

Video Reshaping with Skia

Thibault Saunier
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What is skiareshape?

- Geometric transformations using Skia
- CPU (skiareshape) & GPU (skiashapegl) variants
- **Not upstream yet** - coming soon to gst-plugins-rs

Key Features

- Rounded corners + corner smoothing
- Per-edge cropping (all controllable)
- Custom drawing via "**draw**" signal

The "draw" Signal

```
element.connect("draw", |buffer, video_info,  
                canvas, context| {  
    canvas.draw_rect(..., &paint);  
    canvas.draw_text(...);  
});
```

Direct Skia canvas access per frame

Use Case: Video Editing

- GES integration (FrameCompositionMeta)
- Per-clip transforms with animations
- Used in production cloud rendering
- Can obviously be used anywhere else!

Example

```
gst-launch-1.0 videotestsrc ! video/x-raw,format=RGBA ! \
  skiareshape border-radius-px=20 crop-left=50 ! \
  autovideosink
```

