

Media Processing Center

Billing

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Contents

1 Billing Items.....	1
2 Pricing Details.....	2
2.1 Video Transcoding Fee.....	2
2.2 Audio Transcoding Fee.....	4
2.3 Audio and Video Packaging Fee.....	5
3 Billing Modes.....	6
3.1 Pay-per-Use Billing.....	6
4 Changing the Billing Mode.....	8
5 Bills.....	9
5.1 Billing Cycle.....	9
5.2 Querying Bills.....	9
5.3 Resource Reconciliation.....	12
6 Arrears.....	14
7 Billing Termination.....	15
8 Billing FAQ.....	16
8.1 How Do I Unsubscribe from MPC?.....	16
8.2 How Is a One-In Multiple-Out Transcoding Template Billed?.....	16
8.3 Is Adding Watermarks Charged?.....	18

1 Billing Items

MPC charges you for transcoding and packaging, as described in [Table 1-1](#). For pricing details, see [Product Pricing Details](#).

Table 1-1 Billing items

Billing Item	Description	Billing Mode
Video transcoding	Billed based on the duration of the content you output NOTE Snapshot capturing and watermarking can be used free of charge.	Pay-per-use
Audio transcoding	Billed based on the duration of the content you output	Pay-per-use
Audio and video packaging	Billed based on the duration of the content you output	Pay-per-use

2 Pricing Details

2.1 Video Transcoding Fee

MPC provides standard transcoding and low-bitrate HD transcoding. Select a transcoding method based on your needs.

- **Prices**

- The following table lists the pricing details of video transcoding. You can also see [Product Pricing Details](#).
- The transcoding fee is charged by **MPC**.

Table 2-1 Prices

Codec	Output Resolution	Unit Price of Standard Transcoding (USD/min)	Unit Price of Low-Bitrate HD Transcoding (USD/min)
H.264	4K (3840 x 2160) or lower	0.05	0.15
	2K (2560 x 1440) or lower	0.0375	0.1125
	FHD (1920 x 1080) or lower	0.025	0.075
	HD (1280 x 720) or lower	0.0125	0.0375
	SD (640 x 480) or lower	0.0094	0.0282
H.265	4K (3840 x 2160) or lower	0.25	0.75

Codec	Output Resolution	Unit Price of Standard Transcoding (USD/min)	Unit Price of Low-Bitrate HD Transcoding (USD/min)
	2K (2560 x 1440) or lower	0.1875	0.5625
	FHD (1920 x 1080) or lower	0.125	0.375
	HD (1280 x 720) or lower	0.0625	0.1875
	SD (640 x 480) or lower	0.0469	0.1407

- **Billing rules**

Table 2-2 Billing

Rule Item	Description
Billing rule	You are charged based on the encoding standard, output file resolution, and output file duration. The duration is precise down to two decimal places, and the second digit is rounded off based on the third digit. If a one-in multi-out template is used, you are charged for multiple outputs.
Billing cycle	Fees are deducted by hour.
Billing mode	Pay-per-use
Bill run time	After the current billing cycle (hours) ends, the specific bill run time is subject to the system.
Settlement time	Fees are automatically deducted after bill run.
Billing formula	Transcoding fee per hour = Output file duration per hour x Unit price
Billing specifications	The output specifications are determined based on whether the width or height of an output video is within the specified range. For example, if the output resolution is SD (1280 x 720), as long as the width is not greater than 1280 or the height is not greater than 720, you are charged based on SD (1280 x 720). If the width of an output video is greater than 1280 and its height is greater than 720, you are charged based on higher specifications.

- **Billing examples**

If you output a 60-minute video with the resolution of 1720 x 1440 (using the H.265 codec and low-bitrate HD transcoding), a 100-minute video with the resolution of 1280 x 960 (using the H.264 codec and low-bitrate HD transcoding), and a 120-minute video with the resolution of 480 x 480 (using the H.264 codec only), the transcoding fees are calculated as follows:

Transcoding fees = \$0.375 USD x 60 + \$0.0375 USD x 100 + \$0.0094 USD x 120 = \$27.3 USD

2.2 Audio Transcoding Fee

You can transcode your audios on the MPC console. This function is billed separately.

