Subject: Re: mpeg next question
Posted by R.Bauer on Tue, 01 Oct 2002 20:00:54 GMT
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Rick Towler wrote:

>
> "Reimar Bauer" <R.Bauer@fz-juelich.de> wrote
>
>> I have 40 frames and I like to have played each at a frame rate one per
>> second.
>> I don't find a keyword to do this in mpeg.
>
> You can't. Since MPEG was designed for video the frame rate is tied to
> industry standards (PAL/NTSC). While some MPEG codecs may allow you
> encode at non-standard rates, the resulting file will probably only be
> decoded by
> the same codec. You lose your portability.
>
>
>> At the moment I defined frame_rate=2 this is 24 frames/sec.
>> And then I used a loop to replicate each frame 24 times.
>> The mpeg file gets horrible big. I'am using 'IDLgrMPEG'
>
>> Any bette ideas?
>
> Don't use MPEG. Or I should say, don't use MPEG-1 or MPEG-2.
>
> While it is probably the most portable video file format (MPEG-1 that is),
> it just can't compete with newer codecs. Plus, MPEG wasn't designed with
> scientific animations in mind and it produces terrible results unless the
> quality settings are very high. Yes, probably *no* codec programmers were
> thinking of the scientists but there are codecs that do sci animations
> better.
>
> To choose a codec, think of your audience. You will end up trading file
> size and quality for codec availability. The best decoders are freely
> available for PC and Mac. There are a few better one's available for
> Xanim.
>
> In my experience, the best codecs for sci anim ("best" being based on file
> size and quality) are:
>
> Sorenson video 3 (PC & Mac - codec ships with quicktime)
> Ligos Indeo Video 5 (PC, Mac, UNIX Xanim - www.ligos.com)
> DivX (MPEG-4) (PC, Mac & Linux - free codec www.divx.com)
>
>

> If you have access to a PC, I *highly* recommend Ronn Kling's AVI2IDL
> windows only .dlm based on Oleg Kornilov's code which provides an
> interface
> to the Win32 AVIFile interface. This is by far the easiest way to create
> high quality animations using IDL. If not, you'll want to write the
> individual frames to disk and find a program that can stitch them
> together. I'm sure there are many for the Mac, but it might be more
> difficult to find good ones that run on Linux or other UNIX systems
> (mainly because the codecs aren't available, at least for free).
>
> -Rick

The codecs all available for linux too. But I am missing some examples at
the moment.

Reimar

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