MainConcept® HEVC SDK comes equipped with powerful new features you won't get from open source, including 8K/60fps live video encoding, Canon XF HEVC 4:2:2 10-bit decoder support, and advanced GPU acceleration to maximize video encoding performance on low-cost hardware—saving time and money!

**ENCODING AND DECODING FOR HIGHER RESOLUTIONS**

With 4K available on billions of devices and 8K hot on its heels, HEVC/H.265 has quickly become the next-generation video codec of choice (offering better compression than its predecessor, AVC). The MainConcept HEVC SDK, used today by many top companies in the industry to power their software offerings, delivers on the promise of higher performance with up to 30% greater bitrate efficiency than open source and it continually ranks at the top for overall codec quality. Widely deployed across streaming and broadcast use cases with plentiful features and powerful options, the MainConcept HEVC SDK offers unmatched reliability. And, you can create better, faster and smarter videos with our patented Smart Adaptive Bitrate Encoding Technology (SABET™).

**NEW HEIGHTS FOR HIGH-EFFICIENCY VIDEO ENCODING**

MainConcept takes video encoding to new heights! With the MainConcept HEVC/H.265 SDK, compression is improved over AVC and you can operate using less bandwidth than with open source. In fact, the most recent codec performance comparison by MSU proved MainConcept’s HEVC encoding superiority and showed 30% greater bitrate efficiency than open source for fixed resolution video encoding.

**ACCELERATED HYBRID GPU HEVC ENCODING**

The Hybrid HEVC Encoder combines MainConcept’s market-leading algorithms for bitrate control and encoding with the unrivaled GPU performance of NVIDIA RTX technology, delivering up to 2.5x faster processing. This allows for more live channels per server with less demand for CPU resources when encoding, reducing overall hardware investments.

**SMARTER ENCODING WITH SABET TECHNOLOGY**

SABET, an optional feature available from MainConcept with the HEVC SDK, gives you intelligent adaptive bitrate (ABR) encoding in a single instance by sharing processing data across up to 12 different profiles, reducing the total encoding time by over 30%.

**OPERATING SYSTEM**

- Microsoft Windows10 (64-bit, x86 and ARM)
- Apple macOS 10.11 and newer (64-bit x86), macOS 11 and newer (M1)
- Linux Ubuntu 14.04 LTS, CentOS 7.9 (64-bit, x86), Ubuntu 18.04 (64-bit, ARM)

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1 Source: Moscow State University 4K codec performance comparison
2 Compared to MainConcept HEVC encoder without hybrid GPU acceleration
3 Compared to MainConcept HEVC encoder without SABET
MAINCONCEPT HEVC SDK
Bandwidth-friendly Encoding and Decoding

ENCODER FEATURES
• Main, Main10 and Main422* profiles
• Intel Quick Sync Video and NVIDIA NVENC hardware encoding
• Hybrid GPU accelerated encoding*
• SABET™* intelligent ABR for efficient encoding of adaptive formats
• 2-pass encoding
• Encoding to SMPTE 2084 based HDR-10 including SMPTE 2086 mastering display metadata and MaxFALL, MaxCLL
• HLG transfer characteristics signaling in accordance with ITU-R BT.2100-0
• Intelligent, real-time parameter adjustment to ensure live encoding at best quality
• Optimal retention of film-grain to preserve cinematic look-and-feel
• I-, P-, B-Frames, Pyramid B-Frames, and fixed or adaptive GOP structure with scene change detection, adaptive B-Frame count
• ConstantQ, CRF (Constant Rate Factor), RDOQ, ABR

DECODER FEATURES
• 4:2:0 8-bit (Main), 4:2:0 10-bit (Main 10), 4:2:0 12-bit (Main 12) and 4:2:2 8-bit (Main 4:2:2), 4:2:2 10-bit (Main 4:2:2 10) and 4:4:4 10-bit (Main 4:4:4 10), 4:4:4 12-bit (Main 4:4:4 12) profiles
• Progressive and interlaced support, including deinterlacing
• Hardware video decoding on supported NVIDIA boards.
• Real-time PQ/HDR-10 to HLG, HLG to PQ/HDR-10 and PQ/HDR-10 to SDR conversion*
• Fast Preview Modes for enhanced decoding speed in video editing, surveillance and monitoring
• WebASM support for decoding on supported internet browsers

PACKAGES
• HEVC/H.265 Encoder SDK
  HEVC encoder with supported multiplexers and audio encoders
• SABET for HEVC Encoder
  HEVC/H.265 Encoder SDK, plus SABET HEVC Encoder License
• HYBRID GPU Accelerated Encoder
  HEVC/H.265 Encoder SDK, plus Hybrid HEVC GPU Encoder License
• 4:2:2 Encoding
  HEVC/H.265 Encoder SDK, plus 4:2:2 Encoder License
• HEVC/H.265 Decoder SDK
  HEVC decoder with supported demultiplexers and audio decoders
• HDR Conversion for HEVC/H.265 Decoder SDK
  HEVC/H.265 Decoder SDK, plus HDR HEVC Decoder License
• WEBASM for HEVC Decoder
  HEVC/H.265 Decoder SDK for WebASM

STREAM TYPES & FORMATS
Elementary Stream: Generic HEVC/H.265 ES up to 4:2:2 10-bit
Transport Streams: Ultra HD, UHD; Generic HEVC/H.265 TS up to 4:2:2 10-bit
MP4: DASH-265, Ultra HD, UHD; Generic HEVC/H.265 up to 4:2:2 10-bit, SONY XAVC 2.0 (XAVC-HS) (decode only)
MXF: Canon XF-HEVC (decode only)

* optional feature