
Subject: 16 bit greyscale / grayscale videos
Posted by [2d](#) on Wed, 20 Jan 2010 14:48:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd like to generate 16-bit greyscale videos to retain the full sensor fidelity and be able to replay them on the standard (free) video players. Is this possible in IDL 6.0?

I'm thinking with medical and infra red imaging, high quality imaging sensors, and processing power 16-bit greyscale video should be doable now without too much difficulty. Does anyone have any suggestions about how to go about generating and displaying 16-bit video.

many thanks,
Neil

Subject: Re: 16 bit greyscale / grayscale videos
Posted by [Kenneth P. Bowman](#) on Tue, 02 Feb 2010 15:27:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article
<3082e4e2-d406-48a2-832c-849e9a679569@f17g2000prh.googlegroups.com>,
MC <moreflaps@gmail.com> wrote:

>> Yes, PNG and TIFF both support 16-bit greyscale storage. However, as i
>> understand with TIFF you can create a single file containing multiple
>> images, which is more convenient, for passing to animation software,
>> whilst PNG only stores one image per file, so that less convenient. Is
>> there any way to store multiple PNG images in a single PNG file?
>>
>> Question then remains is what animation software and movie media will
>> retain the 16-bit greyscale fidelity? Most of these do RGB of 8 bit
>> for each colour, so that wont retain the full 16-bit greyscale
>> fidelity.
>>
>
> Not only that, it is unlikely that one can tell the difference between
> 16bit and 8bit greyscale visually -even if Mach banding effects are
> present...
>
> Cheers

Does anyone actually have a display that provides more than 8 bits per channel? You might have 16 bits per channel in your image, but I am reasonably sure that standard video hardware provides only 8

bits per channel. Perhaps there are monitors and graphics cards with greater depth for high-end applications?

Ken
