
Subject: Re: Best Movie/Animation Format for LARGE files

Posted by [wcapehar](#) on Mon, 21 Feb 2000 08:00:00 GMT

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In article <88rm7q\$zza\$1@pukkie.phys.uu.nl>,

P.Suetterlin@astro.uu.nl wrote:

> In article <MPG.131a56a6dc21d88e989a3b@news.frii.com>,

> davidf@dfanning.com (David Fanning) writes:

>

>>> I have been working on some large image time series (long in time
and

>>> large in size) and am wondering what the best format (jpeg/mpeg)
for

>>> saving them with the least distortion to the frames.

>

>>> Ideas? (I'm already breaking up the time series into smaller
clips.)

>> I've been getting reports--John Broccio's article today is

>> only the latest--of poor resolution when making MPEG movies.

> I had one try at the built-in MPEG creation of IDL and immediately

> dumped it. I'm creating my mpegs using mpeg_encode (Version 1.5).

> You have to store the single frames on disk, so no memory

> limitations. Of course mpeg (and jpeg, too) are lossy compression

> tools, I only use them if I only want to look at them, and don't

> intend to do (e.g.) photometric work..

> PS: That's under Unix. Not sure, but mpeg_encode might also compile

> under other OS.

I agree with the degradation issue. Small mpeg movies (in time steps
and in the image sizes) are fine but larger ones, tend to "coarsen up."

Bill Capehart

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