Subject: Re: Reading various HDF files
Posted by R.Bauer on Sat, 12 Nov 2005 07:56:01 GMT

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Rick Towler wrote:

> I don't want to complicate things but forget about MPEG. MPEG is most
> often a lousy format for scientific animations. I would suggest writing
> all of your frames to disk as individual .png files then using another
> program to create the animation.
>
> For 8-bit animations, it's tough to beat the FLI/FLC format. Rich
> Signell has a page with all you need to know to get started with FLI/FLC
> format at: http://woodshole.er.usgs.gov/operations/modeling/flc.html

Hi Rick

thanks for this link. I still have searched a while ago for something like
this. This is perfect for us because I have decided in the past to use
color_quan for our idl anim files to translate 24bit to 8bit.

cheers
Reimar

>
> For 24-bit animations it is a bit more complicated as there are a number
> of encoder/decoders out there. I would be happy to advise further if
> you want to go this route.
>
> If you just want to stick with MPEG, understand that most MPEG players
> only support certain frame sizes and bit rates so to ensure
> compatibility you need to stick to them. For frames sizes, I would
> stick with D1 (704x480 or 720x480), half D1 (352x480), and quarter D1
> (352x240). MPEG-2 will give you better overall quality vs file size but
> not all media players play MPEG-2 content (for example, Windows Media
> Player requires a special plug-in). MPEG-1 is widely compatible but you
> are limited in maximum bit-rate (1856 kbps) and quality vs file size
> isn't as good as MPEG-2.
>
> -Rick
>
> Nicola wrote:
>> Actually for the moment I've tried only to read each sds and then to
>> extract the let's call 0-zplane. I did not tried for the moment start
>> and count which will be me reading just one plane and so I can divided
>> for 8 the computational time. I will try..and also I will try mpeg_put
>> (although I was not succesfully in creating mpeg file with IDL up to

```
>> now :-( )
>> thank's a lot
>> n
>>
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