Subject: mpeg creation problem
Posted by kostis on Wed, 28 Feb 2007 14:26:43 GMT
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I have a 3d plot which i want to save as an mpeg video of 2000 frames
(a lot)
x[i] , y[i] , z[i] are arrays (dimension=2000) of numbers
properly defined
I use the following code:

```
;   number of frames
nfr=2000

;   spatial size in pixels
xsize=300
ysize=300

;   open the mpeg
mpegID=MPEG_OPEN([xsize,ysize])

;   loop over the frames
for f=0,nfr-2 do begin

        ;  create a 3d environment
           .....................................................

        ;  plot the line of a frame using the arrays in the
environment
           for i=0,f
           plots, [ x[i] , x[i+1] ], [ y[i] , y[i+1] ], [ z[i], z[i
+1] ], /T3D, /DATA
           endfor

        ;  put a frame into the mpeg
           MPEG_PUT,mpegID,WINDOW=0,FRAME=f

endfor

; save and close
MPEG_SAVE,mpegID,FILENAME='vid.mpg'
MPEG_CLOSE,mpegID
```

Comments:
I run IDL in a remote pc (through linux ssh).
Each frame is first plotted to my screen and then inserted to the
mpg.
It takes almost 10minutes for each frame so i should wait a very long

time for my 2000 frame..!!
I think that the screen plotting delays the whole process.
There must be a better way since they say IDL is the top graphics
tool...

Questions:

1. Can I do the same job without each frame appearing on my screen??
How should I change the code??

2. Do U have any other suggestions to improve this ??

Thanx for ur patience

Subject: Re: mpeg creation problem
Posted by Sven Geier on Tue, 13 Mar 2007 07:35:55 GMT
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kostis wrote:

[...]
> Questions:
>
> 1. Can I do the same job without each frame appearing on my screen??
> How should I change the code??

You could try plotting into the z-buffer if nothing else. The way you're
doing it now, you're transporting every pixel over your network.

> 2. Do U have any other suggestions to improve this ??

I create mpegs with a couple thousand frames of data fairly regularly. it
takes a while when you hit the mpeg_close, but each frame shouldn't take as
long as you're indicating. How large is the window that you're using (I
didn't see the window,xsize=..., ysize=... statement). If it is anything
other than 300x300, then you're not only transmitting unnecessarily large
bitmaps around, but you incur some rebinning penalty at each frame. You
might consider doing a tvrd() "by hand" for each frame and then handing the
resulting bitmaps to mpeg_put individually - if only to see whether that
makes a difference (that's how I usually do it).

- S

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http://www.sgeier.net

My real email address does not contain any "Z"s.