- **Prices**
 - For pricing details about audio transcoding, see [Product Pricing Details](#).
 - The audio transcoding fee is charged by [MPC](#).
- **Billing rules**

Table 2-3 Billing

Rule Item	Description
Billing rule	If you use MPC for audio transcoding , the output file duration is converted into the duration of video H.264 and SD (640 x 480) or lower based on the 5/22 ratio. Then you are charged for the converted duration.
Billing cycle	Fees are deducted by hour.
Billing mode	Pay-per-use
Bill run time	After the current billing cycle (hours) ends, the specific bill run time is subject to the system.
Settlement time	Fees are automatically deducted after bill run.
Billing formula	Transcoding fee per hour = Output file duration per hour x (5/22) x \$0.0094 USD per minute
Billing specifications	The output specifications are determined based on whether the width or height of an output video is within the specified range. For example, if the output resolution is SD (1280 x 720), as long as the width is not greater than 1280 or the height is not greater than 720, you are charged based on SD (1280 x 720). If the width of an output video is greater than 1280 and its height is greater than 720, you are charged based on higher specifications.

- **Billing examples**

If you output a 60-minute video with the resolution of 1720 x 1440 (using the H.265 codec and low-bitrate HD transcoding), a 100-minute video with the

resolution of 1280 x 960 (using the H.264 codec and low-bitrate HD transcoding), a 120-minute video with the resolution of 480 x 480 (using the H.264 codec only), and a 100-minute audio from 09:00 a.m. to 10:00 a.m. on a day, the audio transcoding fees are calculated as follows:

Transcoding fees = \$0.375 USD x 60 + \$0.0375 USD x 100 + \$0.0094 USD x 120 = \$27.3 USD

2.3 Audio and Video Packaging Fee

You can package your audios/videos on the MPC console. This function is billed separately.

- **Prices**
 - The following table lists the pricing details of audio and video packaging. You can also see [Product Pricing Details](#).
 - The audio and video packaging fee is charged by [MPC](#).

Table 2-4 Audio and video packaging prices

Billing Item	Price
Packaging	\$0.0021 USD/minute

- **Billing rules**

Table 2-5 Billing

Rule Item	Description
Billing rule	You are charged based on the packaged file duration.
Billing cycle	Fees are deducted by hour.
Billing mode	Pay-per-use
Bill run time	After the current billing cycle (hours) ends, the specific bill run time is subject to the system.
Settlement time	Fees are automatically deducted after bill run.
Billing formula	Hourly packaging fee = Output duration x Unit price

- **Billing examples**

If you used MPC to package videos for 20 minutes from 00:00 a.m. to 01:00 a.m. on a day, the packaging fees are calculated as follows:

Packaging fees = \$0.0021 USD x 20 = \$0.042 USD

3 Billing Modes

You pay only for what you use. Each billing item is charged separately based on your usage.

3.1 Pay-per-Use Billing

Pay-per-use: In each billing cycle, the system calculates the fee based on the actual usage of each resource multiplied by the unit price, and then deducts the fee from the account balance.

With pay-per-use billing, you can use MPC resources as long as you have enough balance in your account.

Billing Cycles

The following describes how a pay-per-use CDR is generated:

- If settlement is performed by hour, a CDR is generated four hours later.
- If settlement is performed by day, a CDR is generated after 16:00 on the next day.
- If settlement is performed by month, a CDR is generated in the first three days of the next month.

Billing Formulas

Fee = Used resources x Unit price

For details, see [Product Pricing Details](#). You can use the [price calculator](#) of MPC to quickly estimate the price of the resources that you select.

NOTE

If you want the charge per hour, calculate it as follows: Taking standard storage (single AZ) as an example. Its hourly unit price is as follow: \$0.0230 USD/GB per month x (1/24/30) = \$0.00003194 USD/GB per hour.

Billing Examples

Assuming that in the scenarios with standard storage (single AZ) used, the unit price is \$0.0230 USD/GB per month and there are 100,000 GB objects in the

standard storage class in a single-AZ bucket. In this case, the fee for a settlement hour is: $\$0.0230 \text{ USD/GB per month} \times 100,000 \text{ GB} \times (1/24/30) \text{ month} = \3.19 USD .

