

An Introduction to
FFmpeg, Timelapse and Fulldome Video Production,
Special Effects, Color Grading, Streaming, Audio Processing,
Canon 5D-MK4, Panasonic LUMIX GH5S, Kodak PIXPRO SP360 4K,
Synthesizers and Audio Production,
Image Processing and Astronomy Software

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1 Introduction to FFmpeg

FFmpeg is an open-source software and available for Linux, Windows and OS-X. It's a very powerful command line tool and has no graphic user interface.

Main project website: www.ffmpeg.org

Download site for the Windows and OS-X versions: <https://ffmpeg.zeranoe.com/builds/>

The update frequency on the Zeranoe website typically is between 2 and 10 days. If you need the latest version (because a new feature was added) you just have to wait a few days.

How to install the Windows version:

Choose 64-bit or 32-bit, "Static", and click on "Download Build". Open the ZIP file, open the "bin" folder and copy ffmpeg.exe, ffprobe.exe and ffplay.exe to a new folder, for example c:\ffmpeg\ That's all.

ffmpeg.exe is the very powerful software for manipulating videos.

ffprobe.exe is a program for viewing the properties of videos, pictures or audio files. It's useful for troubleshooting.

ffplay.exe is a video player. In most cases we don't need it if we use the VLC player instead.

It's also a good idea to save the file doc\ffmpeg-all.html somewhere on your own computer. This file contains the full documentation for FFmpeg. The most important chapters are "Audio Filters" and "Video Filters".

Additional to the official documentation, there are also two wikis available:

<https://trac.ffmpeg.org/wiki>

https://en.wikibooks.org/wiki/FFMPEG_An_Intermediate_Guide

Most examples in this document were tested with Windows 7, and beginning in March 2020 I used also Windows 10.

What are the pros and cons of FFmpeg, compared to other programs for video manipulation?

- Very powerful capabilities.
- It's an active project, updates come almost daily.
- Conversion from almost all formats to almost all other formats.
- No restrictions for video size (width * height), as in some other programs.
- There is a mailing list where you can ask questions in english. Before you ask, make sure that the problem is still present in the latest FFmpeg version. Always include the complete FFmpeg console output, because it contains many useful informations.
- FFmpeg is a command line program and has no graphical user interface. At first glimpse this sounds like a big drawback. But it's a nice idea to have all commands in a batch file, because later you can easily make modifications at all arbitrary steps in the workflow. Just modify the batch file and execute it again.
- You will need some time for learning FFmpeg.
- Unfortunately the documentation is the weak point of the project, and many times I wished that the documentation contained more informations and especially more examples.

1.1 What can be done with FFmpeg?

- Convert a video, picture or sound from one format to another.
- Make a (timelapse) video from many pictures.
- Make many pictures from a video.
- Cut segments from a video, for example remove the beginning or the end.
- Add or remove audio, or modify the audio volume.
- Change the video size (width * height).
- Enlarge parts of the video or cut away the borders, for example make a rectangular video square.
- Change the speed, timelapse or slow motion.
- Rotate, mirror or flip.
- Add texts to a video.
- Correct brightness, contrast, gamma, saturation, color temperature, also with look-up-tables.
- Masking, for example superimpose a circular mask over a video.
- Fade-in, fade-out and crossfade for video and audio.
- Morphing, for example curved texts for fulldome projection, or simulation of curved spacetime near black holes.
- Stabilizing of shaky videos
- Deflicker, for reducing brightness steps in timelapse.
- Change the video compression, to make the video smaller.
- and many more interesting things...
- It's always a good idea to begin with a working example, and then modify it step by step. I hope that the examples in this book are a good starting point for you.

1.2 If FFmpeg has no graphical user interface, how do we use it?

There are two possible ways:

1. Open a console window All_Programs / Accessories / Command_Promt (german) Alle_Programme / Zubehör / Eingabeaufforderung
Another way to open the console window is to press WINDOW R and then enter "cmd".
But this is not recommended, because in many cases the command lines are quite long.
2. The recommended way is to write a batch file which contains the FFmpeg command line.
 - A batch file has the extension *.bat and can be created and modified with any text editor. When you save a batch file with Notepad, make sure that you choose "all files" and save it as *.bat and don't choose "text files", because then the extension would be *.bat.txt (Hint: Configure the explorer so that all file extensions are visible!)
 - You can edit a batch file by right clicking on it, and then choose "Edit".
 - You can execute a batch file by double clicking on the icon or filename.
 - It's recommended to begin with a working example, and then modify it step by step. Make small steps and always make a test run. If it fails, go back to the last working version.
 - The % character has a special meaning inside a batch file. If you need a one % character in the FFmpeg command line, you must replace it in the batch file by two %% characters.
 - It's recommended to insert the command "pause" at the end of the batch file. This means the batch file waits for a keypress. Without this command, the console window would close immediately when FFmpeg has finished, and you wouldn't see if there were any error messages.
 - With the command "set" you can define variables in the batch file.
 - With the command "rem" you can insert comments, so that you later understand how the batch file works. Comments can also begin with :: in the same line as a command. Everything from :: to the end of the line is a comment.
 - If the command line becomes too long, you can insert a ^ character at the end of the line and continue in the next line.
 - How to copy and paste the content of the console window: Right click in the title of the Command_Prompt window, Edit -> Select_All, then Edit -> Copy, then paste the content with ctrl-v somewhere else.
 - (german) Wenn man den Inhalt des CMD-Fensters kopieren möchte, geht man so vor: Rechtsklick auf die Titelleiste des Fensters, Bearbeiten --> Alles auswählen, dann Bearbeiten -> Kopieren, dann mit Control-V irgendwo anders einfügen.

1.3 The first example

This is a simple batch file:

```
rem A simple batch file for making a video from many pictures

c:\ffmpeg\ffmpeg -framerate 5 -start_number 3551 -i IMG_%%4d.jpg -i birds.mp3 ^
-shortest -codec:v mpeg4 -q:v 2 out.mp4

pause :: wait for a keypress
```

What's the meaning of the parts?

rem A simple ...	This is a comment
c:\ffmpeg\ffmpeg	This is the path to ffmpeg.exe
-framerate 5	This defines how fast the pictures are read in, in this case 5 pictures per second.
-start_number 3551	This is the number of the first picture, in this case 3551
-i IMG_%%4d.jpg	This is the filename of the input pictures. The term %%4d stands for a 4-digit number. The filename of the first picture is IMG_3551.jpg and the number will be increased by 1, until no more picture is found. For 3-digit numbers you would write %%3d instead.
-i birds.mp3	This is the second input file, in this case an audio file.
^	If the command line becomes too long, you can break it with the ^ character and continue in the next line. FFmpeg will get the whole line without the ^ character.
-shortest	This option means that the length of the output video is determined by the shortest of the two input files.
-codec:v mpeg4	This option means that a MPEG4 video will be produced.
-q:v 2	This is an option for the quality of the output video. 0 is best quality, 2 is normal, 9 is strongest compression.
out.mp4	Filename of the output video
pause	This command waits for a keypress, so that you have a chance to see any error messages before the console window closes.
:: wait for ...	Everything right of :: is a comment.

Important: Options are always written before the file they refer to. The options "-framerate 5" and "-start_number 3551" refer to the first input file "IMG_%%4d.jpg".

The second input file "birds.mp3" doesn't have any options in this case.

The options "-shortest -codec:v mpeg4 -q:v 2" refer to the output video "out.mp4".

1.4 Using variables

Using variables is much better programming style. This batch file has exactly the same function as the first example:

```
rem A simple batch file for making a video from many pictures

set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "FR=5"                     :: Framerate for reading in the pictures (Frames per second)
set "SN=3551"                  :: Number of the first picture
set "IN=IMG_%%4d.jpg"          :: Filename of the pictures
set "AUDIO=birds.mp3"          :: Audio filename
set "QU=2"                      :: MP4 Quality, 0 ist best quality, 2 is normal, 9 is strongest compression
set "OUT=out.mp4"              :: Output filename

%FF% -framerate %FR% -start_number %SN% -i %IN% -i %AUDIO% -shortest -codec:v mpeg4 -q:v %QU% %OUT%

pause                          :: wait for a keypress
```

This is much clearer, because each variable is written in a new line and has its own comment.

It's recommended to use capital letters for the variables, so that you can easily distinguish them from command line options.

All variable names are allowed, but don't use special characters like ÄÖÜ.

You can copy a batch file and save it under a new name for a new project. Then you must only set the variables, so that they fit to the new project. There is no need to modify (or even understand) the command line.

Why are the variable definitions written in " " quotation marks? This is only necessary if you want to add a comment in the same line. Without comments, the quotation marks are unnecessary.

2 FFmpeg in detail

2.1 Convert from one video format to another video format

Some examples for format conversion:

```
rem Convert any input format to any output format
ffmpeg -i anyinput.xxx anyoutput.xxx

rem Convert MP4 to mov
ffmpeg -i in.mp4 -acodec copy -vcodec copy -f mov out.mov

rem Convert mov to MP4
ffmpeg -i in.mov -acodec copy -vcodec copy out.mp4

rem Convert mov to MP4 using h265 compression, default preset is medium, default crf is 28
ffmpeg -i in.mov -c:v libx265 -preset slow -crf 25 -acodec copy out.mp4
```

2.2 Fit timelapse length to music length

How to give a timelapse video exactly the same length as the music?

We don't want to cut off the end of the music, and we don't want to hear silence at the end of the timelapse video.

The solution is to adjust the framerate, so that the length of the timelapse becomes equal to the music length.

Framerate = Number_of_images / Time_in_seconds

In this example we have 30 images and the music is 20 seconds long, so that the framerate must be 1.5.

```
rem A simple batch file for combining many images to a video

set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "FR=1.5"                  :: Framerate for reading in the images (frames per second)
set "RATE=30"                  :: Output framerate
set "SN=3551"                 :: Number of the first image
set "IN=IMG_%%4d.jpg"          :: Filename of the images
set "AUDIO=birds.mp3"          :: Audio filename
set "QU=2"                     :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression
set "OUT=out.mp4"              :: Output file

%FF% -framerate %FR% -start_number %SN% -i %IN% -i %AUDIO% -r %RATE% -shortest -codec:v mpeg4 -q:v %QU% %OUT%

pause                         :: Wait for a keypress
```

In this example we have two different framerates, which have different purpose:

- -framerate %FR% this is the framerate for reading in the images
- -r %RATE% this is the framerate of the output video.

These two framerates are totally independent from each other, and can be different. If the images are read in slower than the output framerate, FFmpeg will automatically duplicate images. If the images are read in faster, then FFmpeg will automatically skip images.

2.3 Timelapse or slideshow from many images, with crossfading

```
rem Make a timelapse or slideshow from many images, with crossfading

set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "RATE=30"                  :: Output framerate
set "SN=3551"                  :: Number of first image
set "IN=IMG_%%4d.jpg"          :: Filename of the images
set "QU=2"                      :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression
set "OUT=out.mp4"              :: Output file
                                :: A is the Duration how long each image is shown (without crossfading), here 1.0 sec
                                :: B is the Duration of the crossfade, here 0.5 sec
set "C=3"                      :: set C = (A+B)/B (you must calculate this integer manually)
set "D=2"                      :: set D = 1/B      (you must calculate this floating point value manually)

%FF% -start_number %SN% -i %IN% ^
-vf zoompan=d=%C%:fps=%D%,framerate=%RATE%:interp_start=0:interp_end=255:scene=100 ^
-codec:v mpeg4 -q:v %QU% %OUT%

pause                           :: Wait for a keypress
```

Inside the video filter (beginning with `-vf`) we have in this example two filters, which are applied one after the other. The first is "zoompan" and the second is "framerate".

You must calculate the variables C and D manually, because there are no expressions allowed inside the "zoompan" filter.

Detailed explanations for this example:

`-vf zoompan=d=%C%:fps=%D%,framerate=%RATE%:interp_start=0:interp_end=255:scene=100`

In this example two video filters are applied consecutively, separated by a (,) comma.

1. "zoompan", with the parameters "d" and "fps"
2. "framerate", with the parameters "fps" (which can be omitted in this case), "interp_start", "interp_end", and "scene"

<https://www.ffmpeg.org/ffmpeg-all.html#zoompan>

The zoompan filter is here not used for zooming in, but for duplicating the frames and passing them to the next filter with a certain framerate.

"d" specifies how often each frame is repeated.

"fps" is the output framerate of this filter.

<https://www.ffmpeg.org/ffmpeg-all.html#framerate>

The framerate filter can calculate intermediate images between consecutive images. This is not a motion interpolation but a crossfade.

"fps" is the output framerate. It's not required to explicitly write this parameter; you could also write framerate=fps=%RATE%:...

The remaining three parameters "interp_start", "interp_end", and "scene" specify, when interpolation is active and when not. With those values that I used (0, 255, 100), interpolation is always active.

These two filters together produce a video in which each image is shown for a certain duration, followed by a crossfade to the next image which also has a certain duration. Both durations can be chosen freely, these are the values A and B in the comments. From these values you must manually calculate the variables C and D, which are used in the command line. I haven't yet found a way to make this calculation automatically. It's possible to make calculations in the batch file, but this works only with integer precision.

If you omit the zoompan filter and use only the framerate filter, the next crossfade would immediately follow when the previous has ended. With other words: You always have a crossfade and there is no time where the image is shown without crossfade. That's why we use the trick with the zoompan filter. Now it's still the case that one crossfade follows immediately on the previous one, but now we have crossfades between identical images, because the images were duplicated by the zoompan filter. A crossfade between identical images isn't visible, of course.

2.4 Slideshow with different durations

```
c:\ffmpeg\ffmpeg -i img%4d.jpg -vf zoompan=d=25+'50*eq(in,3))+'100*eq(in,5)' out.mp4
```

In this example each frame is shown one second (25 frames), except the 4th image which is shown 3 seconds (25+50 frames) and the 6th image which is shown 5 seconds (25+100 frames). Please note that the image numbering starts with 0, if not specified differently with "-start_number".

2.5 Slideshow with images scrolling from left to right

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "IN=test%3d.jpg"      :: Input images
set "N=6"                  :: Number of images
set "SX=400"                :: X Size
set "SY=300"                :: Y Size
set "T=5"                  :: Time in seconds for scrolling from one image to the next image
set "FPS=30"                 :: Output framerate
set "OUT=out.mp4"           :: Output filename

rem Make some test images

%FF% -f lavfi -i testsrc2=size=%SX%x%SY%:duration=%N%:rate=1 -start_number 0 -y test%3d.jpg

rem Make a scrolling slideshow

%FF% -framerate 1/%T% -start_number 1 -i %IN% -framerate 1/%T% -start_number 0 -i %IN% -filter_complex [0][1]hstack,fps=%FPS%,crop=w=iw/2:x='iw/2*(1-mod(t,%T%)/%T%)'
-y %OUT%

pause
```

This is similar, but showing two images simultaneously side by side. The width of the output video is twice the width of the input images:

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "IN=test%3d.jpg"      :: Input images
set "N=6"                  :: Number of images
set "SX=400"                :: X Size
set "SY=300"                :: Y Size
set "T=5"                  :: Time in seconds for scrolling from one image to the next image
set /a "D=%T%*(%N%-2)"    :: Total duration in seconds
set "FPS=30"                 :: Output framerate
set "OUT=out.mp4"           :: Output filename

rem Make some test images

%FF% -f lavfi -i testsrc2=size=%SX%x%SY%:duration=%N%:rate=1 -start_number 0 -y test%3d.jpg
```

```

rem Make a scrolling slideshow

%FF% -framerate 1/%T% -start_number 2 -i %IN% -framerate 1/%T% -start_number 1 -i %IN% -framerate 1/%T% -start_number 0
-i %IN% -filter_complex [0][1][2]hstack=inputs=3,fps=%FPS%,crop=w=2*iw/3:x='iw/3*(1-mod(t,%T%)/%T%)' -t %D% -y %OUT%
pause

```

Note: "set /a" is a Windows batch command and calculates a variable (in this case: the total duration of the output video). Only integer arithmetic is possible, no floating point. This is necessary in this batch file, because the "-t" option doesn't accept expressions, and using the "trim" filter as a workaround is also impossible, because it doesn't accept expressions.

Same thing as before, but scrolling from right to left:

```

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "IN=test%%3d.jpg"      :: Input images
set "N=6"                  :: Number of images
set "SX=400"                :: X Size
set "SY=300"                :: Y Size
set "T=5"                  :: Time in seconds for scrolling from one image to the next image
set /a "D=%T%*(%N%-2)"    :: Duration
set "FPS=30"                :: Output framerate
set "OUT=out.mp4"           :: Output filename

rem Make some test images

%FF% -f lavfi -i testsrc2=size=%SX%x%SY%:duration=%N%:rate=1 -start_number 0 -y test%%3d.jpg

rem Make a scrolling slideshow

%FF% -framerate 1/%T% -start_number 0 -i %IN% -framerate 1/%T% -start_number 1 -i %IN% -framerate 1/%T% -start_number 2
-i %IN% -filter_complex [0][1][2]hstack=inputs=3,fps=%FPS%,crop=w=2*iw/3:x='iw/3*mod(t,%T%)/%T%' -t %D% -y %OUT%
pause

```

2.6 Extract many images from a video

```
rem Extract many images from a video  
  
c:\ffmpeg\ffmpeg -i in.mp4 -vf fps=0.2 -y image%%4d.jpg  
  
pause      :: Wait for a keypress
```

This batch file reads the file in.mp4 and produces images with the filenames

image0000.jpg, image0001.jpg, image0002.jpg, and so on.

-vf fps=0.2 this specifies that images are extracted with a framerate of 0.2, which means one frame every 5 seconds.

Omit this option if you want to extract all images.

-y this option means that FFmpeg will overwrite any output files that already exist with the same filename, without asking. If you omit this option, FFmpeg would ask before overwriting a file.

This example will extract each n_th frame from a video, beginning with the 0_th frame:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg  
set "IN=video.mp4"          :: Input video  
set "STEP=10"                :: Step width  
set "OUT=image%%4d.jpg"     :: Output images filename  
  
%FF% -i %IN% -vf framestep=%STEP% -y %OUT%  
pause
```

2.7 Extract the last frame from a video

```
c:\ffmpeg\ffmpeg -sseof -0.2 -i in.mp4 -q:v 1 -update 1 last_frame.jpg  
pause
```

2.8 Modify brightness, contrast, saturation, gamma and hue

```
rem Modify brightness, contrast, saturation, gamma and hue

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=PanoView.mp4"   :: Input video
set "OUTPUT=out.mp4"       :: Output video
set "CONTRAST=1.0"         :: Contrast in range -1000 to 1000, normal is 1.0
set "BRIGHT=0.0"           :: Brightness in range -1.0 bis 1.0, normal is 0.0
set "SATUR=1.2"            :: Saturation in range 0.0 bis 3.0, normal is 1.0
set "GAMMA=1.0"            :: Gamma in range 0.1 to 10.0, normal is 1.0
set "HUE=20"                :: Color correction (hue), negative shifts towards red and positive towards blue, normal is 0
                           :: Typical values are in the -30...+30 range
set "QU=2"                  :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression

%FF% -i %INPUT% -vf hue=h=%HUE%,eq=contrast=%CONTRAST%:brightness=%BRIGHT%:saturation=%SATUR%:gamma=%GAMMA% ^
-q:v %QU% -codec:v mpeg4 %OUTPUT%
pause
```

-vf is the command for "Video Filter". There are many different filters, see chapter "Video Filter" in the FFmpeg documentation.

In this case we use two filters, which are separated by a (,) comma.

- The first filter is "hue" and makes a rotation of the color circle.
- The second filter is "eq" and adjusts contrast, brightness, saturation and gamma.

From a mathematically point of view these functions work as follows:

- Contrast is a multiplication by a constant. Please note that what contrast does is scale the distance of a pixel's value from the median value i.e. 128 for a 8-bit input. So, if a pixel channel has a value of 100, then a contrast of 3 results in a value of $128 + 3*(100-128) = 44$.
- Brightness is the addition of a constant.
- Saturation is difficult to describe mathematically. Setting saturation to 0 would produce a black and white video.
- Gamma is a nonlinear distortion of the transfer function. When you increase the gamma value, details in dark areas become better visible.

It doesn't care in which order you list the parameters in the command line. They are always executed in the order contrast -> brightness -> gamma.

2.9 Strong contrast enhancement

There are several filters that can be used for a strong contrast enhancement:

Filter	Example for strong contrast enhancement by a factor 5: Input range [0.1 ... 0.3], Output range [0.0 ... 1.0], Output = 5 * (Input - 0.1)	Notes
eq	<code>eq=brightness=0.3,eq=contrast=5</code>	The pivot point for contrast is always at 0.5 which means you have to adjust both brightness and contrast. The eq filter must be invoked two times, because we need first the brightness adjustment and then the contrast adjustment.
	<code>eq=brightness=0.3:contrast=5</code>	This doesn't work as expected because the eq filter is invoked only one time, which means the order is contrast before brightness and that's the wrong order in this case.
	<code>eq=brightness=1.5:contrast=5</code>	This doesn't work because the brightness value isn't in the allowed range [-1 ... +1]
geq	<code>For 8-bit video: geq=lum='5*(lum(X,Y)-25.6)':cr='cr(X,Y)':cb='cb(X,Y)' For 8-bit video with limiter: geq=lum='clip(5*(lum(X,Y)-25.6),0,255)':cr='cr(X,Y)':cb='cb(X,Y)'</code>	Not recommended because it's slow, has no built-in limiter and the function must be different for 8-bit and 10-bit videos.
	<code>For 10-bit video: geq=lum='5*(lum(X,Y)-102.4)':cr='cr(X,Y)':cb='cb(X,Y)'</code>	
	<code>colorlevels=rimin=0.1:gimin=0.1:bimin=0.1:rimax=0.3:gimax=0.3:bimax=0.3</code>	
curves	<code>curves=all='0/0 0.1/0 0.3/1 1/1'</code>	This is a nonlinear transfer function because it uses a smooth curve through the specified points.

2.10 Inverting a video or image (make a negative)

There are several methods for inverting (which means black becomes white, and vice versa):

Filter	Example	Notes
eq	<code>eq=contrast=-1</code>	This changes only bright to dark and vice versa, but keeps the colors as they are.
negate	<code>negate</code>	This negates all channels and changes the colors to their complementary colors.
geq	<code>geq=r='255-r(x,y)':g='255-g(x,y)':b='255-b(x,y)'</code>	Same result as negate. Can also be used if only one or two channels are to be inverted. The functions must be different for 10-bit videos.

2.11 Correcting the color channels

Color corrections can be made with the "colorchannelmixer" filter. In this example we amplify the red channel and attenuate the blue channel. The values must be in the range [-2 ... +2].

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=7Z7A2065.MOV"   :: Input video
set "OUTPUT=out.mp4"       :: Output video
set "R=1.2"                 :: Factor for red channel
set "G=1.0"                 :: Factor for green channel
set "B=0.8"                 :: Factor for blue channel
set "QU=2"                  :: MP4 Quality, 0 ist best Quality, 2 is normal, 9 is strongest compression

%FF% -i %INPUT% -vf colorchannelmixer=rr=%R%:gg=%G%:bb=%B% -q:v %QU% -codec:v mpeg4 -y %OUTPUT%
pause
```

