Animate Cameras

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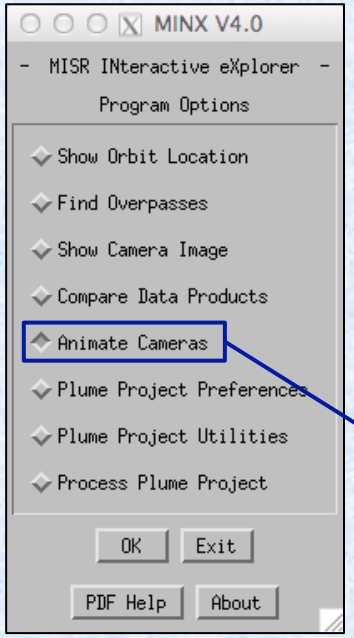
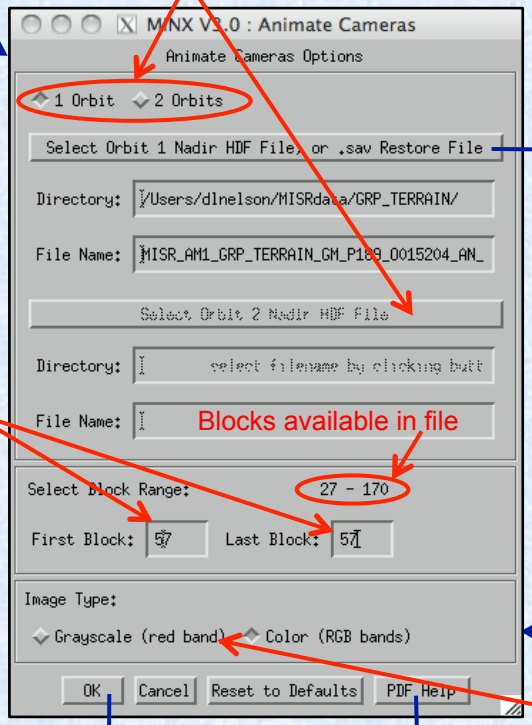
Select MISR Orbit to Load

Objective: To display selected blocks of MISR radiance imagery at 275 m resolution in all channels; to view 9 cameras as an animation; and to perform analyses on data including determining aerosol heights and motion.

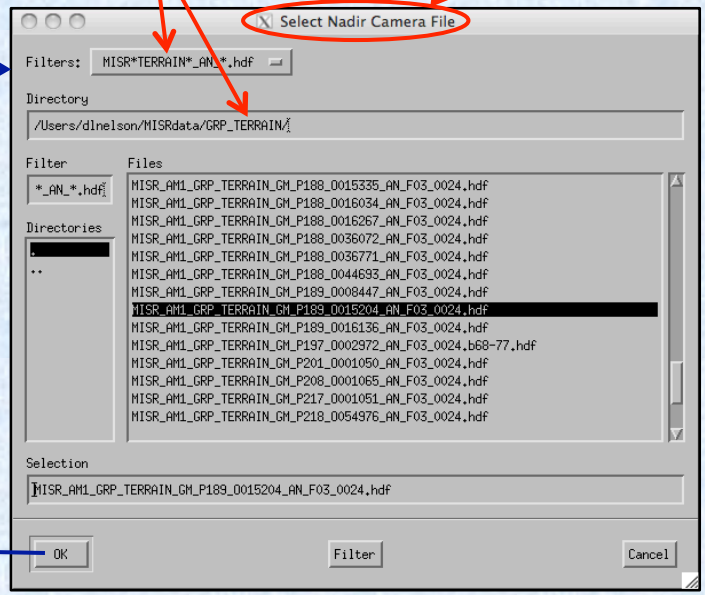


2 orbits from the same path can be loaded at once and compared. Then orbit 2 must also be selected below.

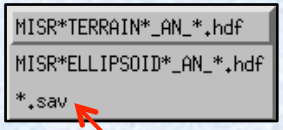


The L1B2 data type selected in "Filters:" must match the file type found in the directory you enter in "Directory" edit box.

Select only the An camera; the other 8 cameras are read automatically if in the same directory or in 9 separate directories named DF, CF, BF, AF, AN, AA, BA, CA, DA



Depending on your computer's resources, you may be able to load from 2 to 10 or more blocks of MISR data.



The "Filters" dropdown list provides one way to load a previously saved MINX session.