4 Changing the Billing Mode

By default, MPC adopts pay-per-use billing, which will not be changed.

5 Bills

5.1 Billing Cycle

You can view the bill of a resource in the **Billing** section of Billing Center to learn about its usage and billing information in a certain period.

Bill Reporting Period

Pay-per-use: The usage of pay-per-use resources is reported to the billing system at a fixed interval for settlement. A pay-per-use resource is billed by hour or day, depending on the resource's usage type. For details, see [Bill Run for Pay-per-Use Resources](#).

- Audio and video transcoding
Billed by hour and deducted in real time
- Audio and video packaging
Billed by hour and deducted in real time

Example: If pay-per-use billing is used, the fee generated from 08:00 to 09:00 is deducted at about 13:00. On the **Billing Center > Billing > Transactions and Detailed Bills > Transaction Bills** page, **Expenditure Time** indicates the time when a pay-per-use product is used.

5.2 Querying Bills

You can query bills of MPC by following [Viewing Bills of a Specific Account](#) and [Viewing Bills of a Specified Enterprise Project](#).

Viewing Bills of a Specific Account

MPC is billed by project. Bills cannot be queried by resource.

The resource ID in an MPC bill is in the following format: *Project ID + Billing specifications*. *Project ID* is generated by project.

Project IDs are generated based on accounts and Huawei Cloud origin servers. The query method is as follows:

Step 1 Log in to the MPC console.

Step 2 Move the cursor to the username in the upper right corner of the page and select **My Credentials** from the drop-down list.

The **My Credentials > API Credentials** page is displayed, as shown in **Figure 5-1**.

Figure 5-1 Projects

Project ID	Project Name	Region
05c[redacted]4dd	ap-southeast-1	CN-Hong Kong
05d[redacted]3ae	ap-southeast-2	AP-Bangkok
05d[redacted]e34	ap-southeast-3	AP-Singapore
05a[redacted]7f10	cn-east-2	CN East-Shanghai2
05f[redacted]64	cn-east-3	CN East-Shanghai1
05a[redacted]3f4f	cn-north-1	CN North-Beijing1
05d[redacted]da3	cn-north-4	CN North-Beijing4

----End

The resource ID is used only for billing. The resource ID information cannot be queried on the MPC console.

Table 5-1 describes the mapping between resource IDs and billing product types in MPC bills.

NOTICE

In a project of an account, project IDs of different resource IDs are the same.


Table 5-1 Mapping between resource IDs and billing product types in MPC bills

Billing Item	Billing Specifications	Resource ID
Transcoding duration	Real-time standard transcoding duration (H.265 SD)	{ProjectID}mpc.livestandard.h265.sd
	Real-time standard transcoding duration (H.265 HD)	{ProjectID}mpc.livestandard.h265.hd
	Real-time standard transcoding duration (H.265 UHD)	{ProjectID}mpc.livestandard.h265.fhd
	Real-time standard transcoding duration (H.264 SD)	{ProjectID}mpc.livestandard.h264.sd

Billing Item	Billing Specifications	Resource ID
	Real-time standard transcoding duration (H.264 HD)	{ProjectID}mpc.livestandard.h264.hd
	Real-time standard transcoding duration (H.264 UHD)	{ProjectID}mpc.livestandard.h264.fhd
	Real-time low-bitrate HD duration (H.265 SD)	{ProjectID}mpc.livepvc.h265.sd
	Real-time low-bitrate HD duration (H.265 HD)	{ProjectID}mpc.livepvc.h265.hd
	Real-time low-bitrate HD duration (H.265 UHD)	{ProjectID}mpc.livepvc.h265.fhd
	Real-time low-bitrate HD duration (H.264 SD)	{ProjectID}mpc.livepvc.h264.sd
	Real-time low-bitrate HD duration (H.264 HD)	{ProjectID}mpc.livepvc.h264.hd
	Real-time low-bitrate HD duration (H.264 UHD)	{ProjectID}mpc.livepvc.h264.fhd
	Standard transcoding duration (H.265 SD)	{ProjectID}_mpc.duration.standard.h265.sd
	Narrowband HD duration (H.265 SD)	{ProjectID}_mpc.duration.pvc.h265.sd
	Standard transcoding duration (H.264 SD)	{ProjectID}_mpc.duration.standard.h264.sd
	Narrowband HD duration (H.264 SD)	{ProjectID}_mpc.duration.pvc.h264.sd
	Packaging duration	{ProjectID}_mpc.duration.original

To query MPC bills by resource ID, perform the following steps:

Step 1 Log in to the management console. On the top menu bar, choose **Billing > Bills**.