Exchange red and green components:

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=7Z7A2065.MOV"   :: Input video
set "OUTPUT=out.mp4"       :: Output video

%FF% -i %INPUT% -vf colorchannelmixer=0:1:0:0:1:0:0:0:0:1:0 -y %OUTPUT%
pause
```

2.12 Colorhold

This video filter removes all color informations except for one certain color. It has three parameters:

"color" is the color to be preserved, can be specified by name or by RGB values, for example "orange" can be replaced by FFA500 (or 0xFFA500 or #FFA500)

"similarity" is a percentage, 0.01 means only the specified color is preserved, 1.0 means all colors are preserved.

Note: The normalization of the "similarity" value was changed in May 2020. Old values must now be divided by sqrt(3) to get the same result as before.

"blend" is a percentage, 0.0 makes pixels fully gray, higher values result in more preserved color.

This example preserves only colors from yellow to orange to light brown:

```
c:\ffmpeg\ffmpeg -i 7Z7A2027.jpg -filter_complex split[1][2];[1]colorhold=color="orange":similarity=0.29:blend=0[3];[2][3]hstack -y out.jpg
```

Output of this example:



2.13 Atmospheric dispersion correction

It's possible to shift the RGB channels with respect to each other:

```
set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=out.mp4"          :: Output video
::
set "RV=5"                  :: Vertical shift of red channel
set "BV=-5"                 :: Vertical shift of blue channel

%FF% -i %IN% -lavfi "rgbashift=rv=%RV%:bv=%BV%" -y %OUT%

pause
```

2.14 Amplify filter

The "amplify" filter amplifies differences between adjacent frames. Good for motion detection, but it's also sensitive to noise.

2.15 Extract a time segment from a video

When you have a fisheye camera pointing upwards, it's unavoidable that you are visible in the video at the beginning and the end, because you must start and stop the camera. That means we must cut off the beginning and the end.

```
rem Extract a time segment from a video

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=PanoView.mp4"   :: Input video
set "OUTPUT=out.mp4"       :: Output video
set "START=2.0"            :: Start time in seconds
set "LENGTH=3.0"           :: Length of the segment in seconds

%FF% -ss %START% -t %LENGTH% -i %INPUT% -c copy %OUTPUT%
pause
```

The arguments for `-ss` and `-t` can also be specified in hours, minutes and seconds:

`1:20` = 1 minute, 20 seconds

`1:10:30` = 1 hour, 10 minutes, 30 seconds

Instead of the length it's also possible to specify the end time with the `-to` option.

If you want to save the output video with exactly the same quality as the input video (without re-encoding), then use the `-c copy` option. In this case it makes no sense to specify the output video quality.

```
c:\ffmpeg\ffmpeg -ss 5 -i input.mov -t 10 -c copy output.mov

pause
```

The same thing can also be done with the "trim" filter.

2.16 Trim filter

Drop everything except the second minute of input:

```
-i INPUT -vf trim=60:120 OUTPUT
```

Keep only the first second:

```
-i INPUT -i INPUT -vf trim=duration=1 OUTPUT
```

2.17 Tpad filter, add a few seconds black at the beginning or end

Method 1, using the "tpad" filter:

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "IN=my_video.mp4"      :: Input video
set "DUR=3"                 :: Duration in seconds
set "OUT=out.mp4"           :: Output video

%FF% -i %IN% -vf tpad=start_duration=%DUR% %OUT%
pause
```

The "tpad" filter inserts frames at the beginning or at the end of a video. These frames contain either a uniform color or a copy of the first or last frame. The default color is black.

Method 2, using the concat filter:

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "IN=my_video.mp4"      :: Input video
set "DUR=3"                 :: Duration in seconds
set "OUT=out.mp4"           :: Output video

%FF% -i %IN% -an -filter_complex 'color=black:duration=%DUR%[black];[black][0:0]concat=n=2:v=1:a=0[v]' -map [v] %OUT%
pause
```

2.18 Extract the last 30 seconds of a video

When I make real-time videos of meteors, I let the Panasonic LUMIX GH5S camera record continuously. When I see a meteor, I speak to the soundtrack in which part of the sky I've seen it, and after about 10 seconds I press the REC button to stop the recording, and immediately start a new recording. That means after downloading the videos to the computer, meteors are always at the end of the videos. There is no need to watch the videos in full length (that would be boring). This batch file extracts the last 30 seconds of the video which is drag-and-dropped over it, and for the output filename the string "P1" is replaced by "CUT" (e.g. P1000336.MOV becomes CUT000336.MOV). It's lossless because the "-c copy" option is used.

```
set INPUT=%1
set OUTPUT=%INPUT:P1=CUT%
c:\ffmpeg\ffmpeg -sseof -30 -i %INPUT% -c copy %OUTPUT%
pause
```

This batch file (for Windows 7) does the same thing for all P1*.MOV files in the current folder:

```
for %%f in (P1*.MOV) do call :for_body %%f
goto :the_end

:for_body
set INPUT=%1
set OUTPUT=%INPUT:P1=CUT%
c:\ffmpeg\ffmpeg -sseof -30 -i %INPUT% -c copy -y %OUTPUT%
exit /b

:the_end
pause
```

2.19 Fade-in and fade-out

Fade-in and fade-out for a video of known length (only for video, not for audio). Here the times are expressed in frames:

```
ffmpeg -i input.mp4 -vf 'fade=in:0:30,fade=out:9650:30' output.mp4
```

Fade-in and fade-out of a video of known length (both video and audio). Here the times are in seconds:

```
ffmpeg -i input.mp4 -vf 'fade=in:st=0:f=1,fade=out:st=32:d=1' -af 'afade=in:st=0:d=1,afade=out:st=32:d=1' output.mp4
```

This is a workaround for fade in/out a video with unknown duration:

```
ffmpeg ffmpeg -i input.mp4 -sseof -1 -copyts -i input.mp4 -filter_complex  
"[1]fade=out:0:30[t];[0][t]overlay,fade=in:0:30[v]; anullsrc,atrim=0:2[at];[0][at]acrossfade=d=1,afade=d=1[a]"  
-map "[v]" -map "[a]" -c:v libx264 -crf 22 -preset veryfast -shortest output.mp4
```

The trick is to feed the same input twice. From the second input only the last second is used. The timestamps are preserved. A fade-out is applied to the short second input, and then both files are combined with overlay. For audio a 2 seconds dummy with silence is created, and then crossfaded with the input audio. The -shortest option cuts the output to the same length as the input.

Another workaround for making fade-in and fade-out for audio of unknown length:

```
ffmpeg -i input.mp4 -filter_complex "afade=d=0.5, areverse, afade=d=0.5, areverse" output.mp4
```

The same thing does also work for video, but keep in mind that you need a lot of memory for the reverse filter:

```
ffmpeg -i input.mp4 -filter_complex "fade=d=0.5, reverse, fade=d=0.5, reverse" output.mp4
```

Another option is to use acrossfade with a silent track, but this works not for video because there is no crossfade filter for video:

```
ffmpeg -i input.mp4 -filter_complex "aevalsrc=0:d=0.6 [a_silence]; [0:a:0] [a_silence] acrossfade=d=0.6" output.mp4
```

Afade curves are shown on this wiki page: <https://trac.ffmpeg.org/wiki/AfadeCurves>

2.20 Crossfading

The different types of xfade crossfadings are shown on this wiki page:

<https://trac.ffmpeg.org/wiki/Xfade>

2.21 Crop a video

Cropping means to cut off the borders, and in the next step you can also set the size (width * height) of the output video:

```
rem Crop and set the output size

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=PanoView.mp4"   :: Input video
set "OUTPUT=out.mp4"      :: Output video
set "CROP=1224:1224:0:0"  :: Specify the visible part: Width, height, left edge, top edge
set "SIZE=800x800"        :: Width and height of the output video (can be smaller or larger than the input video)
                           :: Keep the width/height ratio constant, otherwise the video looks distorted,
                           :: for example a circle would become an ellipse.
set "QU=2"                :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression

%FF% -i %INPUT% -vf crop=%CROP% -s %SIZE% -q:v %QU% -codec:v mpeg4 %OUTPUT%

pause
```

In the crop filter you can use the variables "iw" and "ih", which are the width and height of the input video.

If the 3rd and 4th parameter (coordinates of top left corner) isn't specified, the crop will be automatically centered.

crop=ih:ih makes a centered square crop, useful for fulldome videos

crop=iw/2:ih:0 returns the left half of the input video

crop=iw/2:ih:iw/2 returns the right half of the input video

crop=iw/4:ih/4 strong enlargement by a factor 4 in the center of the video

The "pad" filter does the opposite thing, it adds paddings with a uniform color to the video.

2.22 Zoompan

This is a very powerful filter.

Parameters:

'out_time' or 'ot' Timestamp in seconds of each output frame produced by zoompan.

'in_time' or 'it' Timestamp in seconds of each input frame to the zoompan filter.

(I'm still working on this chapter...)

2.23 Changing the speed: slow motion and timelapse

```
rem Changing the speed (slow motion or timelapse)

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=PanoView.mp4"   :: Input video
set "OUTPUT=out.mp4"       :: Output video
set "RATE=30"              :: Output framerate
set "SPEED=3.0"             :: Speed factor, smaller than 1 = timelapse, 1 = real time, larger than 1 = slow motion
set "QU=2"                  :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression

%FF% -i %INPUT% -vf setpts=%SPEED%*PTS -r %RATE% -q:v %QU% -codec:v mpeg4 -an -y %OUTPUT%

pause
```

In this example the settings for "RATE" and "SPEED" are totally independant from each other. FFmpeg will automatically skip or duplicate frames, if required.

Example:

If both input and output frame rate are 30, and if SPEED = 3, then each frame will automatically duplicated 2 times, so that we see it 3 times in the output video.

If SPEED = 0.5, then each second frame is skipped.

In this example we used the video filter "setpts". For details, have a look at the "Video Filters" section in the FFmpeg documentation.

In this example the slow motion or timelapse effect affects only video and not audio. It makes sense to disable the audio channel with the -an option.

There's a wiki page covering this subject:

<https://trac.ffmpeg.org/wiki/How%20to%20speed%20up%20/%20slow%20down%20a%20video>

2.24 Slow motion or timelapse only for a segment of the video

See the comments for explanation.

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=7Z7A2089.mov"        :: Input Video
set "T1=5"                   :: Start time T1
set "T2=8.5"                 :: Time T2 when slow motion begins
set "T3=9.7"                 :: Time T3 when slow motion ends
set "T4=11"                  :: End time T4
set "SPEED=5"                :: Speed factor, smaller than 1 = timelapse, larger than 1 = slow motion
set "FR=30"                  :: Output framerate
set "OUT=out.mp4"            :: Output video

%FF% -i %IN% -filter_complex "[0:v]trim=%T1%:%T2%,setpts=PTS-STARTPTS[v1];[0:v]trim=%T2%:%T3%,setpts=%SPEED%*(PTS-STARTPTS)[v2];[0:v]trim=%T3%:%T4%,setpts=PTS-STARTPTS[v3];[v1][v2][v3]concat=n=3:v=1" -an -r %FR% -q:v 2 -y out.mp4

pause
```

2.25 Time Remapping

This is an example for a gradual ramp into and out of slow motion:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i testsrc2=size=vga:duration=10:rate=20 -lavfi " ^
[0]trim=0.0:3.2,setpts=(PTS-STARTPTS)[1];^
[0]trim=3.2:3.6,setpts=(PTS-STARTPTS)/0.80[2];^
[0]trim=3.6:4.0,setpts=(PTS-STARTPTS)/0.60[3];^
[0]trim=4.0:6.0,setpts=(PTS-STARTPTS)/0.40[4];^
[0]trim=6.0:6.4,setpts=(PTS-STARTPTS)/0.60[5];^
[0]trim=6.4:6.8,setpts=(PTS-STARTPTS)/0.80[6];^
[0]trim=6.8:10.0,setpts=(PTS-STARTPTS)[7];^
[1][2][3][4][5][6][7]concat=n=7:v=1" -y out.mp4

pause
```

This is an example for a 10s input video where the framerate changes linearly from 20 to 10:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i testsrc2=size=vga:duration=10:rate=20 -lavfi "
[0]trim=0:1,setpts=(PTS-STARTPTS)/0.975[1];
[0]trim=1:2,setpts=(PTS-STARTPTS)/0.925[2];
[0]trim=2:3,setpts=(PTS-STARTPTS)/0.875[3];
[0]trim=3:4,setpts=(PTS-STARTPTS)/0.825[4];
[0]trim=4:5,setpts=(PTS-STARTPTS)/0.775[5];
[0]trim=5:6,setpts=(PTS-STARTPTS)/0.725[6];
[0]trim=6:7,setpts=(PTS-STARTPTS)/0.675[7];
[0]trim=7:8,setpts=(PTS-STARTPTS)/0.625[8];
[0]trim=8:9,setpts=(PTS-STARTPTS)/0.575[9];
[0]trim=9:10,setpts=(PTS-STARTPTS)/0.525[10];[1][2][3][4][5][6][7][8][9][10]concat=n=10:v=1" -y out.mp4

pause
```

The length of the output video is 13.65s

Use the following example carefully, as I'm not 100% convinced that the approach is correct. This is based on an posting from Nicolas George in the FFmpeg user mailing list, September 23, 2019. In the first equation it's unclear if t is the time in the input video or in the output video.

```
rem > So, to compute the timestamp of a frame with variable speed:  
rem >  
rem > * Express your frame rate as a complete formula:  $t \rightarrow v$   
rem >  
rem > * Integrate it:  $t \rightarrow f$ .  
rem >  
rem > * Find the reciprocal:  $f \rightarrow t$ .  
rem  
rem Let's assume we have a 10s video and the framerate changes linearly from 20 at the beginning to 10 at the end:  
rem  $v = 20 - t$        $v(0) = 20$      $v(10) = 10$   
rem  
rem After integrating we get:  $f = 20 * t - 0.5 * t^2$   
rem  
rem The inverse function is:  $t = 20 - \sqrt{400 - 2 * f}$   
  
rem Create a test video with framerate=20 and length=10s:  
ffmpeg -f lavfi -i testsrc2=size=vga:duration=10:rate=20 -y test.mp4  
  
rem Apply the time remapping:  
ffmpeg -i test.mp4 -lavfi setpts='(20-sqrt(400-2*N))/TB' -y out.mp4  
  
pause
```

The resulting video gets slower towards the end (too slow, in fact), and the length is 18.95s and that seems to be wrong. With a constant framerate of 20 the length is 10s, with a constant framerate of 10 the length is 20s, and if the framerate changes from 20 to 10 the length should be about 15s. I don't fully understand what's going on here.

Keywords for searching: "Time remapping", "Time ramp", "Slow motion ramp", "Speed ramp"

2.26 Insert a text which is visible for the whole duration

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "IN=input.mov"             :: Input video
set "OUT=output.mp4"           :: Output video
set "FONT=arial.ttf"           :: Font
set "TEXT>Hello_World"         :: Text (no space characters allowed, see next example)
set "COLOR=yellow"             :: Text color
set "SIZE=20"                  :: Font size
set "POS_X=(w-tw)/2"           :: X position of text, use (w-tw)/2 for centering
set "POS_Y=(h-th)/2"           :: Y position of text, use (h-th)/2 for centering

%FF% -i %IN% -vf drawtext='fontfile=%FONT%:text=%TEXT%:fontcolor=%COLOR%:fontsize=%SIZE%:x=%POS_X%:y=%POS_Y%' -c:v
mpeg4 -q:v 1 -y %OUT%
pause
```

2.27 Slowly fade a text in and out

```
rem Slowly fade a text in and out

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "INPUT=PanoView.mp4"        :: Input video
set "OUTPUT=out.mp4"            :: Output video
set "QU=2"                      :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression

set "NAME=TEXT1"                :: Unique name for this text
set "FONT=arial.ttf"             :: Font
set "TEXT=MeinText.txt"          :: Text filename (must be UTF-8 coded, if the text contains non-ASCII characters like
                                :: ä, ö, ü. The text can be ASCII coded if no special characters are used.
set "COLOR=yellow"              :: Text color
set "SIZE=250"                  :: Font size
set "POS_X=(w-tw)/2"             :: X position of text, use (w-tw)/2 for centering
```

```

set "POS_Y=(h-th)/2"          :: Y position of text, use (h-th)/2 for centering
set "DS=0.5"                  :: Start time
set "DE=4.5"                  :: End time
set "FID=1.0"                 :: Fade-in duration (may be small, but not zero)
set "FOD=1.0"                 :: Fade-out duration (may be small, but not zero)

set %NAME%=drawtext='fontfile=%FONT%:textfile=%TEXT%:fontcolor_expr=%COLOR%@%{e\}:clip(((t-%DS%)/%FID%)*^
between(t,%DS%,(%DS%+%DE%)/2)+(%DE%-t)/%FOD%*between(t,(%DS%+%DE%)/2,%DE%),0,1}':fontsize=%SIZE%:x=%POS_X%:y=%POS_Y%

set "NAME=TEXT2"              :: Unique name for this text
set "FONT=arial.ttf"           :: Font
set "TEXT=MeinText.txt"        :: Text filename (must be UTF-8 coded, if the text contains non-ASCII characters like
                               :: ä, ö, ü. The text can be ASCII coded if no special characters are used.
set "COLOR=red"               :: Text color
set "SIZE=250"                :: Font size
set "POS_X=(w-tw)/2"          :: X position of text, use (w-tw)/2 for centering
set "POS_Y=(h-th)/3"          :: Y position of text, use (h-th)/2 for centering
set "DS=0.0"                  :: Start time
set "DE=3.0"                  :: End time
set "FID=0.5"                 :: Fade-in duration (may be small, but not zero)
set "FOD=0.5"                 :: Fade-out duration (may be small, but not zero)

set %NAME%=drawtext='fontfile=%FONT%:textfile=%TEXT%:fontcolor_expr=%COLOR%@%{e\}:clip(((t-%DS%)/%FID%)*^
between(t,%DS%,(%DS%+%DE%)/2)+(%DE%-t)/%FOD%*between(t,(%DS%+%DE%)/2,%DE%),0,1}':fontsize=%SIZE%:x=%POS_X%:y=%POS_Y'

%FF% -i %INPUT% -vf "%TEXT1%,%TEXT2%" -q:v %QU% -codec:v mpeg4 -an -y %OUTPUT%
pause

```

The text must be saved as a *.txt file. If the text contains non-ASCII special characters like ä, ö, ü then the encoding must be UTF-8. If the text contains only ASCII characters, then "ANSI" encoding is possible as well.

In some cases drawtext shows a non-printable character (for example an empty rectangle) at the beginning of the text. This is a BOM (Byte Order Mark) that was automatically added to the text by some Windows programs at the beginning of the file. Older versions of Notepad (on Windows 7) show this behaviour and you can't disable it. The BOM consists of three bytes EF_{hex} BB_{hex} BF_{hex}.

See also here: https://en.wikipedia.org/wiki/UTF-8#Byte_order_mark

There are several solutions for this problem:

- Open the text file with a hex editor and remove the first three characters (EF_{hex} BB_{hex} BF_{hex}). For example you can use Hex Editor MX: <http://hexedit.nextsoft.de/>

- If you can't find a newer 32-bit Notepad version for Windows 7, you can use Notepad++ instead. Select "UTF-8" in the "Encoding" menu. <https://notepad-plus-plus.org/>
- Newer versions of Notepad (on Windows 10) have a selection between "UTF-8" and "UTF-8 with BOM". Using "UTF-8" will solve the problem.

Problem: You want to show the content of a credits file scrolling up. The file contains many lines of different lengths.

