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Subject: jpeg2000 compression

Posted by [scvt](#) on Tue, 12 May 2009 23:01:48 GMT

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I am trying to save an image as a jp2 file. I'm wanting to try various levels of compression (yadayadayada, you know the story).

But the most compression I've been able to get (roughly 3.5x) is still well short of our target. I've tried several values of `n_levels`, but it

hits a wall at about `n_levels=3`. Larger values don't achieve further compression. But then it doesn't further reduce image quality either.

I also gave tiling a try, with various sizes of `tile_dimensions`. This had little effect. Smaller tiles actually resulted in a slightly larger jp2.

I am using `write_jpeg2000.pro` frontend. Made minor modifications, such as adding `tile_dimensions` as something I can pass to it. It doesn't have a single 'quality' keyword like `write_jpeg` classic, or ImageMagik's `CONVERT`, or a couple other image programs I've seen mentioned here with a 'jpeg2000 quality' search. `N_levels` seems to be the closest equivalent.

The subject is a single band 2048x2048 image of the sun digitized to 12 bits and stored in an array of short int.

What else do I need to be doing? `Write_jpeg2000` is clearly short a few options. OTOH, direct use of `idlffjpeg2000` seems an extreme case of driving a stick. No doubt there are situations where that level of detailed control is useful but this shouldn't be one of them. I've looked over the help on the `idlffjpeg2000` properties and it isn't clear what else will effect the writing of the image file.

I'm trying to modify or replace it so it will do what I need, and also to have something with the same general flavor as the other `write_*` image procedures.

I suspect there's something fairly simple I need to be doing but I'm unfamiliar with low level access to the jpeg2000 engine. Can anyone point me in the right direction?

Thanks in advance for any help!

Richard Clark

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