Step 2 Choose **Bill Details**, enter the ID of the resource to be queried in the search box, and click  to search for the bill of the specified resource.

By default, bill details are displayed by usage and billing cycle. You can also select other statistical dimensions or periods. For details, see [Bills](#).

----End

Viewing Bills of a Specified Enterprise Project


If you have configured an enterprise project when creating a domain name on Live, see [Adding Domain Names](#). Bills are split by enterprise project.

Currently, live transcoding bills can be split by enterprise. The fees are charged by [MPC](#).

To view the cost split of an enterprise project, choose [Cost Management](#).

To query MPC bills by enterprise project, perform the following steps:

Step 1 Log in to the management console. On the top menu bar, choose **Billing > Bills**.

Step 2 Choose **Bill Details**, select the following items in the filter criteria, and click  to search for bills of a specified enterprise project.

- **Enterprise Project: Non-project** indicates that the current bill does not belong to any enterprise project. **Default** indicates the default enterprise project. Select an enterprise project name as required.
- **Service Type:** Select **Media Processing Center (MPC)**.

By default, bill details are displayed by usage and billing cycle. You can also select other statistical dimensions or periods. For details, see [Bills](#).

----End

5.3 Resource Reconciliation

MPC can check whether a bill is consistent with the actual resource usage.

Checking the Resource Usage

By default, MPC adopts pay-per-use billing, which will not be changed.

If you want to check whether the actual usage and billed usage of MPC are the same, see the following table.

Table 5-2 Checking the resource usage

Billing Mode	Usage Type	Usage Check Method
Pay-per-use billing	Transcoding fee: You are charged based on the encoding standard, output resolution, and output file duration.	The usage check methods are as follows: <ol style="list-style-type: none">1. View the resource usage of account A in the Usage Statistics menu on the MPC console.2. View the resource usage of account A in Billing > Transactions and Detailed Bills of Billing Center. If the statistics are the same, the actual usage and billed usage are the same.

6 Arrears

Handling Arrears

- If your account is in arrears, your cloud resources will enter a grace period and then retention period. For details about how to handle service suspension due to arrears, see [Resource Suspension and Release](#).
- View the outstanding amount of your account in the [Billing Center](#). Pay the outstanding amount by referring to [Making Repayments \(Postpaid Direct Customers\)](#).

Description

- With pay-per-use billing, fees are deducted based on the billing cycle of each billing item. If the balance is insufficient, the fee cannot be deducted in the previous billing cycle, resulting in arrears of MPC.
- If MPC is in arrears, the resource retention period starts. The data configured in MPC is retained, but you cannot access or use MPC. If the outstanding payment is not cleared before the retention period expires, data stored in MPC will be deleted and cannot be restored.

7 Billing Termination

MPC is billed on a pay-per-use basis. You pay only for what you use. If you want to terminate the billing by MPC, disable MPC. After MPC is disabled, the billing of the current service stops.

The storage fee is charged by OBS. If you do not want to retain the transcoded files, delete them from OBS to avoid storage fees.

8 Billing FAQ

8.1 How Do I Unsubscribe from MPC?

By default, you are billed on a pay-per-use basis. If you stop using it, no fees occur. Therefore, you do not need to unsubscribe from MPC. To avoid incurring fees, if you do not want to keep the transcoded files, delete them from OBS because file storage is billed by OBS.

8.2 How Is a One-In Multiple-Out Transcoding Template Billed?

Pricing depends on the duration of files that you output. If you use a one-in-multiple-out transcoding template, you are billed for multiple outputs.

The unit price for each output depends on the codec used, output resolution, and whether Low Bitrate HD is enabled. For details, see [MPC Pricing Details](#). The following examples describe how you are billed on a pay-per-use basis in different scenarios.

