
Subject: Re: improving animation/mpeg quality

Posted by nobody@nowhere.com (S) on Sat, 03 Nov 2001 01:10:43 GMT

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On 2 Nov 2001 10:48:45 -0800, Patrick McEnaney <patrick@es.ucsc.edu> wrote:

> Folks-

>

> I've written a simple animation code to cycle through a directory of
> SST png files. Using XINTERANIMATE, the quality of the loop is pretty
> good, especially if I manually set the MPEG quality to 100%. There is
> a problem with the landmass being the wrong color but I can live with
> this. The problem is when I write the loop to an MPEG file, the colors
> change drastically and the MPEG loops too quickly. Is there a way to
> improve MPEG quality, and control the speed of the loop? IDL seems
> pretty short on control statements for MPEGs.

>

> Regards,

>

> Patrick

From within IDL, there is only the quality factor you mention, to my knowledge. Also, MPEG playback speed is standard at around 28-29fps, which is a video standard. You can get a player that will play MPEG's slower, like VMPEG. Or you can convert to another format that allows more control over this. There has been a few posts to this ng about good formats for animations, MPEG is only one and is most ideally suited to video. You can always duplicate frames if you aren't concerned about file size. I'm not sure what the color problems are coming from.

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Steve S.

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remove NOSPAM before replying
