Subject: Re: Best Movie/Animation Format for LARGE files
Posted by wcapehar on Mon, 21 Feb 2000 08:00:00 GMT
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In article <88rm7qqqa1@pukkie.phys.uu.nl>,
  P.Suetterlin@astro.uu.nl wrote:
> In article <MPG.131a56a6dc21d88e989a3b@news.frii.com>,
>   davidf@dfanning.com (David Fanning) writes:
>
>>> I have been working on some large image time series (long in time and
>>> large in size) and am wondering what the best format (jpeg/mpeg) for
>>> saving them with the least distortion to the frames.
>
>>> Ideas? (I'm already breaking up the time series into smaller clips.)

>> I've been getting reports--John Broccio's article today is
>> only the latest--of poor resolution when making MPEG movies.

> I had one try at the built-in MPEG creation of IDL and immediately
> dumped it. I'm creating my mpegs using mpeg_encode (Version 1.5).

> You have to store the single frames on disk, so no memory
> limitations. Of course mpeg (and jpeg, too) are lossy compression
> tools, I only use them if I only want to look at them, and don't
> intend to do (e.g.) photometric work..

> PS: That's under Unix. Not sure, but mpeg_encode might also compile
>   under other OS.

I agree with the degradation issue. Small mpeg movies (in time steps
and in the image sizes) are fine but larger ones, tend to "coarsen up."

Bill Capehart

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Subject: Re: Best Movie/Animation Format for LARGE files
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  Peter

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