```
drawtext=textfile=credits.txt:x=(w-text_w)/2:y=h-100*t
```

The variable `text_w` is the width of the longest line in the text file. This line is center-aligned in the frame, and all other (shorter) lines are left-aligned to the same X position as the longest line. But that's not what you want. Is it somehow possible that each line is center-aligned?

Solution: See the workaround with *.ass subtitles in this document.

2.28 Show a running clock in the video

In this example a running clock is inserted in each frame of the video, in the format "hours:minutes:seconds.milliseconds"

```
set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=sylvia.mp4"       :: Output video
::
set "BP_R=0.015"           :: Black point red, positive value makes background darker
set "BP_G=0.005"           :: Black point green, positive value makes background darker
set "BP_B=0.015"           :: Black point blue, positive value makes background darker
::
set "WP=0.26"              :: White point
::
set "S=300"                 :: Start time
set "T=40"                  :: Duration
::
set "FONT=arial.ttf"        :: Font
set "COLOR=white"           :: Font color
set "BOXCOLOR=black"         :: Background color
set "SIZE=30"                :: Font size
set "POSITION_X=0"          :: X position of clock
set "POSITION_Y=(h-th)"     :: Y position of clock
set "OF=2340"                :: Offset time in seconds, shown in the first frame
set "I=0.04"                  :: Time intervall from one frame to the next = 1/framerate

set CLOCK=drawtext='fontfile=%FONT%:text=%{eif\:\mod((%OF%+%I%*n)/3600,24)\:'d'\:2}"\:"%{eif\:\mod((%OF%+%I%*n)/60,60)\:'d'\:2}"\:"%{eif\:\mod(%OF%+%I%*n,60)\:'d'\:2}".%{eif\:\mod((%OF%+%I%*n)*1000,1000)\:'d'\:3}:fontcolor=%COLOR%:boxcolor=%BOXCOLOR%:box=1:fontsize=%SIZE%:x=%POSITION_X%:y=%POSITION_Y%'

%FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,%CLOCK%" -pix_fmt yuv420p -t %T% -y %OUT%
pause
```

This batch file does the same thing and is simpler:

```
set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=sylvia.mp4"       :: Output video
::
set "BP_R=0.015"           :: Black point red, positive value makes background darker
set "BP_G=0.005"           :: Black point green, positive value makes background darker
set "BP_B=0.015"           :: Black point blue, positive value makes background darker
::
set "WP=0.26"               :: White point
::
set "S=300"                 :: Start time
set "T=40"                  :: Duration
::
set "FONT=arial.ttf"        :: Font
set "COLOR=white"           :: Font color
set "BCOLOR=black"          :: Background color
set "SIZE=30"                :: Font size
set "POS_X=0"                :: X position of clock
set "POS_Y=(h-th)"          :: Y position of clock
set "OFFSET=2340"            :: Offset time in seconds, added to the timestamp of the first frame

set CLOCK=drawtext='fontfile=%FONT%:text=%{pts\:hms\:%OFFSET%}:fontcolor=%COLOR%:boxcolor=%BCOLOR%:box=1:fontsize=%SIZE%
%:x=%POS_X%:y=%POS_Y%'

%FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,%CLOCK%
-pix_fmt yuv420p -t %T% -y %OUT%

pause
```

This is another example, using the "timecode" option of the drawtext filter:

```
c://ffmpeg/ffmpeg -f lavfi -i testsrc2=size=hd720:duration=10 -vf
drawtext=fontsize=60:fontcolor=Black:fontfile='arial.ttf':timecode='00\:00\:00\:00':r=25:x=20:y=40 -y out.mp4

pause
```

2.29 Generation of curved text for fulldome projection

```
rem Create a video with curved text fade-in fade-out, silent audio

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "SIZE=1200"                :: Video size (square)
set "QU=2"                     :: MP4 quality level, 0 is best quality, 2 is normal, 9 is strong compression
set "FPS=30"                   :: Output Framerate
set "FONT=arial.ttf"           :: font
set "FSIZE=60"                 :: font size
set "COLOR=white"              :: text color
set "BACK=black"               :: background color
set "DUR=10"                   :: duration of video
set "TEXT=text13.txt"          :: text file
set "POS_X=(w-tw)/2"           :: X text position, for centered text: (w-tw)/2
set "POS_Y=h*0.9"              :: Y text position
set "S=1"                      :: start time for text
set "E=9"                      :: end time for text
set "FI=2"                     :: fade-in duration (may be small, but not zero)
set "FO=2"                     :: fade-out duration (may be small, but not zero)
set "OUTPUT=text13.mp4"         :: Output filename

%FF% -f lavfi -i color=c=%BACK% -i xmap_3648.pgm -i ymap_3648.pgm -f lavfi -i anulls -r %FPS% -t %DUR% -aspect "1:1" ^
-lavfi scale=3648:3648,drawtext='fontfile=%FONT%:textfile=%TEXT%:^
fontcolor_expr=%COLOR%@%{e\clip((t-%S%)/%FI%*between(t,%S%,%S%+%FI%)+(%E%-t)/%FO%*between(t,%S%+%FI%,%E%),0,1)}:^
fontsize=%FSIZE%:x=%POS_X%:y=%POS_Y%,format=pix_fmts=rgb24,remap ^
-s %SIZE%x%SIZE% -c:v mpeg4 -c:a aac -shortest -q:v %QU% -y %OUTPUT%

pause
```

I have to admit that this is a complicated command line. The actual core is the "remap" filter, with which you can create arbitrary distortions. The distortion is described in the two files xmap_3648.pgm and ymap_3648.pgm. In these files the pixel in the input video from which it is retrieved is indicated for each pixel. You have to write a (C#) program that can create these files.

- i color=c=black creates a black image
- i anulls creates an empty audio track

This is the C# code for generating the xmap and ymap files:

```
int a = (int)numericUpDown1.Value;           // get the size of the square map
double c = (double)numericUpDown2.Value;    // this is the aspect ratio of the text, normal = 1
int b = a/2;
int xx, yy;

TextWriter xmap = File.CreateText("xmap_" + a.ToString() + ".pgm");
xmap.Write("P2\n");
xmap.Write("# Xmap file for fulldome remap \n");
xmap.Write(a.ToString() + " " + a.ToString() + " \n");
xmap.WriteLine("65535\n");

TextWriter ymap = File.CreateText("ymap_" + a.ToString() + ".pgm");
ymap.Write("P2\n");
ymap.WriteLine("# Ymap file for fulldome remap \n");
ymap.WriteLine(a.ToString() + " " + a.ToString() + " \n");
ymap.WriteLine("65535\n");

for (int y = 0; y < a; y++)
{
    for (int x = 0; x < a; x++)
    {
        xx = x;
        yy = y;
        if (y > b)
        {
            xx = b + (int)(b / c * Math.Atan((double)(x - b) / (double)(y - b)));
            yy = b + (int)Math.Sqrt((x - b) * (x - b) + (y - b) * (y - b));
            if (xx < 0) xx = 0;
            if (yy < 0) yy = 0;
            if (xx > a - 1) xx = a - 1;
            if (yy > a - 1) yy = a - 1;
        }
        xmap.Write(xx + " ");
        ymap.Write(yy + " ");
    }
    xmap.WriteLine("\n");
    ymap.WriteLine("\n");
}
xmap.WriteLine("\n");
ymap.WriteLine("\n");
xmap.Close();
ymap.Close();
```

This is a simpler example for generating curved text for fulldome projection, using the v360 filter:

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "UP=30"                         :: Up-looking angle in degrees (center of the rectangular video)
set "H=64"                          :: Horizontal field of view, this is for 16:9 aspect ratio
set "V=36"                          :: Vertical field of view, this is for 16:9 aspect ratio
set "SIZE=1200"                     :: Square size of the output video
set "FONT=arial.ttf"                :: font
set "FSIZE=120"                     :: font size
set "COLOR=white"                   :: text color
set "BACK=black"                    :: background color
set "TEXT=text13.txt"               :: text file
set "POS_X=(w-tw)/2"                :: X text position, for centered text: (w-tw)/2
set "POS_Y=(h-th)/2"                :: Y text position, for centered text: (h-th)/2
set "S=1"                           :: start time for text
set "E=9"                           :: end time for text
set "FI=2"                          :: fade-in duration (may be small, but not zero)
set "FO=2"                          :: fade-out duration (may be small, but not zero)
set "DUR=10"                        :: duration of video
set "OUT=out.mp4"                   :: Output video

%FF% -f lavfi -i color=%BACK%:size=hd1080 -vf drawtext='fontfile=%FONT%:textfile=%TEXT%:fontcolor_expr=%COLOR%@%%%
{e\clip((t-%S%)/%FI%*between(t,%S%,%S%+%FI%)+(%E%-t)/%FO%*between(t,%S%+%FI%,%E
%),0,1)}:fontsize=%FSIZE%:x=%POS_X%:y=%POS_Y%,v360=input=flat:ih_fov=%H%:iv_fov=%V
%:output=fisheye:h_fov=180:v_fov=180:pitch='90-%UP%':w=%SIZE%:h=%SIZE% -t %DUR% -y %OUT%

pause
```

2.30 Combine multiple videos with concat demuxer

The concat demuxer combines several videos without re-encoding. It's very fast.

```
rem Final cut with concat demuxer

c:\ffmpeg\ffmpeg -f concat -i concat_list.txt -c copy -y MyVideo.mp4

pause
```

You simply write all existing scenes into a text file (here: concat_list.txt), which looks like this:

```
file text1.mp4          :: 10  Title: A year in the woods
file text2.mp4          :: 10  When and where
file Videos/scene20.mp4 :: 12  Live video in the wood
# This is a comment
file text22.mp4         :: 10  In 15 months...
file Videos/scene22.mp4 :: 52  Live video, camera
file text98.mp4         :: 10  the end
```

To the right of the double colons are optional comments (e.g. the length of the scenes and a short description). Comments can also begin with #.

This method, however, requires that all scenes have

- the same width and height
- the same video codec
- the same framerate
- the same audio codec
- the same number of audio tracks (take care when you use a camera which writes only a mono soundtrack)
- the same audio sample rate

If one of these conditions isn't met, an error message is issued. You can then look at the properties of the files with FFprobe or Exiftool to find out where the files differ.

See also here: <https://trac.ffmpeg.org/wiki/Concatenate>

2.31 Combine multiple videos with concat filter

In this example the concat filter is used for input videos of the same size and no audio.

Each of the -ss and -t specifies the start time and length of the next input file. You can remove these options if you want to use the full videos.

The value n=3 passed to the concat filter should match the number of input files.

This filter does re-encode the videos, so the process is slow but you can also specify the encoding quality.

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "I1=my_video1.mp4"      :: Input video 1
set "S1=0"                  :: Set start time 1
set "L1=4"                  :: Set length 1
set "I2=my_video2.mp4"      :: Input video 2
set "S2=3"                  :: Set start time 2
set "L2=3"                  :: Set length 2
set "I3=my_video3.mp4"      :: Input video 3
set "S3=6"                  :: Set start time 3
set "L3=2"                  :: Set length 3
set "OUT=out.mp4"           :: Output video

%FF% -ss %S1% -t %L1% -i %I1% -ss %S2% -t %L2% -i %I2% -ss %S3% -t %L3% -i %I3% -filter_complex "concat=n=3:v=1:a=0" -an
%OUT%
```

See also here: <https://trac.ffmpeg.org/wiki/Concatenate>

2.32 Switch between two cameras, using audio from camera1

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

rem Create a 6 seconds red video with 400Hz tone
%FF% -f lavfi -i color=c=red:s=vga -f lavfi -i sine=frequency=400 -t 6 -y video1.mp4

rem Create a 6 seconds test video with 1200Hz tone
%FF% -f lavfi -i testsrc2=s=vga -f lavfi -i sine=frequency=1200 -t 6 -y video2.mp4

rem Switch to video2 from 2 to 4 seconds, but use always the audio from video1
%FF% -i video1.mp4 -i video2.mp4 -filter_complex blend=all_expr='if(between(T,2,4),B,A)' -y test.mp4
```

Note: In this example both videos start at the same time. The video2 segment from 2 to 4 seconds is inserted in the output video from 2 to 4 seconds.

You get this output video:

	0 < t < 2	2 < t < 4	4 < t < 6
Video	from video1 (0...2)	from video2 (2...4)	from video1 (4...6)
Audio	from video1 (0...2)	from video1 (2...4)	from video1 (4...6)

If you want to insert the video2 segment from 0 to 2 seconds in the output video from 2 to 4 seconds, use this command line instead:

```
%FF% -i video1.mp4 -i video2.mp4 -filter_complex [1]tpad=start_duration=2[2];[0][2]blend=all_expr='if(between(T,2,4),B,A)' -y test.mp4
```

In this case you get this output video:

	0 < t < 2	2 < t < 4	4 < t < 6
Video	from video1 (0...2)	from video2 (0...2)	from video1 (4...6)
Audio	from video1 (0...2)	from video1 (2...4)	from video1 (4...6)

2.33 Stack videos side by side (or on top of each other)

```
set "FF=c://ffmpeg/ffmpeg"    :: Path to FFmpeg
set "IN1=left.mp4"
set "IN2=right.mp4"
set "OUT=out.mp4"
rem use "hstack" for horizontal stacking and "vstack" for vertical stacking
%FF% -i %IN1% -i %IN2% -filter_complex hstack -an -shortest -c:v mpeg4 -y %OUT%
pause
```

Note: If the videos have different width or height, use the "xstack" filter instead.

2.34 Horizontal and vertical flipping

This can be done with the "hflip" and "vflip" filters.

2.35 Stack four videos to a 2x2 mosaic

```
set "FF=c://ffmpeg/ffmpeg"    :: Path to FFmpeg
set "IN1=topleft.mp4"
set "IN2=topright.mp4"
set "IN3=bottomleft.mp4"
set "IN4=bottomright.mp4"
set "OUT=mosaic.mp4"

%FF% -i %IN1% -i %IN2% -i %IN3% -i %IN4% -filter_complex [0:v][1:v]hstack[t];[2:v][3:v]hstack[b];[t][b]vstack -an
-shortest -c:v mpeg4 -q:v 1 -y %OUT%

pause
```

Other method using xstack:

```
set "FF=c://ffmpeg/ffmpeg"    :: Path to FFmpeg
set "IN1=topleft.mp4"
set "IN2=topright.mp4"
set "IN3=bottomleft.mp4"
set "IN4=bottomright.mp4"
set "OUT=mosaic.mp4"

%FF% -i %IN1% -i %IN2% -i %IN3% -i %IN4% -filter_complex "xstack=inputs=4:layout=0_0|0_h0|w0_0|w0_h0" -shortest %OUT%

pause
```

Display 4 inputs into a vertical 1x4 grid, note that the input videos may have different widths (vstack can't handle this case).

```
%FF% -i %IN1% -i %IN2% -i %IN3% -i %IN4% -filter_complex "xstack=inputs=4:layout=0_0|0_h0|0_h0+h1|0_h0+h1+h2" %OUT%
```

2.36 Blink comparator

This is an example of a blink comparator. It creates an animated GIF that continuously toggles between two (or more) images.

```
rem Blink cpmparator, animated GIF

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=pluto_%%ld.jpg"      :: Filename of the images
set "FR=2.0"                  :: Frame rate
set "OUT=out.gif"            :: Animated GIF output file

%FF% -framerate %FR% -i %IN% -q:v 0 -y %OUT%

pause      :: Wait for a keypress
```

Please note that there is a known problem with FFmpeg's GIF encoder which may result in wrong colors in the output file. See the next chapter for a workaround.

If you want to create an MP4 instead, then you have to specify how long it should be and the input and output framerates:

```
rem Blink cpmparator, MP4

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=pluto_%%ld.jpg"      :: Filename of the images
set "FI=2.0"                  :: Framerate for reading in the pictures
set "T=10"                     :: Length in seconds
set "FO=25"                    :: Output framerate
set "OUT=out.mp4"             :: Output MP4 file

%FF% -loop 1 -framerate %FI% -i %IN% -t %T% -r %FO% -q:v 0 -y %OUT%

pause      :: Wait for a keypress
```

The parameter "-loop 1" causes the same images to be read in again and again. If you do this, you have to limit the length of the video somehow, in this case with "-t 10".

2.37 Animated GIF

There is a known problem with FFmpeg's GIF encoder which may result in wrong colors in the animated GIF output file. If you encounter this problem, you can use the following workaround which uses the palettegen and paletteuse filters. Thanks to Javier Infante Porro for posting this workaround in the FFmpeg user mailing list on September 26, 2019.

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=in.gif"              :: Input video (animated GIF)
set "COL=8"                  :: Number of colors (including one transparent color)
set "OUT=out.gif"            :: Output video (animated GIF)

%FF% -i %IN% -lavfi "split[s0][s1];[s0]palettegen=max_colors=%COL%[p];[s1][p]paletteuse" -y %OUT%

pause
```

Please note that one entry in the palette is reserved for the transparent color by default. So when you set the max_colors parameter to 8, you have only 7 different visible colors. If you don't want a transparent color, you must disable it with the reserve_transparent=0 option.

Much more about this subject can be found here:

<http://blog.pkh.me/p/21-high-quality-gif-with-ffmpeg.html>

2.38 Replace one frame in a video by another

This example shows how to replace a single image in a video with another image.

You may have heard of a trick to insert a product image into a film for advertising purposes, only for the duration of a single frame. For example, if the frame rate is 25 frames per second, then a single frame will be shown for 40ms. That's too short to recognize the product clearly, but it's long enough to make viewers feel that they want this product. If, for example, a bratwurst or popcorn is shown for 40ms in the film, the sales figures for exactly these products increase after the end of the film. Although the viewer is not aware of why he has now gotten an appetite for a bratwurst or popcorn.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=scene8.mp4"           :: Input video
set "BW=bratwurst.jpg"        :: Image of bratwurst
set "W=1920"                  :: Width of input video
set "H=1080"                  :: Height of input video
set "T=3.0"                   :: Time when the image shall be inserted
set "OUT=out.mp4"             :: Output video

%FF% -i %IN% -i %BW% ^
-filter_complex "[1]scale=w=%W%:h=%H%,setpts=%T%/TB[im];[0][im]overlay=eof_action=pass" -c:a copy -q:v 0 %OUT%
pause
```

The "scale" filter scales the image to the same size as the input video. If the image already has the correct size, you can omit this filter. The "setpts" filter sets the time for the image. The "overlay" filter then combines the two sources. The audio track is taken unchanged from the input video.

The same thing can also be done with the freezeframes filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=scene8.mp4"           :: Input video
set "IN2=test.mp4"            :: Second input which contains the replacement frame
set "F=75"                    :: Number of the frame to be replaced
set "R=1"                     :: Number of the replacement frame from the second input

c:\ffmpeg\ffmpeg -i %IN% -i %IN2% -filter_complex freezeframes=first=%F%:last=%F%:replace=%R% out.mp4
pause
```

2.39 Blend filter

Unfortunately the FFmpeg documentation doesn't explain what all the modes do. So you have to look it up in the source code. The default mode is "normal".

Mode	Function	Notes
normal	$A * \text{opacity} + B * (1 - \text{opacity})$	Output is a mix of A and B, the default opacity is 1
addition	$A + B$	Output is $(A+B)$ with an upper limit at white level
average	$(A + B) / 2$	Output is the arithmetic mean of A and B
subtract	$A - B$	Output is $(A-B)$ with a lower limit at black level
multiply	$A * B$	
difference	$\text{abs}(A - B)$	Output is the absolute difference of A and B
grainextract	$50\%_{\text{gray_level}} + A - B$	Output is $(A-B)$, shifted to 50% gray level, with limits at black and white levels
darken	$\min(A, B)$	Output is the minimum of A and B
lighten	$\max(A, B)$	Output is the maximum of A and B
and	$A \& B$	
or	$A B$	
xor	$A ^ B$	

This table contains only a subset of the modes. There are more of them, but it's difficult to understand what they actually do.

2.40 Subtracting a darkframe

Noise, hot pixels and amplifier glow in a low-light video can be reduced by subtracting a darkframe. Make a dark video with the same settings and at the same temperature as your main video. The only difference is that you put the cap on the lens. Then you can average many (up to 128) frames from the dark video and save the darkframe lossless as 16-bit PNG:

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "DARKVID=Dark.mov"         :: Dark video

%FF% -i %DARKVID% -vf "tmix=128,format=rgb48" -frames 1 -y dark.png

pause
```

Now you can subtract this darkframe from all frames of your video:

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "IN=meteor.mov"           :: Input video
set "OUT=meteor-dark.mp4"     :: Output video

%FF% -i %IN% -i dark.png -filter_complex "format=rgb48[a];[a][1]blend=subtract" -y %OUT%

pause
```

2.41 Gradation curves and vignetting

Note: This is obsolete. It's better done with a Color look-up table.

- An image is opened in GIMP.
 - Colors::Values --> Select suitable points for black, white and gray in the image.
 - Click on "Edit these settings as curves".
 - make fine corrections on the curves
 - Set as many points as possible on the curves, because later they will be interpolated by straight lines.
 - Click on "Export settings as file".
 - Check the box "Use old file format for curves".
 - filename: curves.gimp
 - Save
 - Then call the GIMP2ACV converter (1). This converter reads the file curves.gimp, converts it and saves it as curves.acv. The file curves.gimp must be located in the same folder where the converter is called.
 - In the batch file for the FFmpeg editing the corresponding video filter is called: -vf curves=psfile='curves.acv'
- Vignetting at the edge of the image can be compensated automatically: -vf vignette=0.5:mode=backward
mode=backward makes the image corners brighter, mode=forward makes them darker. The number 0.5 must be set so that the corners are neither too bright nor too dark.

The two filters can be combined in this way:

```
-vf vignette=0.5:mode=backward,curves=psfile='curves.acv'
```

(1) Source: <http://www.astro-electronic.de/GIMP2ACV.EXE>

2.42 Color grading with color look-up tables, full workflow

A color look-up table (CLUT) is a mathematical rule according to which any color is replaced by another color.

There are different file formats for the CLUT:

The *.cube format normally has a color space of $25 * 25 * 25$ entries, so that the table contains $25^3 = 15625$ different colors. Colors between the specified table entries are interpolated. You can also create tables with 64^3 entries, but for most applications 25^3 entries are sufficient.

Specification of cube lut format: <https://wwwimages2.adobe.com/content/dam/acom/en/products/speedgrade/cc/pdfs/cube-lut-specification-1.0.pdf>

But it's also possible to save a CLUT in any uncompressed image format.

The complete workflow is now described step by step for a 10-bit video. This workflow can be simplified, see the next chapter.

Step 1: With this batch file a single image is extracted from the 10-bit video at a suitable location and saved lossless as 16-bit PNG:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=Video_62.mov"         :: Input video
set "T=35"                    :: Time where image is extracted

%FF% -ss %T% -i %IN% -frames 1 -y image.png
pause
```

Step 2: This batch file is used to create a CLUT (= Color-look-up-Table). This is a PNG image with 512x512 pixels that contains exactly one pixel of each possible color. I'm not yet sure if the image has to have 16 bit resolution at this point. At least it doesn't hurt. If 8 bits are enough, you would omit "-pix_fmt rgb48be".

