Final Project Report

Group Member Count: 1

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Introduction

The intended purpose of this video is to teach the audience on how to use discrete cosine transformation to compress images and reconstruct the image. This video is intended to show a portion of jpeg compression as the quantization table used was the quantization table used in jpeg compression. The intended audience is for upper year university students with adequate understanding of coding and a little understanding of how memory is stored.

Process

To make this video, the animation software used was animatron was used. The premium package was paid for as the video will be poor quality without it. To capture video from my computer, I used the software open broadcaster software which does screen capture. Some setting was adjusted to capture my microphone and a filter was applied so the background noise was not picked up. The video capture was done at least 10 times as sometimes I would mess up the line and redo the entire scene again. The software MatLab was installed for the demonstration purpose and the code was created beforehand for the demonstration. The animation was gotten from the animatron market which provides characters. To make the character move, key frames were added to create movement and choose where the character goes. The audio without screen capture was taken using animatron built in audio capture function. The openshot video editor was used to edit the video before storing it in animatron as animatron only always certain video and I used mp4. It also can not edit the video inside animatron so openshot video editor is needed.

Conclusion

In conclusion, the project turned out well. The thing I would do differently if I had to do it again is going into more detail when explaining the code part. In the video add more animation into the screen capture as the material is dry without it and add more sound effects.