Subject: smoothing an animation that calls xinteranimate
Posted by patrick on Fri, 24 Aug 2001 16:27:06 GMT

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