
Subject: Re: smoothing an animation that calls xinteranimate

Posted by [newt](#) on Fri, 24 Aug 2001 22:15:22 GMT

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you might try mpeg encoding, which i _believe_ will do some inter-frame innterpolation.

Patrick McEnaney wrote:

- > I've written a short program that reads a directory of sea surface
 - > temperature PNG files and then displays a time-series movie using
 - > xinteranimate. If any of you have worked with sst data you know that
 - > the cloud mask is poor and the data tends to be "blotchy", with lots
 - > of black spotting showing up in an animation. I've tried to composite
 - > 3 and 5 day and then run the animation but it still appears choppy.
 - > Can anyone suggest a way or some code that might help "smooth" or
 - > interpolate between the images so that the changes between images
 - > don't seem so choppy?
 - >
 - > Regards, Patrick
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