
Subject: improving animation/mpeg quality
Posted by [patrick](#) on Fri, 02 Nov 2001 18:48:45 GMT
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Folks-

I've written a simple animation code to cycle through a directory of SST png files. Using XINTERANIMATE, the quality of the loop is pretty good, especially if I manually set the MPEG quality to 100%. There is a problem with the landmass being the wrong color but I can live with this. The problem is when I write the loop to an MPEG file, the colors change drastically and the MPEG loops too quickly. Is there a way to improve MPEG quality, and control the speed of the loop? IDL seems pretty short on control statements for MPEGs.

Regards,

Patrick

Subject: Re: improving animation/mpeg quality
Posted by [Rick Towler](#) on Thu, 08 Nov 2001 23:45:39 GMT
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Try another tool to create the MPEG. IDL isn't the best tool in my experience. I don't know if it is the choice of encoder or what but I have had consistently better results using other tools, even with the new options included in 5.4.

You didn't mention your platform. On windows, I use VideoMach (<http://www.gromada.com/>) which is a shareware program (\$19 non-commercial) which will allow you to change the playback rate and set the quality amongst other things.

I'm sure there are command line tools for Unix which may yield better results. It may be worth a search.

-Rick

"Patrick McEnaney" <patrick@es.ucsc.edu> wrote in message
news:1eed0128.0111021048.530eadb8@posting.google.com...

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