The LEVEL parameter determines how many different colors are contained in the CLUT. The height and width of the square image is LEVEL*LEVEL*LEVEL, at LEVEL=8 there are $64*64*64=262144$ colors and the image has $512*512=262144$ pixels. It is important that the file is saved in an uncompressed or lossless compressed format, so PNG is well suited.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "LEVEL=8"
%FF% -f lavfi -i haldclutsrc=%LEVEL% -frames 1 -pix_fmt rgb48be clut.png
pause
```

Step 3: The extracted image is opened in GIMP.

Step 4: The color table will be opened in GIMP, selected with "Select all" and copied with ctrl-c.

Step 5: The first image is clicked and then the color table is inserted in the upper left corner with "Paste in Place". Since the first image is much larger than the color table, the table does not interfere at this position.

Step 6: Right click on "Floating Selection" and select "To New Layer".

Step 7: Right click on the newly created "Pasted Layer" and select "Merge Down".

Step 8: Now the image is edited as it should look in the video. And of course the color table in the upper left corner will be edited as well. Color corrections, color temperature, color saturation, gradation curve, brightness, contrast. The image may contain visible noise. Later in the video, the noise doesn't stand out so much, because it is partly averted by the fast sequence of images. Operations that cannot be described by a color look-up table, such as noise reduction, soft focus or sharpening, are not permitted.

Step 9: The finished image is trimmed to a size of 512x512 pixels so that only the color table in the upper left corner remains. Image > Canvas Size > Width=512, Height=512, then click on "Resize".

Step 10: Export the image under the name clut2.png as 16-bit PNG and select "16bpc RGB" as pixel format. GIMP can now be closed.

Step 11: This color look-up table is now applied to the whole video with FFmpeg. The color table is applied with 10 bit accuracy. Colors not included in the table are interpolated. Only then is the color table converted to 8 bit accuracy and an MP4 generated:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=Video_62.mov"         :: Input video

%FF% -i %IN% -i clut2.png -filter_complex [0][1]haldclut out.mp4
pause
```

2.43 Color grading with color look-up tables, simplified workflow

The above workflow can be simplified as follows:

Step 1: In this batch file FFmpeg does immediately combine the CLUT with the extracted image:

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "IN=P1000099.mov"          :: Input video
set "T=5"                      :: Time where image is extracted

%FF% -ss %T% -i %IN% -f lavfi -i haldclutsrc=8 -filter_complex "[1]format=pix_fmts=rgb48be[a];[a]
[0]xstack=inputs=2:layout=0_0|w0_0" -frames 1 -y Image_with_CLUT.png
pause
```

Step 2: This image is now processed in GIMP (or any other suitable image processing software) and then exported with the same file name as 16-bit PNG. You can edit brightness, contrast, gamma, saturation and hue. You can also adjust the curves. Of course, all modifications must be applied to the whole image consisting of the video frame and the clut. Filters like noise reduction, sharpening or softening are not allowed.

Step 3: This batch file does first use the crop filter to remove the image so that only the CLUT remains. Why the small brightness correction is necessary before applying the haldclut filter isn't yet fully understood. In the second FFmpeg run the CLUT is applied to the input video. Then the CLUT is deleted because it's no longer required.

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "IN=P1000099.mov"          :: Input video
set "BR=0.06"                  :: Small brightness adjustment before applying the CLUT

%FF% -i Image_with_CLUT.png -vf crop=512:512:0:0 -y clut.png
%FF% -i %IN% -i clut.png -filter_complex [0]eq=brightness=%BR%[a];[a][1]haldclut -y out.mp4
del clut.png
pause
```

2.44 Size of color-look-up tables

The size of the Color-look-up table for the haldclut filter depends on the "Level" parameter as follows:

Level n	Size of CLUT $n^3 \times n^3$	File size of CLUT as 16-bit PNG	Edge length of the RGB cube n^2	Number of support points n^6	Distance of support points 8-bit 256 / n^2	Distance of support points 16-bit 65536 / n^2
4	64x64 Pixel	16.4kB	16	4096	16	4096
5	125x125 Pixel	61.9kB	25	15625	10.2	2621
6	216x216 Pixel	179kB	36	46656	7.11	1820
7	343x343 Pixel	436kB	49	117649	5.22	1337
8	512x512 Pixel	0.97MB	64	262144	4	1024
9	729x729 Pixel		81	531441	3.16	809
10	1000x1000 Pixel		100	1000000	2.56	655
11	1331x1331 Pixel		121	1771561	2.12	542
12	1728x1728 Pixel		144	2985984	1.78	455
13	2197x2197 Pixel		169	4826809	1.51	388
14	2744x2744 Pixel		196	7529536	1.31	334
15	3375x3375 Pixel		225	11390625	1.14	291
16	4096x4096 Pixel		256	16777216	1	256

2.45 Histogram

This batch file generates a histogram for the R,G,B components from a video:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=MVI_2562.mov"       :: Input video

%FF% -i %IN% -vf format=pix_fmts=rgb24,histogram=levels_mode=logarithmic -y out.mp4
```

```
pause
```

2.46 Lagfun filter

The lagfun filter makes short pulses of light appear longer, with an exponential decay curve. Good for meteors in the night sky.

It works as follows:

The previous output frame is multiplied by the decay constant, which is in the range [0 ... 1] and a typical value is 0.95. This image is used as the next output frame. But if a pixel in the next input frame is brighter, then the brighter value is used. So all pixels have a fast rise time constant and a slow decay time constant. Like an oscilloscope screen with a long persistance time.

```
Time_constant_in_seconds = 1 / ((1 - decay) * framerate)
```

The time constant is the duration during which a signal drops from level 1.0 to $1/e \approx 0.368$

```
rem Example for lagfun, left side of output video is without lagfun and right side is with lagfun

set "PATH=c:/ffmpeg/ffmpeg"    :: Path to FFmpeg
set "SN=1400"                  :: Start number
set "CONTRAST=2.0"              :: Contrast im range [-1000 ... 1000], normal is 1.0
set "BRIGHT=0.22"               :: Brightness in range [-1.0 ... 1.0], normal is 0.0
set "GAMMA=2.5"                 :: Gamma in range [0.1 ... 10.0], normal is 1.0
set "DEF=10"                     :: Deflicker frames
set "DECAY=0.95"                :: Decay factor
set "QU=2"                      :: MP4 quality level, 0 is best quality, 2 is normal, 9 is strong compression
set "FPS=30"                     :: Output framerate
set "OUT=meteors.mp4"            :: Output filename

%PATH% -start_number %SN% -i IMG_%%4d.jpg ^
-filter_complex "eq=contrast=%CONTRAST%:brightness=%BRIGHT%:gamma=%GAMMA%,deflicker=size=%DEF%,split[a][b];
[b]lagfun=decay=%DECAY%[c];[a][c]hstack" -r 30 -codec:v mpeg4 -q:v %QU% -y %OUT%

pause
```

The lagfun filter has a "planes" option, but this option doesn't work with pixel format RGB24. You must use GBRP pixel format. See also the workaround in the next chapter.

In this example the lagfun filter is only applied to the green channel:

```
set "PATH=c:/ffmpeg/ffmpeg"    :: Path to FFmpeg
set "IN=input.mov"           :: Input video
set "DECAY=0.95"              :: Decay factor
set "OUT=out.mp4"            :: Output video

%FF% -i %IN% -vf "format=gbrp,lagfun=decay=%DECAY%:planes=1" -y %OUT%
```

2.47 Star trails

The lagfun filter can also be used for making startrail videos:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

rem Make a small white star
%FF% -f lavfi -i color=white:s=2x2 -y -frames 1 star.png

rem Make a 10 seconds video of a moving white star over a black background
%FF% -f lavfi -i color=black:s=1920x1080 -loop 1 -i star.png -lavfi overlay=x=10+190*t:y=10+100*t -t 10 -y star.mp4

rem Make a startrail video
%FF% -i star.mp4 -vf lagfun=decay=1 -y startrail.mp4

pause
```

Note: The first two command lines in this batch file are only for generating a simulated star in front of a black background. If you have a real input video, you can directly feed it to the third command line.

If you set the decay option to 1, the trains will remain for infinite time.

If you set the value slightly smaller than 1.0, for example 0.95, then the trails will decay.

It's also possible to make star trails of finite length with the tmedian filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "R=10"                      :: Set radius for tmedian filter

rem Make star trails of finite length
%FF% -i star.mp4 -vf tmedian=radius=%R%:percentile=1 -y startrail.mp4

pause
```

Note: The number of frames seems to be twice the number that is specified as "radius".

2.48 Bird trails

Paul Bourke did make a nice image of bird trails here: <http://paulbourke.net/fun/garminfun/birdtrails.jpg>

It's also possible to do this with FFmpeg's lagfun filter. Because the filter works only with bright objects in front of a dark background, I'm using here a trick: Negate the input video, apply lagfun with decay=1, then negate again.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "S=5"                      :: Specify that only each n-th frame is used

rem Make a small black bird
%FF% -f lavfi -i color=black:s=6x6 -y -frames 1 bird.png

rem Make a 10 seconds video of a moving black bird over a white background
%FF% -f lavfi -i color=white:s=1920x1080 -loop 1 -i bird.png -lavfi overlay=x=10+190*t:y=10+100*t -t 10 -y bird.mp4

rem Make a bird trail video
%FF% -i bird.mp4 -vf select='not(mod(n,%S%))',negate,lagfun=decay=1,negate -y birdtrail.mp4

pause
```

Note: The first two command lines in this batch file are only for generating a simulated black bird in front of a white background. If you have a real input video, you can directly feed it to the third command line.

A similar effect can be achieved with the "tmedian" filter, which picks the smallest pixel value out of the last n frames. In this case the trails have a finite length. Please note that the number seems to be twice the number that you specified.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "S=5"                      :: Specify that only each n-th frame is used
set "R=10"                     :: Set radius for tmedian filter

rem Make a bird trail video, with trails of finite length
%FF% -i bird.mp4 -vf select='not(mod(n,%S%))',tmedian=radius=%R%:percentile=0 -y birdtrail.mp4

pause
```

This is an example for a bird trails video from a Kodak PIXPRO SP360 4K camera:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=116_0002.mp4"         :: Input video
set "N=6"                      :: Specify that only each n-th frame is used
set "FOV=235"                  :: Input field of view in degrees
set "YAW=-25"                  :: Yaw angle in degrees
set "PITCH=-50"                :: Pitch angle in degrees
set "HFOV=60"                  :: Output horizontal field of view in degrees
set "VFOV=60"                  :: Output vertical field of view in degrees
set "W=800"                     :: Output width
set "H=800"                     :: Output height
set "CONTR=1.5"                :: Contrast
set "BRIGHT=-0.2"              :: Brightness
set "S=0"                       :: Start point
set "T=32"                      :: Duration
set "OUT=birdtrail.mp4"        :: Output video

rem Make a bird trail video

%FF% -ss %S% -i %IN% -vf select='not(mod(n,%N%))',v360=input=fisheye:output=rectilinear:ih_fov=%FOV%:iv_fov=%FOV%:yaw=%YAW%:pitch=%PITCH%:h_fov=%HFOV%:v_fov=%VFOV%:w=%W%:h=%H%,negate,lagfun=decay=1:planes=1,negate,eq=contrast=%CONTR%:brightness=%BRIGHT% -t %T% -y %OUT%

pause
```

Note: The planes=1 option for the lagfun filter means that the filter is only applied to the luminance plane. The colors stay as they are.

2.49 Extract and merge planes, split planes

Extract RGB channels, apply a filter to the G channel, then merge all channels to the output video:

```
set "PATH=c:/ffmpeg/ffmpeg"    :: Path to FFmpeg
set "IN=input.mov"            :: Input video
set "DECAY=0.95"              :: Decay factor
set "OUT=out.mp4"             :: Output video

%FF% -i %IN% -lavfi "format=rgb24,extractplanes=r+g+b[r][g][b];[g]lagfun=decay=%DECAY%[gg];[gg][b]
[r]mergeplanes=0x001020:gbrp" -y %OUT%
```

2.50 Bluescreen / greenscreen

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "BG=background.mov"           :: Background video
set "S1=10"                       :: Start time for background video
set "BGSAT=1.4"                   :: Saturation for background
set "BLUE=blue.mov"                :: Foreground video with blue screen
set "S2=13"                       :: Start time for foreground video
set "CW=800"                      :: Crop width
set "CH=1080"                     :: Corp height
set "CX=500"                      :: Crop X
set "CY=0"                         :: Crop Y
set "COLOR=0x223395"              :: Measured average blue screen color in format 0xRRGGBB
set "SIM=0.11"                     :: Similarity for blue color
set "SC=0.35"                      :: Scale factor for foreground video
set "X=800"                        :: X Position of foreground
set "Y=310"                        :: Y Position of foreground
set "T=28"                          :: Duration
set "OUT=out.mp4"                  :: Output video

rem Extract an image from the bluescreen video, for measuring the average bluescreen color

%FF% -ss 5 -i %BLUE% -vf crop=%CW%:%CH%:%CX%:%CY% -frames 1 -y image.png

%FF% -ss %S1% -i %BG% -ss %S2% -i %BLUE% -filter_complex "[0]eq=saturation=%BGSAT%[BG];[1]crop=%CW%:%CH%:%CX%:%CY%,chromakey=%COLOR%:%SIM%,scale=iw*%SC%:ih*%SC%[FG];[BG][FG]overlay=%X%:%Y%" -t %T% -y %OUT%

pause
```

Note: For measuring the average color of the bluescreen, you can extract an image and save it as PNG. Open this image with Fitswork, draw a rectangle and then make a right click in the rectangle and choose "Statistik für den Bereich anzeigen".

Note: The normalization of chromakey's "similarity" value was changed in May 2020. Old values must now be divided by $\sqrt{2}$ to get the same result as before.

I did try to insert an "eq=gamma=1.4" filter after the scale filter, but that didn't work. It seems that the eq filter destroys the alpha channel. This workaround works with "alphaextract" and "alphamerge" filters:

```
%FF% -ss %S1% -i %BG% -ss %S2% -i %BLUE% -filter_complex "[0]eq=saturation=%BGSAT%[BG];[1]crop=%CW%:%CH%:%CX%:%CY%,chromakey=%COLOR%:%SIM%,scale=iw*%SC%:ih*%SC%,format=rgba,split[FG1][FG2];[FG1]alphaextract[A];[FG2]eq=gamma=1.4[FG3];[FG3][A]alphamerge[FG4];[BG][FG4]overlay=%X%:%Y%" -t %T% -y %OUT%
```

Note: When the person in the bluescreen video makes fast movements, it's best to use short exposure times. Otherwise the fast moving object gets smeared with the blue background, and in extreme cases might become so blue that it's detected as background.

See also: despill filter, colorkey filter

The documentation for the "despill" filter is rather incomplete:

```
This filter accepts the following options:  
'type'      Set what type of despill to use.  
'mix'       Set how spillmap will be generated.  
'expand'    Set how much to get rid of still remaining spill.  
'red'       Controls amount of red in spill area.  
'green'     Controls amount of green in spill area. Should be -1 for greenscreen.  
'blue'      Controls amount of blue in spill area. Should be -1 for bluescreen.  
'brightness' Controls brightness of spill area, preserving colors.  
'alpha'     Modify alpha from generated spillmap.
```

Some more informations are available through the command `ffmpeg -h filter=despill`

```
type          <int>        ..FV..... set the screen type (from 0 to 1) (default green)  
green         0            ..FV..... greenscreen  
blue          1            ..FV..... bluescreen  
mix           <float>      ..FV..... set the spillmap mix (from 0 to 1) (default 0.5)  
expand        <float>      ..FV..... set the spillmap expand (from 0 to 1) (default 0)  
red           <float>      ..FV..... set red scale (from -100 to 100) (default 0)  
green          <float>      ..FV..... set green scale (from -100 to 100) (default -1)  
blue           <float>      ..FV..... set blue scale (from -100 to 100) (default 0)  
brightness    <float>      ..FV..... set brightness (from -10 to 10) (default 0)  
alpha          <boolean>    ..FV..... change alpha component (default false)  
This filter has support for timeline through the 'enable' option.
```

This is the same bluescreen example as before, with additional despill filter:

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "BG=background.mov"           :: Background video
set "S1=10"                      :: Start time for background video
set "BGSAT=1.4"                  :: Saturation for background
set "BLUE=blue.mov"               :: Foreground video with blue screen
set "S2=13"                      :: Start time for foreground video
set "CW=800"                     :: Crop width
set "CH=1080"                    :: Crop height
set "CX=500"                     :: Crop X
set "CY=0"                       :: Crop Y
set "COLOR=0x223395"              :: Measured average blue screen color
set "SIM=0.12"                   :: Similarity for blue color
set "SC=0.35"                    :: Scale factor for foreground video
set "D_TYPE=blue"                :: Despill type, blue or green
set "D_MIX=0.7"                  :: Despill mix parameter
set "D_EXP=1.0"                  :: Despill expand parameter
set "D_BR=1.0"                   :: Despill brightness parameter
set "D_GREEN=0"                  :: Despill green parameter, must be -1 for greenscreen
set "D_BLUE=-1"                  :: Despill blue parameter, must be -1 for bluescreen
set "X=800"                      :: X Position
set "Y=310"                      :: Y Position
set "T=28"                       :: Duration
set "OUT=out.mp4"                :: Output video

rem Extract an image from the bluescreen video, for measuring the average bluescreen color
rem %FF% -ss 10 -i %BLUE% -vf crop=%CW%:%CH%:%CX%:%CY% -frames 1 -y image.png

%FF% -ss %S1% -i %BG% -ss %S2% -i %BLUE% -filter_complex "[0]eq=saturation=%BGSAT%[BG];[1]crop=%CW%:%CH%:%CX%:%CY%
%,chromakey=%COLOR%:%SIM%,despill=type=%D_TYPE%:mix=%D_MIX%:expand=%D_EXP%:brightness=%D_BR
%:green=%D_GREEN%:blue=%D_BLUE%,scale=iw*%SC%:ih*%SC%[FG];[BG][FG]overlay=%X%:%Y%" -t %T% -y %OUT%

pause
```

How does the "despill" algorithm work?

```
factor = (1 - spillmix) * (1 - spillexpand)

if (type == "bluescreen")
    spillmap = blue - (red * spillmix + green * factor)
else
    spillmap = green - (red * spillmix + blue * factor)

if (spillmap < 0)
    spillmap = 0;

red   = red   + spillmap * (redscale  + brightness)
green = green + spillmap * (greenscale + brightness)
blue  = blue  + spillmap * (bluescale + brightness)

if (alpha == true)
    alpha = 1 - spillmap
```

It's difficult to understand, and it seems to be totally different from the algorithm described here (in german):

<http://av-wiki.htwk-leipzig.de/index.php/Despill>

This table shows the spillmap value for 7 input colors and different values for "mix" and "expand", for type = bluescreen and brightness = 0.

All non-zero spillmap values are marked in yellow.