Scenario 1

Transcoding template: DASH_H.264_FHD_1 input and 6 outputs with Low Bitrate HD disabled

Input video: duration: 30 minutes; resolution: 2100x1200

Output videos: Their resolution and bitrate are 1,920x1,080/6,000 kbit/s, 1,920x1,080/3,000 kbit/s, 1,280x720/2,000 kbit/s, 1,280x720/1,000 kbit/s, 854x480/600 kbit/s, and 480x270/300 kbit/s.

Unit price for each output is:

- A video whose resolution/bitrate is 1,920x1,080/6,000 kbit/s or 1,920x1,080/3,000 kbit/s is billed based on the **H.264-FHD (1920x1080) or lower** specifications.
- A video whose resolution/bitrate is 1,280x720/2,000 kbit/s or 1,280x720/1,000 kbit/s is billed based on the **H.264-HD (1280x720) or lower** specifications.

- A video whose resolution/bitrate is 854x480/600 kbit/s or 480x270/300 kbit/s is billed based on the **H.264-SD (640x480) or lower** specifications.

Transcoding fee = Output file duration x Unit price. That is, ¥0.065 x 30 x 2 + ¥0.033 x 30 x 2 + ¥0.022 x 30 x 2 = ¥7.2.

Scenario 2

Transcoding template: DASH_H.265_FHD_1 input and 6 outputs with Low Bitrate HD enabled

Input video: duration: 30 minutes; resolution: 2100x1200

Output videos: Their resolution and bitrate are 1,920x1,080/4,200 kbit/s, 1,920x1,080/2,100 kbit/s, 1,280x720/1,400 kbit/s, 1,280x720/700 kbit/s, 854x480/500 kbit/s, and 480x270/200 kbit/s.

Unit price for each output is:

- A video whose resolution/bitrate is 1,920x1,080/4,200 kbit/s or 1,920x1,080/2,100 kbit/s is billed based on the **H.265-Low Bitrate HD-FHD (1920x1080) or lower** specifications.
- A video whose resolution/bitrate is 1,280x720/1,400 kbit/s or 1,280x720/700 kbit/s is billed based on the **H.265-Low Bitrate HD-HD (1280x720) or lower** specifications.
- A video whose resolution/bitrate is 854x480/500 kbit/s or 480x270/200 kbit/s is billed based on the **H.265-Low Bitrate HD-SD (640x480) or lower** specifications.

Transcoding fee = Output file duration x Unit price. That is, ¥0.977 x 30 x 2 + ¥0.489 x 30 x 2 + ¥0.326 x 30 x 2 = ¥107.52.

Scenario 3

Transcoding template: DASH_H.265_FHD_1 input and 6 outputs with Low Bitrate HD and image enhancement enabled

Input video: duration: 30 minutes; resolution: 2100x1200

Output videos: Their resolution and bitrate are 1,920x1,080/4,200 kbit/s, 1,920x1,080/2,100 kbit/s, 1,280x720/1,400 kbit/s, 1,280x720/700 kbit/s, 854x480/500 kbit/s, and 480x270/200 kbit/s.

Unit price for each output is:

- A video whose resolution/bitrate is 1,920x1,080/4,200 kbit/s or 1,920x1,080/2,100 kbit/s is billed based on the **H.265-Low Bitrate HD-FHD (1920x1080) or lower** specifications.
- A video whose resolution/bitrate is 1,280x720/1,400 kbit/s or 1,280x720/700 kbit/s is billed based on the **H.265-Low Bitrate HD-HD (1280x720) or lower** specifications.
- A video whose resolution/bitrate is 854x480/500 kbit/s or 480x270/200 kbit/s is billed based on the **H.265-Low Bitrate HD-SD (640x480) or lower** specifications.

The total cost in this scenario is twice that in scenario 2:

$$(\text{¥}0.977 \times 30 \times 2 + \text{¥}0.489 \times 30 \times 2 + \text{¥}0.326 \times 30 \times 2) \times 2 = \text{¥}215.04$$

8.3 Is Adding Watermarks Charged?

Yes. Watermarks can only be compressed to videos through transcoding. Therefore, adding watermarks will generate transcoding fees. For details about the transcoding price, see [Pricing Details](#).