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r/editors • 1 yr. ago

Deputy-Dewey



PSA - Don't Use Shutter Encoder for Transcoding

Technical

I had been searching for a good balance between editing speed and file size. And I didn't want to have to manage proxies for every single project and hope all ten of the editors were using them correctly. LongGOP is obviously horrible to edit with. The native Intra formats out of the camera aren't much better. ProResLT is a little bit smaller than the lightest Intra camera format and edits like butter, figured that'd be a good solution. I stumbled on Shutter Encoder and absolutely loved how fast/easy to use it is.

I started transcoding everything we shot to ProResLT. This was working really well and the editing speed were awesome except for one problem... horrible banding on anything that had any sort of gradient. I did have a problem with full vs legal levels, but found the correct button to account for that. It helped a little, but the banding was absolutely atrocious.

I did not suspect that Shutter Encoder was the problem for a long time, I just assumed it was a ProResLT problem that I was semi-willing to live with - If we shot interviews with a heavy gradient background I would just use proxies

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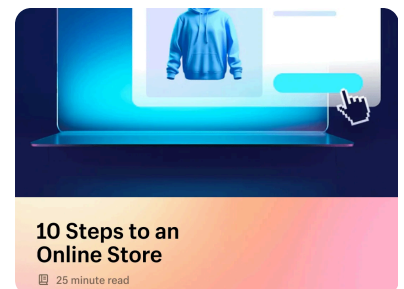
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VincibleAndy • 1y ago

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making proxies. They wont be as sharp but its proxies so..

Shutter Encoder is great for a lot of things but making full quality transcodes of camera media to be your new source isnt one of them. For fixing problematic media it (and ffmpeg) is the gold standard.

↑ 30 ↓ ...

⊕ 1 more reply



NeoToronto • 1y ago

I love shutter encoder and have paid the developer a few times for it simply because I want it to be updated as long as I'm working with it.

Having said that, I mostly use it for high-to-low quality encoding. Making full quality transcodes is best left to Resolve or within Avid in a pinch.

↑ 16 ↓ ...



disgruntledempanada • 1y ago

Reading this title was a jump scare.

↑ 8 ↓ ...



JuniorSwing • 1y ago

Yeah I gotta strongly disagree with you here. As other people have said, FFMPEG has a reverse-engineered, non proprietary version of ProRes, so it isn't perfect.

But until Adobe/Apple/Etc offer any sort of transcoding for non-standard codecs (mkv, webm, etc) to editing codecs, FFMPEG, and by extension, Front-ends like Shutter Encoder, are super useful

⊖ ↑ 5 ↓ ...



Deputy-Dewey OP • 1y ago

It was an unintentionally broad title. I really like it, especially for the reasons you listed.

↑ 2 ↓ ...



greenysmac • 1y ago

🏆 Top 1% Commenter

Gotta say, this is clickbait a bit in your title.

FFMPEG *does not* create compliant ProRes. It *may get flagged* in many places.

ProResLT was *specifically built* for broadcasters to keep HD under 100Mb/s. If banding occurs, well, it's 10 bit material in too small of a bitrate.

[Skip to main content](#)[Log In](#)**film-editor** • 1y ago

ProresLT is meant for proxies. You're probably degrading the footage (depends on what the original codec is). AME giving a bigger file size on the same transcode codec might imply shutter encoder is further degrading the footage, maybe some bad scaling algorithm?)

My guess is you wouldn't see banding if you transcode to proresHQ or prores4444 instead (as long as you aren't doing scaling). The file sizes are huge tho.

The normal workflow would be to EDIT with the proresLT, and once it's "locked", you conform to a higher quality codec - it can be the source files (but performance may/will suffer), or you can transcode to proresHQ (performance will be much better, but it eats up more space on your hard drive).

↑ 9 ↓ ...

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...

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I can't believe you would transcode to ProResLT - a lower quality flavor of ProRes - for use as non-proxy editing media.

⊖ ↑ 11 ↓ ...

**darwinDMG08** • 1y ago

This. It's the wrong codec choice.

↑ 4 ↓ ...

⊕ 5 more replies

**QuestionNAnswer** • 1y ago

Shutter encoder is a gui for ffmpeg. Your issue is with the reverse engineered ProRes library that it uses. It's recommended here by AE's for use for proxies, because proxies are just that; for temp use.

↑ 4 ↓ ...

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Shutter Encoder or Handbrake?

14 upvotes · 15 comments



r/VideoEditing • 5 yr. ago

(NOOB) What is a shutter encoder for?

5 upvotes · 14 comments



r/VideoEditing • 3 yr. ago

4k with Shutter Encoder

1 upvote · 3 comments



r/Piracy • 4 yr. ago

Which movie encoder has the best quality and reputation

19 upvotes · 37 comments



r/VideoEditing • 3 mo. ago

Why does Shutter Encoder only use about 10% of the power of my MacBook M3 Pro?

1 upvote · 3 comments



r/HotasDIY • 2 yr. ago

Quick PSA on encoders and writing firmware for them

12 upvotes · 2 comments



r/blender • 4 mo. ago

How can I make this look better?

28 upvotes · 12 comments



r/blender • 6 mo. ago

How can I improve this/change this to be better ?

183 upvotes · 41 comments



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412 upvotes · 11 comments



r/blender • 6 mo. ago

For those of you who also accidentally leave Proportional Editing on - and wonder WHY?!?! LOL (this happened for me today)



178 upvotes · 11 comments



r/blender • 3 mo. ago

What could I fix/Improve before final render ?



172 upvotes · 27 comments



r/Piracy • 4 yr. ago

PSA vs RARBG (x265 1080p)

19 upvotes · 20 comments



r/OculusQuest • 1 yr. ago

Your GPU encoder may be weak to encode high FPS in Oculus Link



35 upvotes · 34 comments



r/blender • 6 mo. ago

How can I make my video higher quality? Please give me as much advice as possible.



102 upvotes · 14 comments



r/blender • 18 days ago

Blender shortcuts i wish someone told me earlier 😭

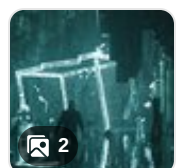


140 upvotes · 68 comments



r/blender • 6 mo. ago

Played around with the compositor for the first time, I'm I on the right track?



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After 20+ hours of render time later

0:08

31 upvotes · 7 comments

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1 comment

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how to configure a Fanvil X7C-V2 as SBC without 3CX provisioning

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What can I improve?



26 upvotes · 12 comments

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