Subject: Re: smoothing an animation that calls xinteranimate
Posted by newt on Fri, 24 Aug 2001 22:15:22 GMT

you might try mpeg encoding,  which  i  _believe_ will do some
inter-frame innterpolation.

Patrick McEnaney wrote:

> I've written a short program that reads a directory of sea surface
> temperature PNG files and then displays a time-series movie using
> xinteranimate. If any of you have worked with sst data you know that
> the cloud mask is poor and the data tends to be "blotchy", with lots
> of black spotting showing up in an animation. I've tried to composite
> 3 and 5 day and then run the animation but it still appears choppy.
> Can anyone suggest a way or some code that might help "smooth" or
> interpolate between the images so that the changes between images
> don't seem so choppy?
>
> Regards, Patrick