**Experiment Factors (raw data in excel sheet)**

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| **#** | **Factor** | **Possible Options** |
| 1 | Quality (anti-aliasing) | 0 (off), 1 (low), 2 (med), 3 (high) |
| 2 | Frame quantity | 2, 5, 10, 20, 50, 100, 200 |
| 3 | Frame delay (in seconds) | 0.01, 0.05, 0.1, 0.2, 0.3 |
| 4 | Frame rate | Every frame, every 2 frames, every 3 frames |

Base condition:

* Quality = 0
* Frame quantity = 10
* Frame delay = 0.1
* Frame rate = every frame

These factors were chosen to be the base condition as they are what we currently have committed.

**Experimentation Results**

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| **Factors**  **Quality Frame Quantity Frame Delay Frame Rate** | | | | **Average Completion Time (in Seconds)** | **Size of Data (in Bytes)** |
| 0 | *3* | 0.1 | Every frame | 0.4375196 | 81 198 |
| 0 | *5* | 0.1 | Every frame | 0.5682784 | 110 203 |
| 0 | *10* | 0.1 | Every frame | 0.9324406 | 173 725 |
| 0 | *20* | 0.1 | Every frame | 1.730008 | 288 326 |
| 0 | *50* | 0.1 | Every frame | 3.972264 | 641 910 |
| 0 | *100* | 0.1 | Every frame | 7.824978 | 1 241 821 |
| 0 | *200* | 0.1 | Every frame | 15.25502 | 2 439 204 |
| 1 | 10 | 0.1 | Every frame | 0.8596896 | 173 451 |
| 2 | 10 | 0.1 | Every frame | 0.8960932 | 173 451 |
| 3 | 10 | 0.1 | Every frame | 1.868782 | 173 698 |
| 0 | 10 | 0.01 | Every frame | 0.9021526 | 173 725 |
| 0 | 10 | 0.05 | Every frame | 0.8485232 | 173 725 |
| 0 | 10 | 0.2 | Every frame | 0.8968962 | 173 725 |
| 0 | 10 | 0.3 | Every frame | 0.8925212 | 173 725 |
| 0 | 10 | 0.1 | Every 2 frames | 0.5009682 | 109 616 |
| 0 | 10 | 0.1 | Every 3 frames | 0.4232184 | 101 929 |

Notes:

* Using quality > 0.1 makes the animation look choppy.
* Increasing the frame rate (> every 1 frame) still produces a smooth animation with the difference that the animation seems to occur at fast-forwarded speed.