"spillmap" is for the original formula: $\text{spillmap} = \text{blue} - (\text{red} * \text{spillmix} + \text{green} * \text{factor})$

"spillmap2" is for a modified formula: $\text{spillmap2} = \text{blue} - (\text{red} * \text{spillmix} + \text{blue} * \text{factor})$

Differences between "spillmap" and "spillmap2" are marked with <--

Input: R=0.30 G=0.30 B=0.30 gray	mix=0.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.00	expand=0.00	spillmap=0.10	spillmap2=0.00	<--
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.00	expand=0.00	spillmap=0.10	spillmap2=0.00	<--
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.30 gray	mix=0.00	expand=0.50	spillmap=0.15	spillmap2=0.15	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.00	expand=0.50	spillmap=0.25	spillmap2=0.20	<--
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.00	expand=0.50	spillmap=0.10	spillmap2=0.15	<--
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.00	expand=0.50	spillmap=0.20	spillmap2=0.20	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.00	expand=0.50	spillmap=0.15	spillmap2=0.15	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.00	expand=0.50	spillmap=0.25	spillmap2=0.20	<--
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.00	expand=0.50	spillmap=0.10	spillmap2=0.15	<--
Input: R=0.30 G=0.30 B=0.30 gray	mix=0.00	expand=1.00	spillmap=0.30	spillmap2=0.30	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.00	expand=1.00	spillmap=0.40	spillmap2=0.40	
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.00	expand=1.00	spillmap=0.30	spillmap2=0.30	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.00	expand=1.00	spillmap=0.40	spillmap2=0.40	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.00	expand=1.00	spillmap=0.30	spillmap2=0.30	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.00	expand=1.00	spillmap=0.40	spillmap2=0.40	
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.00	expand=1.00	spillmap=0.30	spillmap2=0.30	
Input: R=0.30 G=0.30 B=0.30 gray	mix=0.50	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.50	expand=0.00	spillmap=0.10	spillmap2=0.05	<--
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.50	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.50	expand=0.00	spillmap=0.05	spillmap2=0.05	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.50	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.50	expand=0.00	spillmap=0.05	spillmap2=0.00	<--
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.50	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.30 gray	mix=0.50	expand=0.50	spillmap=0.08	spillmap2=0.08	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.50	expand=0.50	spillmap=0.18	spillmap2=0.15	<--
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.50	expand=0.50	spillmap=0.05	spillmap2=0.08	<--
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.50	expand=0.50	spillmap=0.15	spillmap2=0.15	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.50	expand=0.50	spillmap=0.03	spillmap2=0.03	

Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.50	expand=0.50	spillmap=0.13	spillmap2=0.10	<--
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.50	expand=0.50	spillmap=0.00	spillmap2=0.03	<--
Input: R=0.30 G=0.30 B=0.30 gray	mix=0.50	expand=1.00	spillmap=0.15	spillmap2=0.15	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=0.50	expand=1.00	spillmap=0.25	spillmap2=0.25	
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=0.50	expand=1.00	spillmap=0.15	spillmap2=0.15	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=0.50	expand=1.00	spillmap=0.25	spillmap2=0.25	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=0.50	expand=1.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=0.50	expand=1.00	spillmap=0.20	spillmap2=0.20	
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=0.50	expand=1.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.30 G=0.30 B=0.30 gray	mix=1.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=1.00	expand=0.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=1.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=1.00	expand=0.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=1.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=1.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=1.00	expand=0.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.30 gray	mix=1.00	expand=0.50	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=1.00	expand=0.50	spillmap=0.10	spillmap2=0.10	
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=1.00	expand=0.50	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=1.00	expand=0.50	spillmap=0.10	spillmap2=0.10	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=1.00	expand=0.50	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=1.00	expand=0.50	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=1.00	expand=0.50	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.30 gray	mix=1.00	expand=1.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.30 B=0.40 blue-gray	mix=1.00	expand=1.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.30 G=0.40 B=0.30 green-gray	mix=1.00	expand=1.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.30 G=0.40 B=0.40 cyan-gray	mix=1.00	expand=1.00	spillmap=0.10	spillmap2=0.10	
Input: R=0.40 G=0.30 B=0.30 red-gray	mix=1.00	expand=1.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.30 B=0.40 magenta-gray	mix=1.00	expand=1.00	spillmap=0.00	spillmap2=0.00	
Input: R=0.40 G=0.40 B=0.30 yellow-gray	mix=1.00	expand=1.00	spillmap=0.00	spillmap2=0.00	

Even after seeing these results, it's still difficult to describe what the mix and expand parameters do:

- If mix=0, then more or less all colors are despilled (not only blue).
- If mix=1, then the expand value doesn't care.
- Useful mix values seem to be in the range 0.5 to 1.0
- Using mix=0 and expand=0 doesn't deactivate the despill filter with the original formula. But it does so with the modified formula.
- If expand=1, the results are identical for the original and the modified formula.

Here is the C# source code for making the above table:

```
using System;
using System.Windows.Forms;
using System.Globalization;

namespace despill
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            block(0.0, 0.0);
            block(0.0, 0.5);
            block(0.0, 1.0);
            block(0.5, 0.0);
            block(0.5, 0.5);
            block(0.5, 1.0);
            block(1.0, 0.0);
            block(1.0, 0.5);
            block(1.0, 1.0);
        }

        void block(double mix, double exp)
        {
            desp(0.3, 0.3, 0.3, "gray      ", mix, exp);
            desp(0.3, 0.3, 0.4, "blue-gray  ", mix, exp);
            desp(0.3, 0.4, 0.3, "green-gray ", mix, exp);
            desp(0.3, 0.4, 0.4, "cyan-gray  ", mix, exp);
            desp(0.4, 0.3, 0.3, "red-gray   ", mix, exp);
            desp(0.4, 0.3, 0.4, "magenta-gray", mix, exp);
            desp(0.4, 0.4, 0.3, "yellow-gray", mix, exp);
            richTextBox1.AppendText("\n");
        }

        void desp(double r, double g, double b, string color, double mix, double exp)
```

```

{
    CultureInfo invC = CultureInfo.InvariantCulture;
    richTextBox1.AppendText("Input: ");
    richTextBox1.AppendText("R=" + r.ToString("F2", invC) + " ");
    richTextBox1.AppendText("G=" + g.ToString("F2", invC) + " ");
    richTextBox1.AppendText("B=" + b.ToString("F2", invC) + " ");
    richTextBox1.AppendText(color + " ");
    richTextBox1.AppendText("mix=" + mix.ToString("F2", invC) + " ");
    richTextBox1.AppendText("expand=" + exp.ToString("F2", invC) + " ");
    double factor = (1 - mix) * (1 - exp);
    double map = b - (r * mix + g * factor);
    if (map < 0) map = 0;
    richTextBox1.AppendText("spillmap=" + map.ToString("F2", invC) + " ");
    map = b - (r * mix + b * factor);
    if (map < 0) map = 0;
    richTextBox1.AppendText("spillmap2=" + map.ToString("F2", invC) + " ");
    richTextBox1.AppendText("\n");
}
}

```



In this example I did try different values (0, 0.3, 0.5, 0.7, 1.0) for the "mix" and "expand" parameters. The "brightness" parameter was set to 0 and the "blue" parameter was -1. My arm was moving fast in front of a bluescreen, and so it got smeared with the blue color. The three images marked in red

rectangles show a small improvement.

This is a test for different values of the brightness parameter (0, 1 and 2), for mix = 0.7, expand = 1.0, red = 0, green = 0, blue = -1.



mix07_bright0_blue-1.png



mix07_bright1_blue-1.png



mix07_bright2_blue-1.png

2.51 Video line jitter effect

I wanted to create a special effect, adding jitter to the video lines. Like in this video at 3:40 https://www.youtube.com/watch?v=A9D_PlfpBH4

This is the first version:

```
set "PATH=c:/ffmpeg/ffmpeg" :: Path to FFmpeg

%FF% -f lavfi -i testsrc2=size=vga -vf format=gray,geq=lum='lum(X-5+10*random(0),Y)' -t 3 -y out.mp4

pause
```

The problem is that this is a pixel-wise jitter. Each pixel gets its own jitter value. That's not what I want. I want that all pixels in the same line get the same random jitter value. This should be possible by setting a seed value for the random generator. The seed value must be a function of N (frame number) and Y (line number). This is my next (unsuccessful) test:

```
set "PATH=c:/ffmpeg/ffmpeg" :: Path to FFmpeg

%FF% -f lavfi -i testsrc2=size=vga -vf format=gray,geq=lum='st(0,mod(0.001*(N+Y),1));lum(X-5+10*random(0),Y)' -t 3 -y
out.mp4

pause
```

The random() function uses the variable 0 to save its seed value. But it seems that it's impossible to write a seed value for the random function. I don't understand why it doesn't work.

Finally I replaced the random() function by a selfmade workaround. It's not a perfect random function, but good enough for this purpose:

```
set "PATH=c:/ffmpeg/ffmpeg" :: Path to FFmpeg

%FF% -f lavfi -i testsrc2=size=vga -vf format=gray,geq=lum='st(0,mod(PI*(N+Y*(Y-N+PI)),1));lum(X-5+10*ld(0),Y)' -t 3 -y
out.mp4

pause
```

2.52 Deblock filter

This filter removes unwanted blocking artefacts from low-quality input images or videos.

2.53 Gradfun filter

This filter removes unwanted banding artefacts that appear in backgrounds with a brightness gradient, especially in the sky towards the horizon.

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=MVI_2562.mov"       :: Input video
set "OUT=output.mp4"         :: Output video

%FF% -i %IN% -vf gradfun=3.5:8 -y %OUT%
pause
```

The first parameter is the strength, this is the maximum amount the filter will change any one pixel. Allowed values are from 0.51 to 64, the default value is 1.2

The second parameter is the radius, which defines the neighborhood to fit the gradient to. Accepted values are from 8 to 32, the default is 16.

Don't use this filter before lossy compression.

2.54 Dilation filter

This filter replaces each pixel by the brightest pixel in the 3x3 neighborhood. It's very useful if you have fisheye images of the night sky (taken with Canon 6D, height 3648 pixels) and want to scale them down to height 1200 pixels (for projection in the planetarium). Scaling down would remove the fainter stars, because each pixel in the resulting image would be the average of 3x3 pixels in the original image. You can avoid this by using the dilation filter prior to scaling down.

2.55 V360 filter for rotation of equirectangular 360° videos

This video filter converts equirectangular 360° panoramic videos between various formats, and it can also rotate them.

The default rotation order is yaw --> pitch --> roll, but can be changed by setting the "order" parameter. Positive yaw moves the line of sight towards the right, positive pitch moves the line of sight up, positive roll rotates the image clockwise (or rotates the observer's head counter-clockwise).

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test1.mp4"            :: Input video

%FF% -ss 10 -i %IN% -vf v360=yaw=0:output=e -frames 1 -y t_original.jpg
%FF% -ss 10 -i %IN% -vf v360=yaw=90:output=e -frames 1 -y t_yaw90.jpg
%FF% -ss 10 -i %IN% -vf v360=pitch=90:output=e -frames 1 -y t_pitch90.jpg
%FF% -ss 10 -i %IN% -vf v360=roll=90:output=e -frames 1 -y t_roll90.jpg
%FF% -ss 10 -i %IN% -vf v360=yaw=90:pitch=90:output=e -frames 1 -y t_yaw90_pitch90.jpg
%FF% -ss 10 -i %IN% -vf v360=yaw=90:roll=90:output=e -frames 1 -y t_yaw90_roll90.jpg
%FF% -ss 10 -i %IN% -vf v360=pitch=90:roll=90:output=e -frames 1 -y t_pitch90_roll90.jpg
```



t_original.jpg



t_pitch90.jpg



t_pitch90_roll90.jpg



t_roll90.jpg



t_yaw90.jpg



t_yaw90_pitch90.jpg



t_yaw90_roll90.jpg

Parameters of the v360 filter:

input, output	e, equirect	Equirectangular projection
	c3x2, c6x1, c1x6	Three different cubemap projection
	eac	Equi-angular cubemap
	flat, gnomonic, rectilinear	Regular video projection
	dfisheye	Dual fisheye projection
	barrel, fb, barrelsplit	Facebook's 360 projection
	sg	Stereographic projection
	mercator	Mercator projection
	ball	Ball projection, this means the 360° content of the input video is shown as a reflection on a mirror sphere. Similar to single-fisheye with 360° field of view, but has a different mapping function: With ball projection all points with 90° distance from the center point are mapped to the circle with 70.7% radius, however with 360° single fisheye projection they are mapped to the circle with 50% radius. In both cases the point with 180° distance from the center point is mapped to the edge of the circle.
	hammer	Hammer-Aitoff map projection
	sinusoidal	Sinusoidal map projection projection
	fisheye	Single fisheye projection
	pannini	Pannini projection (output only)
	cylindrical	Cylindrical projection
	perspective	Perspective projection, this is like watching a sphere from big distance (output only). The output image is mirrored and the center of the input image is not in the center of the output image. Workaround for correct output: <code>v360=e:perspective:pitch=90:v_flip=1</code>
	tetrahedron	Tetrahedron projection
	tsp	Truncated square pyramid projection
	he, hequirect	Half equirectangular projection
	equisolid	Equisolid projection
	og	Orthographic projection
interp	near, nearest	Nearest neighbour interpolation
	line, linear	Bilinear interpolation, this is the default

	<code>cube, cubic</code>	Bicubic interpolation
	<code>lanc, lanczos</code>	Lanczos interpolation
	<code>sp16, spline16</code>	Spline16 interpolation
	<code>gauss, gaussian</code>	Gaussian interpolation
<code>w, h</code>	in pixels	Width and height of the output video, default size depends on output format
<code>yaw, pitch, roll</code>	in degrees	Rotation angles
<code>rorder</code>	<code>'ypr', 'ypf', 'pyr', 'pry', 'ryp', 'rpy'</code>	Set the rotation order, default is <code>'ypr'</code>
<code>h_flip, v_flip</code>	0, 1	Flip the output horizontally or vertically
<code>d_flip</code>		Flip the output back / forward
<code>ih_flip, iv_flip</code>		Flip the input horizontally or vertically
<code>in_trans</code>		Transpose the input
<code>out_trans</code>		Transpose the output
<code>h_fov, v_fov, d_fov</code>	in degrees	Set the horizontal, vertical or diagonal field of view for output
<code>ih_fov, iv_fov, id_fov</code>	in degrees	Set the horizontal, vertical or diagonal field of view for input

Undocumented feature of the v360 filter: The top left pixel of the input video is mapped to all those pixels in the output video, which get no input data. If you want to give the unused area a specific color, you can just fill the top left pixel of the input video with this color:

```
-vf drawbox=w=1:h=1:color=green,v360=...
```

2.56 Equirectangular images of the night sky

Equirectangular images of the night sky can be found here:

<http://paulbourke.net/miscellaneous/astronomy/>

<http://paulbourke.net/dome/stellariumsphere/>

<http://paulbourke.net/dome/celestiasphere/>

<https://svs.gsfc.nasa.gov/vis/a000000/a003500/a003572/>

<https://sci.esa.int/web/gaia/-/60196-gaia-s-sky-in-colour-equirectangular-projection>

2.57 Remap a fisheye video to an equirectangular video

In this example the xmap and ymap files for the remap filter are created by FFmpeg (no C# code required).

The size of the equirectangular video is defined by the user and can be different from 2:1.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=110_0001.mp4"         :: Input video
set "SQ=2880"                 :: Size of square input video
set "SR=1440"                 :: Radius that is actually used from the source video, must be SQ/2 or smaller
set "PW=1920"                 :: Width of panorama video
set "PH=550"                  :: Height of panorama video
set "OUT=out.mp4"             :: Output video

rem Create the xmap file

%FF% -f lavfi -i nullsrc=size=%PW%x%PH% -vf format=pix_fmts=gray16le,geq='%SQ%/2-Y*%SR%/%PH%*sin(X*2*PI/%PW%)' -frames 1
-y xmap.pgm

rem Create the ymap file

%FF% -f lavfi -i nullsrc=size=%PW%x%PH% -vf format=pix_fmts=gray16le,geq='%SQ%/2-Y*%SR%/%PH%*cos(X*2*PI/%PW%)' -frames 1
-y ymap.pgm

rem Apply the remap filter to the video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap" -c:v mpeg4 -q:v 2 -y %OUT%
pause
```

If the fisheye lens has more than 180° field of view, but you want only 180° visible in the panorama, set the SR variable to a value smaller than SQ/2.

A lot of informations about fisheye projections can be found on Paul Bourke's website: www.paulbourke.net/dome/

More informations about the remap filter can be found here: <https://trac.ffmpeg.org/wiki/RemapFilter>

Fisheye input (from Kodak Pixpro SP360 camera):



Panorama output:



The VLC player won't recognize the output video as a spherical equirectangular video, because some special metadata is missing.
This metadata can't be inserted with FFmpeg, but it can be done with this application:

<https://github.com/google/spatial-media/releases/tag/v2.1>

In this example the fisheye's field of view can be set to any value up to 360°, and the width/height ratio of the equirectangular output video is always 2:1. The lower part is filled with black if the fisheye has less than 360° field of view.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=IMG_077.jpg"          :: Fisheye input image or video, must be square
set "SQ=3648"                 :: Size of square fisheye input image
set "FOV=220"                 :: Fisheye field of view in degrees
set "Q=2"                     :: Size divider for output image, use 1 for best quality,
                                :: or a bigger value for faster computing
set /a "H=%SQ%/%Q%"          :: Height of equirectangular image
set /a "W=2*%H%"              :: Width of equirectangular image is always twice the height
set /a "A=%H%*%FOV%/360"     :: Height of equirectangular image that is actually filled with data,
                                :: the lower part of the output image remains black
set "OUT=out.jpg"             :: Equirectangular output image or video

rem Create the xmap file for remapping from fisheye to equirectangular
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,^
geq='%SQ%/2*(1-Y/%A%*sin(X*2*PI/%W%))' -frames 1 -y xmap1.pgm

rem Create the ymap file for remapping from fisheye to equirectangular
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,^
geq='%SQ%/2*(1-Y/%A%*cos(X*2*PI/%W%))' -frames 1 -y ymap1.pgm

rem Remap from fisheye to equirectangular
%FF% -i %IN% -i xmap1.pgm -i ymap1.pgm -filter_complex "format=pix_fmts=rgb24,remap" -y %OUT%
pause
```

For a square 180° single-fisheye video the conversion to an equirectangular video can also be done with the V360 filter. The second hemisphere is filled with a user-defined color. This example is obsolete, please use the next example.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=in.mp4"                :: Fisheye input video (square, camera pointing upwards)
set "OUT=out.mp4"              :: Equirectangular output video

%FF% -i %IN% -lavfi "pad=w=2*iw:color=darkgreen,v360=input=dfisheye:output=e:pitch=90" -y %OUT%

pause
```

Square single-fisheye images or videos with any field of view can be converted to equirectangular images or videos:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=1200.png"              :: Input image or video
set "FOV=180"                  :: Input field of view in degrees
set "C=green"                  :: Color for filling unused area
set "OUT=out.png"              :: Equirectangular output image or video

%FF% -i %IN% -vf drawbox=w=1:h=1:color=%C%,v360=input=fisheye:id_fov=%FOV%:output=equirect:pitch=-90 -y %OUT%

pause
```

If required, the lower part of the equirectangular output can be cut off with the crop filter.

2.58 Remap an equirectangular video to a fisheye video

The field of view can be set between 1 and 360 degrees. The sky is in the center of the fisheye video, and the ground is at the circular edge.

The input video must have 2:1 width/height ratio.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test1.mp4"            :: Input video
set "H=960"                   :: Height of equirectangular input video
set "S=1080"                  :: Size of square fisheye output video
set "FOV=220"                 :: Set the field of view in degrees
set "OUT=fish.mp4"            :: Output video

rem Create the xmap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(X-%S%/2,Y-%S%/2)/PI)' -frames 1 -y xmap.pgm

rem Create the ymap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%/360*%FOV%*(hypot((2*X/%S%)-1,(2*Y/%S%)-1))' -frames 1 -y ymap.pgm

rem Apply the remap filter to the video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap" -q:v 2 -y %OUT%
pause
```

The same thing can also be done with the v360 filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=equirectangular.png"   :: Input image or video
set "FOV=220"                 :: Output field of view in degrees
set "OUT=fish.png"             :: Output image or video

%FF% -i %IN% -vf v360=input=equirect:output=fisheye:h_fov=%FOV%:v_fov=%FOV%:pitch=90 -y %OUT%
pause
```

2.59 Remap an equirectangular video to a "Little planet" video

Fisheye projection is used. The ground is in the center of the video, and the sky is at the circular edge. The input video must have 2:1 width/height ratio.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test3.mp4"            :: Equirectangular input video
set "H=960"                   :: Height of input video (width = 2 * height)
set "S=1080"                  :: Size of square little planet output video
set "OUT=out.mp4"             :: Output video

rem Create the xmap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(Y-%S%/2,X-%S%/2)/PI)' -frames 1 -y xmap.pgm

rem Create the ymap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(1-hypot((2*X/%S%)-1,(2*Y/%S%)-1))' -frames 1 -y ymap.pgm

rem Apply the remap filter to the video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap=fill=green" -q:v 2 -y %OUT%
pause
```

The values in the xmap and ymap files can't be negative. If a value is larger than the size of the input image, this pixel is painted with the color that's specified by the "fill" option.

If you want the sky in the center and the ground at the circular edge, use these remap functions instead:

```
%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^  
geq='%H%*(0.9999-atan2(Y-%S%/2,X-%S%/2)/PI)' -frames 1 -y xmap.pgm  
  
%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^  
geq='%H%*(hypot((2*X/%S%)-1,(2*Y/%S%)-1))' -frames 1 -y ymap.pgm
```

The same thing can also be done with the v360 filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg  
set "IN=test1.png"           :: Input image or video  
set "FOV=360"                :: Output field of view in degrees  
set "OUT=littleplanet.png"   :: Output image or video  
  
%FF% -i %IN% -vf v360=input=equirect:output=fisheye:h_fov=%FOV%:v_fov=%FOV%:pitch=-90 -y %OUT%  
  
pause
```

2.60 Remap an equirectangular video to a "Mirror sphere" video

Similar to "Little planet", but using a different projection. The 360° world is shown as a reflection on a mirror sphere. The ground is in the center of the video, and the sky is at the circular edge. The input video must have 2:1 width/height ratio.

```
set "FF=c:\ffmpeg\ffmpeg"           :: Path to FFmpeg
set "IN=equirectangular_test.png"   :: Equirectangular input video
set "H=1200"                        :: Height of input video (width = 2 * height)
set "S=900"                         :: Size of square mirror sphere output video
set "OUT=mirror.png"                :: Output video

rem Create the xmap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(Y-%S%/2,X-%S%/2)/PI)' -frames 1 -y xmap.pgm

rem Create the ymap file

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(1-2/PI*asin(hypot((2*X/%S%)-1,(2*Y/%S%)-1)))' -frames 1 -y ymap.pgm

rem Apply the remap filter to the video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap" -q:v 2 -y %OUT%
pause
```