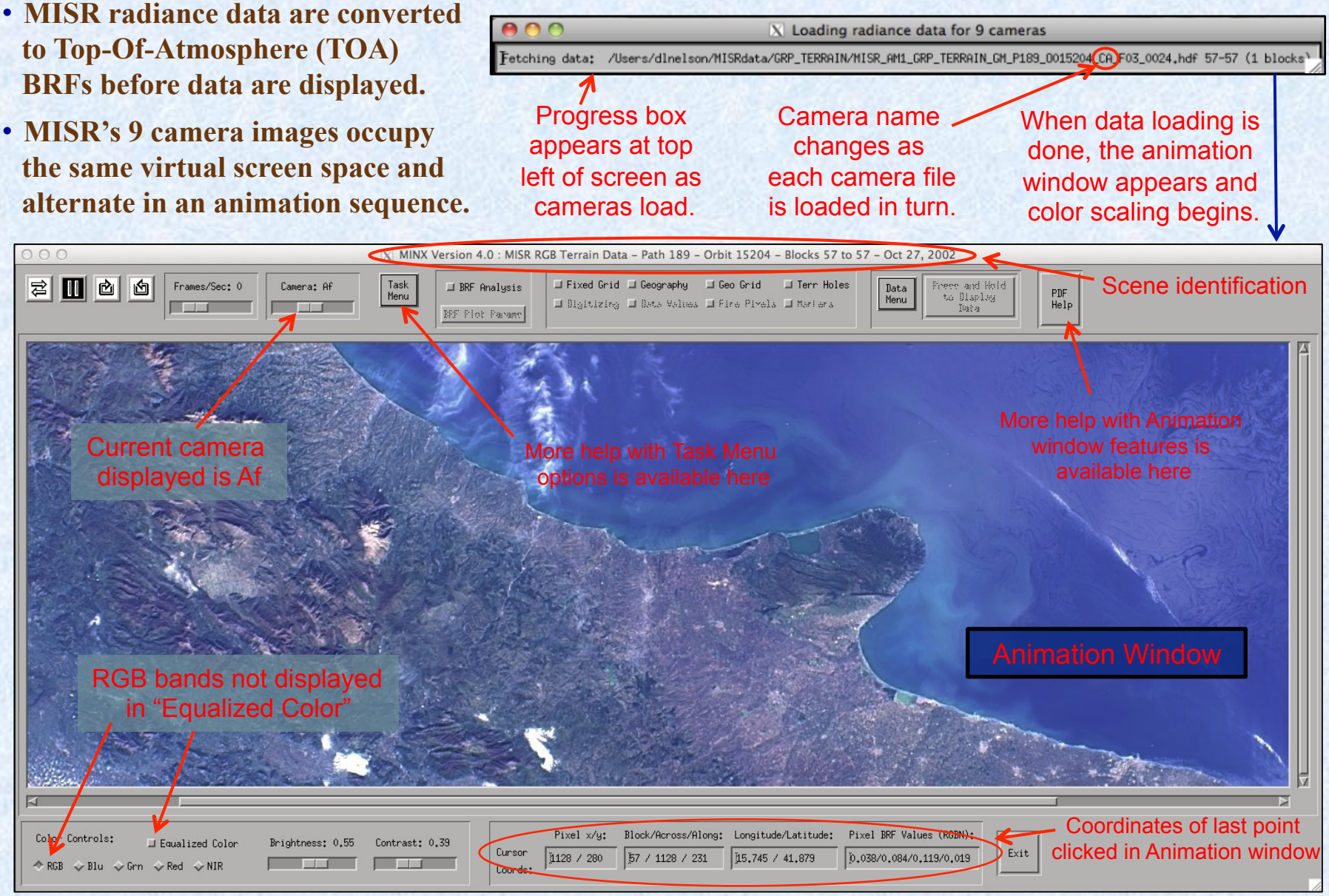
Automatically load camera imagery for selected orbit.

Display a Help file.

Loading only the high resolution red band reduces memory requirements significantly, but images are in grayscale.

Load Camera Images

- MISR radiance data are converted to Top-Of-Atmosphere (TOA) BRFs before data are displayed.
- MISR's 9 camera images occupy the same virtual screen space and alternate in an animation sequence.



Peninsula with lagoon on Adriatic coast of Italy – Af camera showing sediment and sun glint in water on MISR block 57