with Windows 7 and above. They may work on Windows Vista but that hasn't been tested.

If you're downloading `ffmpeg` to support features in a program such as Krita or Blender, get the [release essentials](#) build.

The [full builds](#) are now bundled with frei0r plugins - only `git full` at present. See `README.txt` in the package.

There are 4 Windows build variants available:

- `git full` - built from master branch with a large set of libraries
- `git essentials` - built from master branch with commonly-used libraries
- `release full` - built from latest release branch with a large set of libraries
- `release essentials` - built from latest release branch with commonly-used libraries

Feature libraries in essentials builds

```
avisynth libaom libass libfreetype libfribidi libgme libgsm libmp3lame
libopencore-amrnb libopencore-amrnb libopenjpeg libopenmpt libopus
librubberband libsrt libssh libspeex libtheora libvidstab libvmaf libvo-
amrwbenc libvorbis libvpx libwebp libx264 libx265 libxvid libzimg libzmq sd12
```

Scroll down to find the release section.

CODEX FFmpeg

builds

BUILDS

release

Links

<https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-full.7z>

[https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-essentials.7z \(22MB\)](https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-essentials.7z)
[https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-essentials.zip \(74MB\)](https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-essentials.zip)

<https://www.gyan.dev/ffmpeg/builds/ffmpeg-release-full-shared.7z>

Version

4.3.1-2020-10-01

Source code

<https://github.com/FFmpeg/FFmpeg/commit/8a2acdc6da>

Choose the full version (the first link).

You should now have a zip file (or 7z file, in that case you will need to install 7-zip¹ to open it) in your Download folder.

Extract it by right-clicking on it and selecting “Extract all...”

Choose the destination folder you prefer. It doesn’t matter where you copy the files but you will need to remember where they are to use them, for instance in FF Transcode.

We advise choosing “C:\Program Files\FFmpeg” for clarity.

That’s it, there is no “installation”.

If you ever want to remove FFmpeg, just delete the folder where you extracted the files.

IMPORTANT NOTE

FFmpeg sometimes has bugs, which are fixed in newer versions. It is generally advised to use the latest version, but you may need to use a specific older version.

For instance, as of beginning of 2024, versions 6 and 6.1 are known to have a bug when processing TIF files. We therefore recommend avoiding them and going back to version 5.1.2 until the bug is fixed in a new version.

Older versions can always be found here: <https://github.com/GyanD/codexffmpeg/releases>

1 <https://www.7-zip.org>