If you want the sky in the center and the ground at the circular edge, use these remap functions instead:

```
%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(Y-%S%/2,X-%S%/2)/PI)' -frames 1 -y xmap.pgm

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(2/PI*asin(hypot((2*X/%S%)-1,(2*Y/%S%)-1)))' -frames 1 -y ymap.pgm
```

The same thing can also be done with the "ball" output format of the v360 filter:

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "IN=test1.png"                :: Equirectangular input image or video
set "OUT=mirror.png"              :: Output image or video

%FF% -i %IN% -lavfi "v360=input=e:output=ball:pitch=90" -q:v 2 -y mirror.png

pause
```

Pitch=90 is for the sky in the center, pitch=-90 is for the ground in the center.

2.61 Shifting the viewing direction in a fisheye image or video

When you want to create a timelapse of many fisheye images, it may happen that one of the images isn't aligned correctly because the viewing direction of the camera was off. With normal (non-fisheye) images that isn't a big problem, because you can simply re-align the image by shifting it in x and y directions. However for fisheye images things are much more complicated. The required procedure is as follows:

1. Remap the fisheye image to an equirectangular 360° image. The lower part of the image remains black.
2. Apply two rotations to this equirectangular image.
3. Remap the equirectangular image back to a fisheye image.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=IMG_077.jpg"          :: Input image or video
set "S=3648"                  :: Size of square fisheye input image
set "FOV=180"                 :: Fisheye field of view in degrees
set "X=15"                    :: Rotation angle around X axis
set "Y=0"                     :: Rotation angle around Y axis
set "Q=5"                     :: Size divider for the intermediate equirectangular image,
                               :: use 1 for best quality, or a bigger value for faster computing
set /a "H=%S%/%Q%"           :: Height of equirectangular image
set /a "W=2*%H%"              :: Width of equirectangular image is always twice the height
set /a "A=%H%*%FOV%/360"     :: Height of equirectangular image that is actually filled with data, the rest remains black
set "OUT=out.jpg"             :: Output image or video

rem Create the xmap file for remapping from fisheye to equirectangular
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,^
geq='%S%/2*(1-Y/%A%*sin(X*2*PI/%W%))' -frames 1 -y xmap1.pgm

rem Create the ymap file for remapping from fisheye to equirectangular
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,^
geq='%S%/2*(1-Y/%A%*cos(X*2*PI/%W%))' -frames 1 -y ymap1.pgm

rem Create the xmap file for remapping from equirectangular to fisheye
```

```
%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(X-%S%/2,Y-%S%/2)/PI)' -frames 1 -y xmap2.pgm

rem Create the ymap file for remapping from equirectangular to fisheye

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%/360*%FOV%*(hypot((2*X/%S%)-1,(2*Y/%S%)-1))' -frames 1 -y ymap2.pgm

rem Remap from fisheye to equirectangular, apply the rotations, then remap back to fisheye

%FF% -i %IN% -i xmap1.pgm -i ymap1.pgm -i xmap2.pgm -i ymap2.pgm -filter_complex
"format=pix_fmts=rgb24,remap,v360=pitch=%Y%:roll=%X%:output=e[5];[5][3][4]remap" -y %OUT%
pause
```

The same thing can also be done with the v360 filter. In this example the top left pixel of the input image or video is set to a specific color with the "drawbox" filter. This color is used for all those pixels in the output file, that aren't mapped to a pixel in the input file. Please note that this is an undocumented feature of the v360 filter and it's not guaranteed that it works in all cases.

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=1200.png"           :: Input image or video
set "FOV=180"                :: Field of view in degrees
set "PITCH=0"                 :: Rotation angle around X axis
set "YAW=30"                  :: Rotation angle around Y axis
set "C=green"                   :: Color for filling unused area
set "OUT=out.png"             :: Output image or video

%FF% -i %IN% -vf drawbox=w=1:h=1:color=%C%,v360=input=fisheye:ih_fov=%FOV%:iv_fov=%FOV%:output=fisheye:h_fov=%FOV%
%:v_fov=%FOV%:yaw=%YAW%:pitch=%PITCH% -y %OUT%

pause
```

Note for "drawbox" filter: This filter doesn't support RGB formats!

The v360 filter does have the "alpha_mask" option. If this option is set, all unused pixels in the output file are set to maximum transparency, so that the overlay filter can be used for filling this area with a color. This example does exactly the same thing as the previous example. Decide yourself which one is easier or faster:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=1200.png"              :: Input image or video
set "FOV=180"                  :: Field of view in degrees
set "PITCH=0"                  :: Rotation angle around X axis
set "YAW=30"                   :: Rotation angle around Y axis
set "C=green"                  :: Color for filling unused area
set "OUT=out.png"              :: Output image or video

%FF% -i %IN% -f lavfi -i color=%C%:s=1200x1200 -filter_complex v360=input=fisheye:ih_fov=%FOV%:iv_fov=%FOV%
%:output=fisheye:h_fov=%FOV%:v_fov=%FOV%:yaw=%YAW%:pitch=%PITCH%:alpha_mask=1[a],[1][a]overlay -frames 1 -y %OUT%

pause
```

Note: If the input is a video, remove the -frames 1 option.

See also www.paulbourke.net/dome/fishtilt/

2.62 Stitching together double-fisheye videos

The result is an equirectangular panorama video.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=double_fisheye.jpg"    :: Input video or picture
set "X1=198"                  :: X coordinate of center of left fisheye image
set "Y1=210"                  :: Y coordinate of center of left fisheye image
set "X2=595"                  :: X coordinate of center of right fisheye image
set "Y2=210"                  :: Y coordinate of center of right fisheye image
set "SR=192"                  :: Radius that is actually used from the source video
set "PW=1920"                 :: Width of panorama video
set "PH=960"                  :: Height of panorama video
set "OUT=out.jpg"             :: Output video or picture

rem Create the xmap file

%FF% -f lavfi -i nullsrc=size=%PW%x%PH% -vf format=pix_fmts=gray16le,^
geq='if(lt(Y,%PH%/2),%X1%-Y*2*%SR%/%PH%*sin(X*2*PI/%PW%),%X2%+(%PH%-Y)*2*%SR%/%PH%*sin(X*2*PI/%PW%))' -frames 1 -y
xmap.pgm

rem Create the ymap file

%FF% -f lavfi -i nullsrc=size=%PW%x%PH% -vf format=pix_fmts=gray16le,^
geq='if(lt(Y,%PH%/2),%Y1%-Y*2*%SR%/%PH%*cos(X*2*PI/%PW%),%Y2%-(%PH%-Y)*2*%SR%/%PH%*cos(X*2*PI/%PW%))' -frames 1 -y
ymap.pgm

rem Apply the remap filter to the video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap" -q:v 2 -y %OUT%
pause
```

The parameters X1, Y1, X2, Y2 and SR must be carefully adjusted (by try and error) to get a good stitching result. They depend on the size of the source video or picture. Use these values as a starting point: X1=width/4, Y1=height/2, X2=width*3/4, Y2=height/2, SR=height/2. the following table shows how the parameters affect the stitching.

Note: The same thing can also be done with the V360 filter, see the next chapter.

Parameter	Result when decreasing the parameter	Result when increasing the parameter
X1	+-----+ upper half from left fisheye ← ↑ → ↓ ← +-----+ lower half from right fisheye +-----+	+-----+ upper half from left fisheye → ↓ ← ↑ → +-----+ lower half from right fisheye +-----+
Y1	+-----+ upper half from left fisheye ↑ → ↓ ← ↑ +-----+ lower half from right fisheye +-----+	+-----+ upper half from left fisheye ↓ ← ↑ → ↓ +-----+ lower half from right fisheye +-----+
X2	+-----+ upper half from left fisheye +-----+ → ↑ ← ↓ → lower half from right fisheye +-----+	+-----+ upper half from left fisheye +-----+ ← ↓ → ↑ ← lower half from right fisheye +-----+
Y2	+-----+ upper half from left fisheye +-----+ ↓ → ↑ ← ↓ lower half from right fisheye +-----+	+-----+ upper half from left fisheye +-----+ ↑ ← ↓ → ↑ lower half from right fisheye +-----+
SR	+-----+ upper half from left fisheye ↓ ↓ ↓ ↓ +-----+ ↑ ↑ ↑ ↑ lower half from right fisheye +-----+	+-----+ upper half from left fisheye ↑ ↑ ↑ ↑ +-----+ ↓ ↓ ↓ ↓ lower half from right fisheye +-----+

2.63 Remove vertical stitching artefacts

When double-fisheye images are stitched together to an equirectangular image, it's possible that stitching artefacts are visible as two vertical lines where the luminance from the two images doesn't fit together. These artefacts can be removed by applying a suitable luminance gradient at one or both sides of the border. This example applies the gradient to the left side of two vertical borders:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=fli0z.png"             :: Input image
set "B1=250"                   :: Right side of first vertical border, left side is at B1-1
set "B2=750"                   :: Right side of second vertical border, left side is at B2-1
set "W=25"                     :: Width of interpolation area

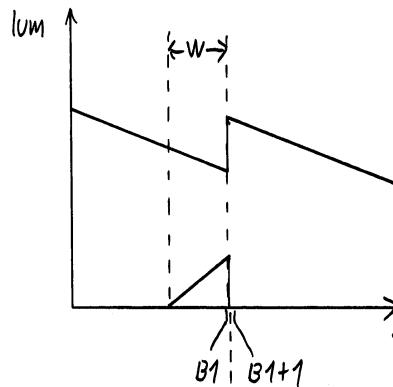
%FF% -i %IN% -vf "geq=cb_expr='cb(X,Y)':cr_expr='cr(X,Y)':lum_expr='clip(lum(X,Y)+between(X,%B1%-1-%W%,%B1%-
1)*lerp(0,lum(%B1%,Y)-lum(%B1%-1,Y),(X-%B1%-1+%W%)/%W%)+between(X,%B2%-1-%W%,%B2%-1)
*lerp(0,lum(%B2%,Y)-lum(%B2%-1,Y),(X-%B2%-1+%W%)/%W%),0,255)',format=rgb24" -y out.png

pause
```

How it works:

In the area of width W to the left side of the vertical border, a ramp is added to the luminance. The amplitude of this ramp equals the difference of the luminance values left and right of the border.

You have to know in advance where exactly the vertical borders are.



Same as previous example, but now applying the gradient to the left side of the first border and to the right side of the second border:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=fli0z.png"            :: Input image
set "B1=250"                   :: Right side of first vertical border, left side is at B1-1
set "B2=750"                   :: Right side of second vertical border, left side is at B2-1
set "W=25"                     :: Width of interpolation area

%FF% -i %IN% -vf "geq=cb_expr='cb(X,Y)':cr_expr='cr(X,Y)':lum_expr='clip(lum(X,Y)+
between(X,%B1%-1-%W%,%B1%-1)*lerp(0,lum(%B1%,Y)-lum(%B1%-1,Y),(X-%B1%-1+%W%)/%W%)+
between(X,%B2%,%B2%+%W%)*lerp(lum(%B2%-1,Y)-lum(%B2%,Y),0,(X-%B2%)/%W%),0,255)',format=rgb24" -y out.png

pause
```

Same as previous examples, but now applying half of the gradient to the left side and the other half to the right side of both borders:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=fli0z.png"            :: Input image
set "B1=250"                   :: Right side of first vertical border, left side is at B1-1
set "B2=750"                   :: Right side of second vertical border, left side is at B2-1
set "W=25"                     :: Half width of interpolation area

%FF% -i %IN% -vf "geq=cb_expr='cb(X,Y)':cr_expr='cr(X,Y)':lum_expr='clip(lum(X,Y)+0.5*(
between(X,%B1%-1-%W%,%B1%-1)*lerp(0,lum(%B1%,Y)-lum(%B1%-1,Y),(X-%B1%-1+%W%)/%W%)+
between(X,%B2%-1-%W%,%B2%-1)*lerp(0,lum(%B2%,Y)-lum(%B2%-1,Y),(X-%B2%-1+%W%)/%W%)+
between(X,%B1%,%B1%+%W%)*lerp(lum(%B1%-1,Y)-lum(%B1%,Y),0,(X-%B1%)/%W%)+
between(X,%B2%,%B2%+%W%)*lerp(lum(%B2%-1,Y)-lum(%B2%,Y),0,(X-%B2%)/%W%)),0,255)',format=rgb24" -y out.png

pause
```

Remove the line feeds from the command line, which were only inserted for clarity.

Please note that workarounds with geq filter are quite slow.

This is an example for merging two overlapping fisheye videos, realized with the "maskedmerge" filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=double_fisheye.mp4"    :: Input video
set "H=640"                   :: Height of input video
set "FOV=191.5"               :: Horizontal and vertical field of view of the fisheye lenses in degrees
set "C=11.5"                  :: Width of interpolation band in degrees, must be smaller or equal than (FOV-180°)
set "T=10"                    :: Duration in seconds
set "OUT=out.mp4"             :: Output video

rem Create the mergemap file

%FF% -f lavfi -i nullsrc=size=%H%x%H% -vf "format=gray8,geq='clip(128-128/%C%*(180-%FOV%/(%H%/2)*hypot(X-%H%/2,Y-%H%/2)),0,255)',v360=input=fisheye:output=e:ih_fov=%FOV%:iv_fov=%FOV%,format=rgb24" -frames 1 -y mergemap.png

rem Merge the two fisheye images from the double-fisheye input video

%FF% -i %IN% -i mergemap.png -lavfi "[0]format=rgb24,split[a][b];[a]crop=ih:iw/2:0:0,v360=input=fisheye:output=e:ih_fov=%FOV%:iv_fov=%FOV%[c];[b]crop=ih:iw/2:iw/2:0,v360=input=fisheye:output=e:yaw=180:ih_fov=%FOV%:iv_fov=%FOV%[d];[c][d]" [1]maskedmerge,format=rgb24" -t %T% -y %OUT%

pause
```

Tested with this input video, downloaded in 1280x640 size: <https://www.youtube.com/watch?v=70Wd7Ex54jE>

Note: It seems that maskedmerge has a different output format than the three inputs, even if all three inputs have the same pixel format. That's why format=rgb24 is required after maskedmerge.

Note: The FOV variable must be set to the correct field of view of the fisheye lenses. Find the best value by try and error.

For comparison, this is the same as the previous example, but it's just hard stitching the two fisheye videos together, without any merging. Tested with the same input video as the previous example.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=double_fisheye.mp4"    :: Input video
set "FOV=191.5"                :: Field of view of the fisheye lenses, over full image height,
                                :: find the best value by try and error
set "T=10"                     :: Duration in seconds
set "OUT=out.mp4"              :: Output video

%FF% -i %IN% -vf "v360=input=dfisheye:output=e:ih_fov=%FOV%:iv_fov=%FOV%" -t %T% -y %OUT%

pause
```

2.64 Preprocessing a flat video for fulldome projection

If a flat video is to be shown in a fulldome planetarium with a fisheye projector, some preprocessing is required. The video is downscaled to a smaller size, padded with large black borders to equirectangular 2:1 format, rotated with the v360 filter, and then given out in 180° fisheye output.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=pk14.mp4"             :: Input video
set "UP=35"                    :: Up-looking angle in degrees (center of the rectangular video)
set "W=480"                    :: Width of input video after downscaling, this is for 16:9 aspect ratio
set "H=270"                    :: Height of input video after downscaling, this is for 16:9 aspect ratio
set "S=1200"                  :: Size of square fisheye output video
set "OUT=out.mp4"              :: Output video

%FF% -i %IN% -lavfi "scale=%W%:%H%,pad='2*%S%':%S%:-1:-1,format=pix_fmts=rgb24,v360=input=equirect:output=fisheye:h_fov=180:v_fov=180:pitch='90-%UP%' -y %OUT%

pause
```

It's also possible to use the flat video directly as input for the v360 filter. This has the problem that the unused area is filled with a random color (coming from the top left pixel of the input video). As a workaround, this pixel is filled with black before using the v360 filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=pk14.mp4"             :: Input video
set "UP=30"                    :: Up-looking angle in degrees (center of the rectangular video)
set "H=64"                     :: Horizontal field of view, this is for 16:9 aspect ratio
set "V=36"                     :: Vertical field of view, this is for 16:9 aspect ratio
set "OUT=out.mp4"              :: Output video

%FF% -i %IN% -vf drawbox=w=1:h=1:color=black,v360=input=flat:ih_fov=%H%:iv_fov=%V
%:output=fisheye:h_fov=180:v_fov=180:pitch='90-%UP%' -y %OUT%

pause
```

With sufficient computing power live processing is possible. Just drag and drop the input video over the icon of this batch file:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "UP=30"                  :: Up-looking angle in degrees (center of the rectangular video)
set "H=64"                   :: Horizontal field of view, this is for 16:9 aspect ratio
set "V=36"                   :: Vertical field of view, this is for 16:9 aspect ratio

%FF% -re -i %1 -vf drawbox=w=1:h=1:color=black,v360=input=flat:ih_fov=%H%:iv_fov=%V
%:output=fisheye:h_fov=180:v_fov=180:pitch='90-%UP%' -windowFullscreen 1 -f sdl2 -
```

Please note that the sdl2 output doesn't play audio. The Windows taskbar remains visible in fullscreen mode. You can hide it as follows: Make a right click on the taskbar, click on "properties" and then select "automatically hide taskbar".

This is an example for live processing and passing the output to FFplay. Just drag and drop the input video over the icon of this batch file. FFplay has the advantage that it does also play audio, and the Windows taskbar is automatically hidden:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "UP=30"                  :: Up-looking angle in degrees (center of the rectangular video)
set "H=64"                   :: Horizontal field of view, this is for 16:9 aspect ratio
set "V=36"                   :: Vertical field of view, this is for 16:9 aspect ratio

%FF% -re -i %1 -vf drawbox=w=1:h=1:color=black,v360=input=flat:ih_fov=%H%:iv_fov=%V
%:output=fisheye:h_fov=180:v_fov=180:pitch='90-%UP%' -q:v 2 -c:v mpeg4 -f nut - | c:\ffmpeg
\ffplay -fs -autoexit -
```

The -fs option means full screen, and -autoexit means that FFplay closes automatically when the end of the video has been reached.

2.65 Rotating earth or planet

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=Earth_eq.jpg"         :: Equirectangular image of earth or planet surface, for example from:
                               :: https://de.wikipedia.org/wiki/Datei:Nasa_land_ocean_ice_8192.jpg
set "BG=Starfield.jpg"        :: Background image
set "P=-50"                   :: Pitch angle
set "R=30"                    :: Roll angle
set "S=-0.005"                :: Rotation speed, 1.0 means one full revolution per frame
set "D=200"                   :: Diameter of planet
set "X=900"                   :: X position of planet
set "Y=450"                   :: y position of planet
set "T=10"                    :: Length of output video

%FF% -loop 1 -i %BG% -loop 1 -i %IN% -lavfi "[1]scroll=h=%S%,v360=e:perspective:pitch=%P%:roll=%R
%:d_flip=1:alpha_mask=1,scale=%D%:%D%[a],[0][a]
overlay=x=%X%:y=%Y%" -t %T% -y out.mp4

pause
```

2.66 Black hole simulation with remap filter

FFmpeg's remap filter can be used to simulate the light deviation near black holes.

When a beam of light passes near a black hole, it will be deviated by angle alpha (in Radians):

$$\alpha = 2 * rs / (r - rs)$$

where rs is the Schwarzschild radius of the black hole, and r is the closest distance between the beam and the center of the black hole.

Assuming we have a 180° fisheye image, we can express the light deviation in pixels: $c = \text{height} / \pi * 2 * rs / (r - rs)$

The values for the PGM files (which are required for the remap filter) can be calculated with these formulas:

$$r = \sqrt{(x - xc)^2 + (y - yc)^2}$$

$c = \text{shape} / (r - rs)$ where shape is a constant that defines the "strength" of the distortion

if $r > rs$:

$$x_{\text{remap}} = x - c * (x - xc)$$

$$y_{\text{remap}} = y - c * (y - yc)$$

if $r < rs$:

$$x_{\text{remap}} = 0$$

$$y_{\text{remap}} = 0$$

where xc, yc are the pixel coordinates of the center of the black hole, x, y are the pixel coordinates in the source video and r is the distance between the source pixel and the center of the black hole.

This is the batch file for applying the black-hole-effect to a video:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=MVI_2562.mov"        :: Input video
set "OUT=output.mp4"         :: Output video

%FF% -i %IN% -i xmap.pgm -i ymap.pgm -lavfi "format=pix_fmts=rgb24,remap" -c:v mpeg4 -q:v 2 -y %OUT%

pause
```

It's also possible to simulate moving black holes. To do this you need many xmap and ymap files (one for each frame), and loop through them.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=MVI_2562.mov"        :: Input video
set "OUT=output.mp4"         :: Output video

%FF% -i %IN% -framerate 30 -i xmap%%4d.pgm -framerate 30 -i ymap%%4d.pgm -lavfi "format=pix_fmts=rgb24,remap" -c:v mpeg4
-q:v 2 -y %OUT%

pause
```

This is a C# program for creating the xmap and ymap files for a moving black hole:

