Subject: Re: Reading various HDF files
Posted by Rick Towler on Thu, 10 Nov 2005 19:46:08 GMT
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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

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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