```
using System;
using System.IO;
using System.Globalization;

namespace Moving_Black_Hole
{
    class Program
    {
        static void Main(string[] args)
        {
            int width = 1920;      // Width of images
            int height = 1080;     // Height of images
            double shape = 10;     // Strength factor of black hole effect
            int count = 250;       // Number of frames
            int framerate = 25;   // Framerate for conversion of frame number to time
            double ignore = 0.1;   // Central fraction of radius that's not used for mapping, can be deactivated by setting to 0
                                   // Use this parameter to hide the small white ball on the invisible tripod.
                                   // Example: If the black hole radius is 50 pixels and the small ball has 5 pixels radius,
                                   // set ignore to 0.1
            string path = @"F:\Wormhole_2020\";    // Path for writing the xmap and ymap files

            int[,] nxyr = new int[11, 4]    // This array contains the interpolation data: n, x, y, r
            {
                // n is the frame number beginning with 0,
                // the last entry must not be smaller than the number of frames
                // x and y are the center coordinates of the black hole
                // r is the black hole's radius
                { 0, 1735, 527, 50 },
                { 25, 1723, 529, 50 },
                { 50, 1605, 526, 50 },
                { 75, 1440, 526, 50 },
                { 100, 1266, 523, 50 },
                { 125, 1113, 523, 50 },
                { 150, 1007, 522, 50 },
                { 175, 966, 522, 70 },
                { 200, 964, 522, 90 },
                { 225, 964, 522, 1 },
                { 250, 964, 522, 1 }
            };

            int xc, yc, radius, dx, dy, xb, yb;
            CultureInfo invC = CultureInfo.InvariantCulture;
```

```

TextWriter pos = File.CreateText(path + "positions.cmd");      // Write positions.cmd file
for (int i = 0; i < nxyr.GetLength(0) - 1; i++)
{
    int t0 = nxyr[i,0] / framerate;
    int t1 = nxyr[i+1,0] / framerate;
    int x0 = nxyr[i,1];
    int x1 = nxyr[i+1,1];
    int y0 = nxyr[i,2];
    int y1 = nxyr[i+1,2];
    int r0 = nxyr[i,3];
    int r1 = nxyr[i+1,3];
    pos.WriteLine(t0.ToString("F2", invC) + " - " + t1.ToString("F2", invC) +
                  " overlay x 'lerp(" + (x0-r0).ToString(invC).PadLeft(4) +
                  "," + (x1-r1).ToString(invC).PadLeft(4) + ",t-" + i.ToString() +
                  ")', overlay y 'lerp(" + (y0 - r0).ToString(invC).PadLeft(4) +
                  "," + (y1 - r1).ToString(invC).PadLeft(4) + ",t-" + i.ToString() + ")" +
                  ", scale w 'lerp(" + (2 * r0 + 1).ToString(invC).PadLeft(3) + "," +
                  (2 * r1 + 1).ToString(invC).PadLeft(3) + ",t-" + i.ToString() + ")" +
                  ", scale h 'lerp(" + (2 * r0 + 1).ToString(invC).PadLeft(3) + "," +
                  (2 * r1 + 1).ToString(invC).PadLeft(3) + ",t-" + i.ToString() + ")" );
}
pos.Close();

for (int n = 0; n < count; n++)
{
    int i = 0;
    while ((n < nxyr[i, 0]) || (n > nxyr[i + 1, 0]))
        i++;

    xc = nxyr[i, 1] + (nxyr[i + 1, 1] - nxyr[i, 1]) * (n - nxyr[i, 0]) / (nxyr[i + 1, 0] - nxyr[i, 0]);
    yc = nxyr[i, 2] + (nxyr[i + 1, 2] - nxyr[i, 2]) * (n - nxyr[i, 0]) / (nxyr[i + 1, 0] - nxyr[i, 0]);
    radius = nxyr[i, 3] + (nxyr[i + 1, 3] - nxyr[i, 3]) * (n - nxyr[i, 0]) / (nxyr[i + 1, 0] - nxyr[i, 0]);

    Console.WriteLine("Writing mapping files for frame " + (n + 1).ToString() + " of " + count.ToString() +
                      " x: " + xc.ToString() + " y: " + yc.ToString() + " r: " + radius.ToString());

    TextWriter xmap = File.CreateText(path + "xmap" + n.ToString("0000") + ".pgm");
    xmap.Write("P2\n");
    xmap.Write("# Xmap file for FFmpeg remap \n");
    xmap.WriteLine(width.ToString() + " " + height.ToString() + "\n");
    xmap.WriteLine("65535\n");

    TextWriter ymap = File.CreateText(path + "ymap" + n.ToString("0000") + ".pgm");

```

```

ymap.WriteLine("P2\n");
ymap.WriteLine("# Ymap file for FFmpeg remap \n");
ymap.WriteLine(width.ToString() + " " + height.ToString() + " \n");
ymap.WriteLine("65535\n");

for (int y = 0; y < height; y++)
{
    dy = y - yc;
    for (int x = 0; x < width; x++)
    {
        dx = x - xc;
        double r = Math.Sqrt(dx * dx + dy * dy);
        if (r > radius)           // outer area of black hole
        {
            double c = shape / (r - radius);
            if (c > 1.0 - ignore) c += 2 * ignore;
            xb = x - (int)(1.0 + dx * c);
            yb = y - (int)(1.0 + dy * c);
            if (xb < 0) xb = 0;
            if (yb < 0) yb = 0;
            if (xb >= width) xb = width - 1;
            if (yb >= height) yb = height - 1;
        }
        else
        {
            xb = 65535;           // inner area of black hole is declared as "unmapped"
            yb = 65535;
        }
        xmap.WriteLine(xb + " ");
        ymap.WriteLine(yb + " ");
    }
    xmap.WriteLine("\n");
    ymap.WriteLine("\n");
}
xmap.Close();
ymap.Close();
}
Console.WriteLine("All done!");
}
}
}

```

Example of a simulated black hole:



Black hole simulation with FFmpeg, no C# code required:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "W=2448"                 :: Width of image
set "H=2448"                 :: Height of image
set "CX=2000"                :: X center of distortion
set "CY=1200"                :: Y center of distortion
set "RS=50"                  :: Schwarzschild radius
set "SH=0.50"                :: Shape parameter

rem Create the xmap file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,geq='st(0,X-%CX%);st(1,hypot(ld(0),%CY%-Y));st(2,X-(ld(0)*%SH%*2*%RS%/(ld(1)-%RS%)));if(lt(%RS%,ld(1)),clip(ld(2),0,%W%),0)' -frames 1 -y xmap.pgm

rem Create the ymap file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray16le,geq='st(0,Y-%CY%);st(1,hypot(%CX%-X,ld(0)));st(2,Y-(ld(0)*%SH%*2*%RS%/(ld(1)-%RS%)));if(lt(%RS%,ld(1)),clip(ld(2),0,%H%),0)' -frames 1 -y ymap.pgm

rem Apply the displace filter to the image
%FF% -i test3.mp4 -i xmap.pgm -i ymap.pgm -lavfi format=pix_fmts=rgb24,remap -frames 1 -y out.jpg

rem Alternatively all can be written in one command line:
%FF% -i test3.mp4 -f lavfi -i nullsrc=size=%W%x%H% -f lavfi -i nullsrc=size=%W%x%H% -lavfi [0]format=pix_fmts=rgb24[v];
[1]format=pix_fmts=gray16le,geq='st(0,X-%CX%);st(1,hypot(ld(0),%CY%-Y));st(2,X-(ld(0)*%SH%*2*%RS%/(ld(1)-%RS%));if(lt(%RS%,ld(1)),clip(ld(2),0,%W%),0)'[x];[2]format=pix_fmts=gray16le,geq='st(0,Y-%CY%);st(1,hypot(%CX%-X,ld(0)));st(2,Y-(ld(0)*%SH%*2*%RS%/(ld(1)-%RS%)));if(lt(%RS%,ld(1)),clip(ld(2),0,%H%),0)'[y];[v][x][y]remap -frames 1 -y out.jpg

pause
```

This example is for a moving black hole, no C# code required (but unfortunately this is extremely slow):

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=test3.mp4"          :: Input video
set "W=2448"                :: Width of video
set "H=2448"                :: Height of video
set "CX0=2000"              :: X center of distortion, T=0
set "CY0=1200"              :: Y center of distortion, T=0
set "CX1=1900"              :: X center of distortion, T=1
set "CY1=1500"              :: Y center of distortion, T=1
set "CX2=1600"              :: X center of distortion, T=2
set "CY2=1800"              :: Y center of distortion, T=2
set "CX3=1000"              :: X center of distortion, T=3
set "CY3=2000"              :: Y center of distortion, T=3
set "RS=50"                 :: Schwarzschild radius
set "SH=0.50"               :: Shape parameter
set "OUT=out.mp4"           :: Output video

%FF% -i %IN% -f lavfi -i nullsrc=size=%W%x%H% -f lavfi -i nullsrc=size=%W%x%H% -lavfi ^
[0]format=pix_fmts=rgb24[v];^
[1]format=pix_fmts=gray16le,geq='^
st(0,between(T+0.001,0,1)*lerp(%CX0%,%CX1%,T)+between(T+0.001,1,2)*lerp(%CX1%,%CX2%,T-1)+between(T+0.001,2,3)*lerp(%CX2%,%CX3%,T-2));^
st(1,between(T+0.001,0,1)*lerp(%CY0%,%CY1%,T)+between(T+0.001,1,2)*lerp(%CY1%,%CY2%,T-1)+between(T+0.001,2,3)*lerp(%CY2%,%CY3%,T-2));^
st(2,X-ld(0));^
st(3,hypot(ld(2),ld(1)-Y));^
st(4,X-(ld(2)*%SH%*2*%RS%/(ld(3)-%RS%)));^
if(lt(%RS%,ld(3)),clip(ld(4),0,%W%),0)'[x];^
[2]format=pix_fmts=gray16le,geq='^
st(0,between(T+0.001,0,1)*lerp(%CX0%,%CX1%,T)+between(T+0.001,1,2)*lerp(%CX1%,%CX2%,T-1)+between(T+0.001,2,3)*lerp(%CX2%,%CX3%,T-2));^
st(1,between(T+0.001,0,1)*lerp(%CY0%,%CY1%,T)+between(T+0.001,1,2)*lerp(%CY1%,%CY2%,T-1)+between(T+0.001,2,3)*lerp(%CY2%,%CY3%,T-2));^
st(2,Y-ld(1));^
st(3,hypot(ld(0)-X,ld(2)));^
st(4,Y-(ld(2)*%SH%*2*%RS%/(ld(3)-%RS%)));^
if(lt(%RS%,ld(3)),clip(ld(4),0,%H%),0)'[y];^
[v][x][y]remap -t 3 -y %OUT%

pause
```

"T+0.001" is a workaround to avoid the problem that at the segment borders two "between" expressions become simultaneously true.

This method is extremely slow because this expression must be evaluated four times for each pixel, although it would be sufficient to evaluate it only one time per frame:

```
st(1,between(T+0.001,0,1)*lerp(%CY0%,%CY1%,T)+between(T+0.001,1,2)*lerp(%CY1%,%CY2%,T-1)+between(T+0.001,2,3)*lerp(%CY2%,%CY3%,T-2));
```

Recommended workaround: Calculate many xmap and ymap files in advance by C# code.

2.67 Wormhole simulation

A wormhole is a hypothetical window to another place in space or time, or even in another universe.

For more informations please see <https://en.wikipedia.org/wiki/Wormhole>

Short story from Rudy Rucker: "The Last Einstein-Rosen Bridge" http://www.rudyrucker.com/transrealbooks/completestories/#_Toc14

A wormhole can be simulated in a video as follows:

- In the outer area the light rays are distorted in the same way as when passing near a black hole. This can be simulated with the remap filter.
- In the inner area, another video is inserted as a 360° "little planet" video (or even better a mirror-sphere video).



This is a batch file for wormhole simulation. The xmap0000 and ymap0000 files for the black hole are created in advance by C# code.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=main.mov"             :: Main input video
set "LP=test1.mp4"            :: Equirectangular video for little planet
set "H=960"                   :: Height of equirectangular input video
set "S=1080"                  :: Size of square little planet output video
set "P=0"                     :: Pitch angle
set "Y=90"                    :: Yaw angle
set "R=-90"                  :: Roll angle
set "LPD=100"                 :: Little planet diameter
set "LPX=1500"                :: X Position of center of little planet
set "LPY=1000"                :: Y Position of center of little planet
set "T=8"                     :: Length of output video

rem Step 1: Convert the equirectangular video to a little planet video

rem Create the xmap and ymap files

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(0.9999+atan2(Y-%S%/2,X-%S%/2)/PI)' -frames 1 -y xmap.pgm

%FF% -f lavfi -i nullsrc=size=%S%x%S% -vf format=pix_fmts=gray16le,^
geq='%H%*(1-hypot((2*X/%S%)-1,(2*Y/%S%)-1))' -frames 1 -y ymap.pgm

rem Apply the remap filter to the video

%FF% -i %LP% -i xmap.pgm -i ymap.pgm -lavfi "v360=output=e:pitch=%P%:yaw=%Y%:roll=%R%,format=pix_fmts=rgb24,remap" -q:v 2 -t %T% -y lp.mp4

rem Step 2: Apply the black hole effect to the main video and then overlay the little planet video over the black hole

%FF% -i %IN% -i lp.mp4 -i xmap0000.pgm -i ymap0000.pgm -filter_complex "[0][2][3]remap[4];[1]scale=%LPD%:%LPD%,format=argb,geq=a='255*lt(hypot((2*X/W)-1,(2*Y/H)-1),1)':r='r(X,Y)':g='g(X,Y)':b='b(X,Y)':[5];[4][5]overlay=x=%LPX%-%LPD%/2:y=%LPY%-%LPD%/2" -q:v 2 -t %T% -y out.mp4

pause
```

The same thing can be done much easier with the v360 filter and the alpha_mask option:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=main.mov"             :: Main input video
set "LP=test1.mp4"            :: Equirectangular video for mirror-sphere
set "H=960"                   :: Height of equirectangular input video
set "S=1080"                  :: Size of square mirror-sphere output video
set "P=30"                    :: Pitch angle
set "Y=0"                     :: Yaw angle
set "R=0"                     :: Roll angle
set "LPD=102"                 :: Mirror-sphere diameter
set "LPX=1800"                :: X Position of center of mirror-sphere
set "LPY=1000"                :: Y Position of center of mirror-sphere
set "T=8"                     :: Length of output video

rem Make only the mirror-sphere video
rem %FF% -i %LP% -vf v360=output=ball:pitch=%P%:yaw=%Y%:roll=%R% -q:v 2 -t %T% -y lp.mp4

%FF% -i %IN% -i xmap0000.pgm -i ymap0000.pgm -i %LP% -filter_complex "[0][1][2]remap[4];[3]v360=output=ball:pitch=%P%:yaw=%Y%:roll=%R%:alpha_mask=1,scale=%LPD%:LPD%[5];[4][5]overlay=x=%LPX%-%LPD%/2:y=%LPY%-%LPD%/2" -q:v 2 -t %T% -y out.mp4

pause
```

2.68 Simulation of a moving wormhole

If the wormhole shall move in the field of view, two things must move:

1. The black hole distortion must move. This requires many unique xmap and ymap files for each frame. These files are created by a C# program.
2. The inserted mirror-sphere video must move. This can be realized with sendcmd and overlay filters.

Step 1:

In the main video it's recommended to have a small object at that position in space where the wormhole shall later be inserted. This can for example be a small white ball (about 8mm diameter) on an almost invisible tripod (which can be built with 0.3mm diameter carbon fibers).

The x,y coordinates of this object must be measured in each frame. There are two methods how to measure the x,y coordinates: Either extract many images from the video and measure the coordinates manually (this is described in step 2), or preferably extract the coordinates automatically with FFprobe and find_rect filter. In this case continue with step 3.

Step 2:

Extract a suitable number of frames from the main video:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "IN=in.mp4"              :: Input video
set "STEP=1"                  :: Step width (number of frames)
set "OUT=image%4d.jpg"        :: Output images filename

%FF% -i %IN% -vf framestep=%STEP% -start_number 0 -y %OUT%

pause
```

Measure the x,y coordinates of the small object in each frame and enter the positions in the "measured.csv" file. Set the "offset" variable in the C# program to 0. Continue with step 4.

Step 3:

Create a small 40x40 pixel grayscale image of the object and then automatically extract the x,y coordinates from the main video:

```
set "FFP=c:\ffmpeg\ffprobe"      :: Path to FFprobe
set "IN=in.mp4"                 :: Input video
set "OBJ=needle.pgm"            :: Image of the object, must be gray8
set "TH=0.4"                     :: Threshold, 0.01 = only exact matches, 0.99 = almost everything matches
set "XMIN=900"                   :: Minimum x position of the object's top left corner
set "XMAX=1900"                  :: Maximum x position of the object's top left corner
set "YMIN=490"                   :: Minimum y position of the object's top left corner
set "YMAX=510"                   :: Maximum y position of the object's top left corner

%FFP% -f lavfi movie=%IN%,find_rect=object=%OBJ%:threshold=%TH%:xmin=%XMIN%:xmax=%XMAX%:ymin=%YMIN%:ymax=%YMAX%
-show_entries frame=pkt_pts_time:frame_tags=lavfi.rect.x,lavfi.rect.y -of csv=p=0 1> measured.csv

pause
```

Note: To speed up the algorithm, make the object image as small as possible (40x40 pixels) and specify a search window with the xmin, xmax, ymin, ymax options.

This is the resulting logfile. If no coordinates are written in a line, then no object was found for the specified threshold. In this case you can try a larger threshold value, or you have to enter the coordinates manually.

```
0.000000
0.040000
0.080000
0.120000,45,1
0.160000,45,1
0.200000,45,1
0.240000,45,1
...
```

Note: These coordinates are for the top left corner of the 40x40 pixels search window. Set the "offset" variable in the C# program to 20.

Step 4:

Calculate the xmap and ymap files for all frames. This is done by a C# program:

```
using System;
using System.IO;
using System.Globalization;

namespace Moving_Black_Hole
{
    class Program
    {
        static void Main(string[] args)
        {
            int width = 1920;      // Width of images
            int height = 1080;     // Height of images
            double shape = 10;     // Strength factor of black hole effect
            double ignore = 0.1;   // Central fraction of radius that's not used for mapping, can be deactivated by setting to 0
                                   // Use this parameter to hide the small white ball on the invisible tripod.
                                   // Example: If the black hole radius is 50 pixels and the small ball has 5 pixels radius,
                                   // set ignore to 0.1
            int offset = 20;       // This is half the size of the search window and will be added to the x,y positions

            string path = @"F:\Wormhole_2020\";    // Path for reading the input file and writing the xmap and ymap files

            int dx, dy, xb, yb;

            string[] lines = File.ReadAllLines(path + "measured.csv");

            double[] t = new double[lines.Length];
            int[] x = new int[lines.Length];
            int[] y = new int[lines.Length];
            double[] r = new double[lines.Length];

            for (int n = 0; n < lines.Length; n++)
            {
                string[] entries = lines[n].Split(new char[] { ',' });
                t[n] = System.Convert.ToDouble(entries[0], CultureInfo.InvariantCulture);
                x[n] = offset + System.Convert.ToInt32(entries[1]);
                y[n] = offset + System.Convert.ToInt32(entries[2]);
                r[n] = 50;
                if (n > 150 && n <= 200)           // specify the variable radius of the wormhole
                    r[n] = 50 + (n - 150) * 0.8;
                if (n > 200 && n <= 225)
                    r[n] = 90 - (n - 200) * 3.56;
                if (n > 225)
                    r[n] = 1;
            }
        }
    }
}
```

```

TextWriter pos = File.CreateText(path + "positions.cmd");      // Write positions.cmd file
for (int n = 0; n < lines.Length; n++)
{
    pos.WriteLine(t[n].ToString("F2", CultureInfo.InvariantCulture) +
        " overlay x " + (x[n] - r[n]).ToString("F2", CultureInfo.InvariantCulture).PadLeft(4) +
        ", overlay y " + (y[n] - r[n]).ToString("F2", CultureInfo.InvariantCulture).PadLeft(4) +
        ", scale w " + (2 * r[n]).ToString("F2", CultureInfo.InvariantCulture).PadLeft(3) +
        ", scale h " + (2 * r[n]).ToString("F2", CultureInfo.InvariantCulture).PadLeft(3) + ";");
}
pos.Close();

for (int n = 0; n < lines.Length; n++)
{
    int xc = x[n];
    int yc = y[n];
    double radius = r[n];

    Console.WriteLine("Writing mapping files for frame " + (n + 1).ToString() + " of " + lines.Length.ToString() +
        " x: " + xc.ToString() + " y: " + yc.ToString() + " r: " + radius.ToString(CultureInfo.InvariantCulture));

    TextWriter xmap = File.CreateText(path + "xmap" + n.ToString("0000") + ".pgm");
    xmap.Write("P2\n");
    xmap.WriteLine("# Xmap file for FFmpeg remap \n");
    xmap.WriteLine(width.ToString() + " " + height.ToString() + "\n");
    xmap.WriteLine("65535\n");

    TextWriter ymap = File.CreateText(path + "ymap" + n.ToString("0000") + ".pgm");
    ymap.Write("P2\n");
    ymap.WriteLine("# Ymap file for FFmpeg remap \n");
    ymap.WriteLine(width.ToString() + " " + height.ToString() + "\n");
    ymap.WriteLine("65535\n");

    for (int yy = 0; yy < height; yy++)
    {
        dy = yy - yc;
        for (int xx = 0; xx < width; xx++)
        {
            dx = xx - xc;
            double rr = Math.Sqrt(dx * dx + dy * dy);
            if (rr > radius)          // outer area of black hole
            {
                double c = shape / (rr - radius);
                if (c > 1.0 - ignore) c += 2 * ignore;
                xb = xx - (int)(1.0 + dx * c);
                yb = yy - (int)(1.0 + dy * c);
                if (xb < 0) xb = 0;
                if (yb < 0) yb = 0;
                if (xb >= width) xb = width - 1;
                if (yb >= height) yb = height - 1;
            }
        }
    }
}

```

```

        }
        else
        {
            xb = 65535;           // inner area of black hole is declared as "unmapped"
            yb = 65535;
        }
        xmap.WriteLine(xb + " ");
        ymap.WriteLine(yb + " ");
    }
    xmap.WriteLine("\n");
    ymap.WriteLine("\n");
}
xmap.Close();
ymap.Close();
}
Console.WriteLine("All done!");
}
}
}

```

Step 5:

The file positions.cmd was also automatically created by the C# program (many lines omitted here):

```

0.00 overlay x 1665.00, overlay y 454.00, scale w 100.00, scale h 100.00;
0.04 overlay x 1665.00, overlay y 454.00, scale w 100.00, scale h 100.00;
0.08 overlay x 1665.00, overlay y 454.00, scale w 100.00, scale h 100.00;
...
6.00 overlay x 939.00, overlay y 449.00, scale w 100.00, scale h 100.00;
6.04 overlay x 935.20, overlay y 448.20, scale w 101.60, scale h 101.60;
6.08 overlay x 932.40, overlay y 447.40, scale w 103.20, scale h 103.20;
6.12 overlay x 928.60, overlay y 446.60, scale w 104.80, scale h 104.80;
6.16 overlay x 925.80, overlay y 445.80, scale w 106.40, scale h 106.40;
6.20 overlay x 922.00, overlay y 445.00, scale w 108.00, scale h 108.00;
...

```

Step 6: Run this batch file to create the final moving wormhole video:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=in.mp4"               :: Main input video
set "LP=WL4149.mp4"           :: Equirectangular video for mirror-sphere
set "P=0"                      :: Pitch angle
set "Y=0"                      :: Yaw angle
set "R=60"                     :: Roll angle
set "R1=0.00"                  :: Rotation speed before v360 filter, 1.0 means one revolution per frame
set "R2=0.00"                  :: Rotation speed after v360 filter, 1.0 means one revolution per second
set "V=9"                       :: Time when wormhole vanishes
set "LUT=lut2.cube"            :: Look-Up-Table
set "T=12"                     :: Length of output video

rem Make only the mirror-sphere video
rem %FF% -i %LP% -vf v360=output=ball:pitch=%P%:yaw=%Y%:roll=%R% -t %T% -y lp.mp4

%FF% -i %IN% -ss 9 -i %LP% -start_number 0 -i xmap%%4d.pgm -start_number 0 -i ymap%%4d.pgm -lavfi "[0]sendcmd='%V%
streamselect map 1',split[4][5];[4][2][3]remap=fill=red,sendcmd=f=positions.cmd[6];[1]
fps=25,v360=e:e:pitch=0,scroll=h=%R1%,v360=output=ball:pitch=%P%:yaw=%Y%:roll=%R%
%:alpha_mask=1,rotate='%R2%*2*PI*t':c=black@0.0,scale=w=10:h=10:eval=frame,lut3d=%LUT%[7];[6][7]
overlay=x=0:y=0:format=rgb[8];[8][5]streamselect=map=0,format=yuv420p" -t %T% -y out.mp4

pause
```

overlay=format=rgb is strongly required, because the default format yuv420 allows only to set the x,y coordinates in multiples of 2.

"remap=fill=red" is used here only to make alignment errors visible, if the overlay isn't exactly at the same position as the black hole distortion. Normally there should no red pixels be visible. After this check you can replace it by "remap=fill=black".

"fps=25" is used here because the mirror-sphere video has a different framerate (30fps), which resulted in jerky scaling of this video.

It's also possible to let the inner area of the wormhole rotate as a function of time. Two different rotations are applied in this example. The first rotation is using the scroll filter (applied to an equirectangular video, before the v360 filter) and the other is using the rotate filter after the v360 filter.

Note for scroll filter: scroll=h=1.0 means one full horizontal revolution per frame. So you have to know the framerate to set the rotation speed.

2.69 Sendcmd and commands

- sendcmd has many pitfalls and can drive you crazy!
- The sendcmd filter sends commands to another filter. For example in the previous chapter sendcmd was used to send the x and y coordinates to the overlay filter. The commands are defined in the file positions.cmd, or could also be defined in the command line.
- Normally the sendcmd filter is inserted in the filter chain somewhere before the target filter. A problem arises when the target filter has more than one input (for example overlay has two inputs). This doesn't work, because sendcmd accepts only one input. In this case sendcmd must be inserted somewhere earlier in the filter chain, where only one input exists.
- It's important that sendcmd is inserted at a position in the filter chain that has sufficient duration. For example, if the overlaid video is shorter than the main video, and if sendcmd is inserted in the input of the shorter video, that would give unexpected behaviour, because when the shorter video has ended, sendcmd will get the wrong time (which stays then constant), and will send wrong commands to the other filters based on the wrong time. Always insert sendcmd at the longest input.
- It's also possible to have more than one sendcmd in the filter chain, for example at both inputs.
- It's also possible to insert sendcmd after the target filter, for example at the end of the filter chain. The drawback of this method is that the changes become effective with one frame delay.
- All arguments of the sendcmd target filter must be initialized with valid values, even if these values are never used because sendcmd does always overwrite them.
- It's also possible to evaluate an expression in sendcmd and send the result to the target filter. To enable expression evaluation the [expr] flag must be used instead of the default [enter] flag. Inside the expression the "Tl" variable can be used, which runs from 0 to 1 in the interval.
- If a line in the *.cmd file begins with a "#" character then it's a comment. Empty lines are allowed as well.
- The *.cmd file must contain at least one command. It's not allowed if it contains only comments.
- If the filter chain contains multiple filters of the same type, they must be given unique names, for example "v360@1", "v360@2".

This is an example of a rotating earth, where the rotation axis rapidly changes (this is physically impossible) and the observer's viewing point changes:

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "IN=Earth_eq.jpg"             :: Equirectangular input image of earth
                                  :: from https://de.wikipedia.org/wiki/Datei:Nasa_land_ocean_ice_8192.jpg
set "BG=Starfield.jpg"            :: Background image 1920x1080
set "R1=0.01"                     :: Rotation speed, 1.0 means one revolution per frame
set "D=400"                       :: Diameter of earth
set "X=760"                        :: X position of earth
set "Y=340"                        :: y position of earth
set "T=30"                         :: Length of output video

%FF% -loop 1 -i %BG% -loop 1 -i %IN% -lavfi [1]sendcmd=f=sendcmd.cmd,v360@1=e:e:pitch=0:yaw=0:roll=0,scroll=h=%R1%,v360@2=e:e:pitch=0:yaw=0:roll=0,v360=e:perspective:pitch=90:v_flip=1:alpha_mask=1,scale=%D%:%D%[a],[0][a]
overlay=x=%X%:y=%Y% -t %T% -y out.mp4

pause

rem This is a workaround for faulty "perspective" output: v360=e:perspective:pitch=90:v_flip=1
rem Normally "pitch=90:v_flip=1" should be unnecessary.
```

sendcmd.cmd

```
# set the initial conditions

0.00 v360@1 pitch 0;
0.00 v360@1 yaw 0;
0.00 v360@1 roll 0;
0.00 v360@2 pitch 140;
0.00 v360@2 yaw 0;
0.00 v360@2 roll 180;

# from t = 8s to 9s change the rotation axis of the earth by 60° from the north pole to Cairo in Egypt
# Latitude 30° north, Longitude 30° east

8.00-9.001 [expr] v360@1 pitch 'lerp(0,-60,TI)';
8.00-9.001 [expr] v360@1 yaw 'lerp(0,30,TI)';

# from t = 14s to 15s change the viewing point, so that the observer is on the rotation axis:
```

```
14.00-15.001 [expr] v360@2 pitch 'lerp(140,90,TI)';

# from t = 18s to 21s change the rotation axis of the earth from Cairo to New York
# Latitude 41° north, Longitude 74° west

18.00-21.001 [expr] v360@1 pitch 'lerp(-60,-49,TI)';
18.00-21.001 [expr] v360@1 yaw   'lerp(30,-74,TI)';
```

A few examples for sendcmd and single / double quotes:

<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi "[0]sendcmd='3.0 streamselect map 1'[a];[a][1]streamselect=inputs=2:map=0" out.mp4</code>	sendcmd at the beginning of the filter chain, double quotes for whole filter chain. Works fine, but would give unexpected results if the first input is shorter than the second input!
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi "[0][1]sendcmd='3.0 streamselect map 1',streamselect=inputs=2:map=0" out.mp4</code>	This doesn't work because sendcmd accepts only one input
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi sendcmd='3.0 streamselect map 1',streamselect=inputs=2:map=0 out.mp4</code>	This is the example from the streamselect documentation, doesn't work under Windows.
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi sendcmd="3.0 streamselect map 1",streamselect=inputs=2:map=0 out.mp4</code>	Single quotes replaced by double quotes, works under Windows.
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi "sendcmd='3.0 streamselect map 1',streamselect=inputs=2:map=0" out.mp4</code>	Double quotes added for the whole filter chain, single quotes for sendcmd argument, works under Windows.
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi "[0][1]streamselect@my=inputs=2:map=0,sendcmd='3.0 streamselect@my map 1'" out.mp4</code>	[0][1] added, sendcmd at the end of the filter chain, commands become effective with one frame delay. Double quotes for filter chain, single quotes for sendcmd argument
<code>ffmpeg -i in1.mp4 -i in2.mp4 -lavfi [0][1]streamselect@my=inputs=2:map=0,sendcmd="3.0 streamselect@my map 1" out.mp4</code>	[0][1] added, sendcmd at the end of the filter chain, commands become effective with one frame delay. No quotes for filter chain, double quotes for sendcmd argument

Note about double quotes around the filter chain:

In Windows it's not required to put the whole filter chain in double quotes, but it seems these double quotes are required on a Mac. Not tested myself.

A note from Moritz Barsnick in the FFmpeg user list, April 5, 2020:

"Under Windows, " " is not a command line quotation character. If parts of the command line need to be quoted in order to be collated, you need to use the double quotation mark ''. The single quotation mark is passed directly to ffmpeg on Windows, making the filter argument unparsable. [...] I believe a large part of ffmpeg's examples in doc and wiki are "wrong" in this matter, and could or should be changed to also work on Windows, where possible."

2.70 Remap Video-in-Video with perspective filter

Suppose you have a video in which a TV or computer screen is visible, and in postprocessing you want another video to be shown on that screen.

Or you have a video in which a beamer projects an image on a wall, which is almost impossible to capture flicker-free in a video. It's better to overlay the projected image in postprocessing.

The perspective filter can be used to remap a rectangular video into the distorted screen (which is an irregular quadrangle).

The coordinates of the corners of the screen are x0,y0 (top left), x1,y1 (top right), x2,y2 (bottom left) and x3,y3 (bottom right) and must me measured in the original video.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

set "X0=500"                  :: Top left corner
set "Y0=250"
set "X1=1250"                 :: Top right corner
set "Y1=150"
set "X2=400"                  :: Bottom left corner
set "Y2=750"
set "X3=1150"                 :: Bottom right corner
set "Y3=850"

rem Make a color test video

%FF% -f lavfi -i testsrc2=s=hd1080 -t 5 -y video1.mp4

rem Make a black and white test video

%FF% -f lavfi -i testsrc2=s=hd1080 -vf eq=saturation=0 -t 5 -y video2.mp4

rem Embed the black and white video into the color video

%FF% -i video1.mp4 -i video2.mp4 -lavfi "[1]format=argb,pad=w=iw+2:h=ih+2:x=1:y=1:color=black@0.0,perspective=x0=%X0%:y0=%Y0%:x1=%X1%:y1=%Y1%:x2=%X2%:y2=%Y2%:x3=%X3%:y3=%Y3%:sense=1[2];[0][2]overlay" -q:v 2 -y out.mp4

pause
```

Before I discovered the perspective filter, I thought that I had to use the remap filter for this purpose, and I figured out the formulas myself. Here they are:

The coordinates of the point to be remapped are x,y.

We draw a vertical line through point x,y and calculate the intersection points with the upper and lower edge of the quadrangle:

$a = (x - x_0) / (x_1 - x_0)$ The parameter a describes where the line intersects the upper edge. For $a=0$ it's at the top left corner, for $a=1$ it's at the top right corner. For $0 < a < 1$ the intersection point is somewhere between these two corners. But there are also cases possible $a < 0$ or $a > 1$ where the intersection point is outside the finite line segment.

The intersection point is x_4, y_4

$x_4 = x$

$y_4 = y_0 + a * (y_1 - y_0)$

We do the same thing for the lower edge:

$b = (x - x_2) / (x_3 - x_2)$

$x_5 = x$

$y_5 = y_2 + b * (y_3 - y_2)$

Parameter c describes where the point x,y lies on the line segment between points 4 and 5:

$c = (y - y_4) / (y_5 - y_4)$

Now we remap these points into a unit quadrat with the top left corner at 0,0:

Point 4 is at coordinates a,0 and point 5 is at coordinates b,1

Point x,y is remapped to coordinates

$x_{map} = (a + c * (b - a))$

$y_{map} = c$

2.71 Image warping with displace filter

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "W=751"                  :: Width of image
set "H=853"                  :: Height of image
set "CX=347"                 :: X center of distortion
set "CY=451"                 :: Y center of distortion
set "A=15"                   :: Maximum amplitude of displacement, positive displaces outwards and negative inwards,
                             :: allowed range is [0..127], best values are below 20
set "D=30"                   :: Radius from center of distortion, where the maximum displacement occurs

rem Create the displace_x file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*A*D/(pow((%CX%-X),2)+pow((%CY%-Y),2)+D*D));128-ld(0)*(X-%CX%)' -frames 1 -y displace_x.pgm

rem Create the displace_y file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*A*D/(pow((%CX%-X),2)+pow((%CY%-Y),2)+D*D));128-ld(0)*(Y-%CY%)' -frames 1 -y displace_y.pgm

rem Apply the displace filter to the image
%FF% -i me.jpg -i displace_x.pgm -i displace_y.pgm -lavfi format=pix_fmts=rgb24,displace -frames 1 -y bigger_nose.jpg

set "A=-15"                  :: Now let's try the other sign

rem Create the displace_x file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*A*D/(pow((%CX%-X),2)+pow((%CY%-Y),2)+D*D));128-ld(0)*(X-%CX%)' -frames 1 -y displace_x.pgm

rem Create the displace_y file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*A*D/(pow((%CX%-X),2)+pow((%CY%-Y),2)+D*D));128-ld(0)*(Y-%CY%)' -frames 1 -y displace_y.pgm

rem Apply the displace filter to the image
%FF% -i me.jpg -i displace_x.pgm -i displace_y.pgm -lavfi format=pix_fmts=rgb24,displace -frames 1 -y smaller_nose.jpg

pause
```

Here is the input image and the two output images:



me.jpg



bigger_nose.jpg



smaller_nose.jpg

It might be dangerous to use this kind of processing for images of women without prior asking them for permission :-)

The "displace" filter expects mapping files with relative values in the range [0..255], where 128 is the neutral value for no displacement. Larger displacements than 127 pixels aren't possible.

I recommend to set the format to `rgb24` before using the displace filter.

This is an example for enlarging the eyes:

```
set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "W=751"                  :: Width of image
set "H=853"                  :: Height of image
set "LX=256"                 :: left eye x
set "LY=362"                 :: left eye y
set "RX=445"                 :: right eye x
set "RY=325"                 :: right eye y
set "A=10"                   :: Maximum amplitude of displacement, positive displaces outwards and negative inwards,
                               :: allowed range is [0..127], best values are below 20
set "D=25"                   :: Radius from center of distortion, where the maximum displacement occurs

rem Create the displace_x file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*%A%*%D%/(pow((%LX%-X),2)+pow((%LY%-Y),2)+%D%*%D%));st(1,2*%A%*%D%/(pow((%RX%-X),2)+pow((%RY%-Y),2)+%D%*%D%));128-ld
(0)*(X-%LX%)-ld(1)*(X-%RX%)' -frames 1 -y displace_x.pgm

rem Create the displace_y file
%FF% -f lavfi -i nullsrc=size=%W%x%H% -vf format=pix_fmts=gray8,geq='st(0,2*%A%*%D%/(pow((%LX%-X),2)+pow((%LY%-Y),2)+%D%*%D%));st(1,2*%A%*%D%/(pow((%RX%-X),2)+pow((%RY%-Y),2)+%D%*%D%));128-ld
(0)*(Y-%LY%)-ld(1)*(Y-%RY%)' -frames 1 -y displace_y.pgm

rem Apply the displace filter to the image or video
%FF% -i me.jpg -i displace_x.pgm -i displace_y.pgm -lavfi format=pix_fmts=rgb24,displace -frames 1 -y big_eyes.jpg

pause
```

If the output is a video, remove "-frames 1" in the last command line.

Here are the input and output images:

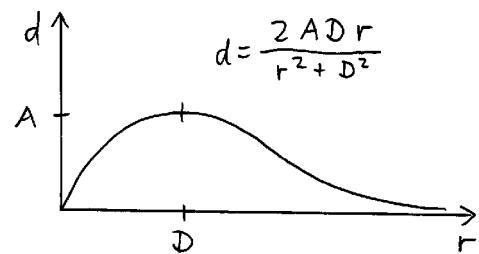


me.jpg



big_eyes.jpg

Mathematics for this distortion:



$$d = \frac{2ADr}{r^2 + D^2} \quad r = \sqrt{(x - cx)^2 + (y - cy)^2} \quad \frac{d}{r} = \frac{2AD}{(x - cx)^2 + (y - cy)^2 + D^2} \quad dx = (x - cx) \frac{d}{r} \quad dy = (y - cy) \frac{d}{r}$$

with d = displacement distance

A = maximum amplitude of displacement

r = distance from pixel x,y to center of distortion cx,cy

D = distance where the largest displacement occurs

cx,cy = coordinates of center of the distortion

dx,dy = displacement values

2.72 Noise reduction

FFmpeg has several filters for video noise reduction:

Filter	Description	Notes and Examples
atadenoise	Apply an Adaptive Temporal Averaging Denoiser to the video input	very fast, temporal only with no motion compensation; LGPL Example: atadenoise=0a=0.2:1a=0.2:2a=0.2:0b=0.3:1b=0.3:2b=0.3
bm3d	Denoise frames using Block-Matching 3D algorithm	very very slow, currently implemented as spatial only, algorithm considered as one of the state of art denoisers; LGPL
chromanr	Reduce chrominance noise	This filter calculates the absolute difference of the Y components (contrary to the official documentation!) of the current pixel and a neighbour pixel from a rectangular neighbourhood. Absolute differences are also calculated for the U and V components. A neighbour pixel is used for averaging, if the sum of all three absolute differences is lower than the threshold. Only the U and V components are averaged. The Y component remains unchanged. With the "stepw" and "steph" options it's possible to use only a subset of the neighbour pixels for averaging.
dctdnoiz	Denoise frames using 2D DCT (frequency domain filtering)	very very slow: spatial only, blurs too much; LGPL
fftdenoiz	Denoise frames using 3D FFT (frequency domain filtering)	slow, spatial and limited temporal, using Fast Fourier Transform, may have introduce ringing with bad settings; LGPL
hqdn3d	This is a high precision/quality 3d denoise filter. It aims to reduce image noise, producing smooth images and making still images really still. It should enhance compressibility.	fast, both spatial and temporal, does basically lowpass by destroying high frequencies, blurs with extreme settings; GPL
nlmeans	Denoise frames using Non-Local means algorithm	very slow, currently implemented as spatial only, algorithm considered as one of the state of art denoisers; LGPL
owdenoise	Apply Overcomplete Wavelet denoiser	very very very slow, spatial only, wavelet; GPL Example: owdenoise=ls=25
removegrain	Spatial denoiser for progressive video	fast, spatial only, limited usecase
vaguedenoiser	Apply a wavelet based denoiser	slow, spatial only, pretty good, wavelet; LGPL
tmix	Noise reduction by averaging up to 128 successive frames. Not suitable for moving objects, of course	Example: tmix=frames=20

Special thanks to Paul B Mahol who posted most of these notes in the FFmpeg-user list on October 27, 2019

2.73 Time delay within a filter chain

This is an example for a time delay within a filter chain:

```
ffmpeg -f lavfi -i testsrc=duration=10:size=vga -filter_complex split[a][b];[a]setpts=PTS-5/TB[c];[b][c]hstack=shortest=1 -y out.mp4
```

Hint: Subtracting a constant from PTS works fine. However if you try to add a constant to PTS (e.g. setpts=PTS+5/TB), this may lead to the problem that the true length of the output video isn't equal to the length in the metadata.

In this example the same thing is done with tpad and trim filters:

```
ffmpeg -f lavfi -i testsrc=duration=10:size=vga -filter_complex split[a][b];[a]tpad=start_duration=5[c];[b][c]hstack=shortest=1,trim=start=5,setpts=PTS-5/TB -y out.mp4
```

2.74 -filter_complex_script

The complex filtergraph can be loaded from an external script file.

Line feeds and empty lines are allowed in the script file. This makes the script much more readable.

The drawback is that you can't use variables as in a batch file.

2.75 Chroma subsampling, pixel format of images or videos

When you make a video from many JPG images, all images must have the same pixel format. But sometimes they are different. For example I has many images that came from the camera with 4:2:2 pixel format. But I had to edit one of the images with IrfanView, it then it was saved with pixel format 4:2:0.

This example changes the pixel format of an image from 4:2:0 to 4:2:2

```
ffmpeg -i IMG_044x.jpg -pix_fmt yuvj422p -q 0 IMG_044.jpg
pause
```

Set the pixel format of a video to 4:4:4 and scale the video to 1920x1080

```
c:\ffmpeg\ffmpeg -i input.MOV -pix_fmt yuv444p -s 1920x1080 out.mov
pause
```

In a filter chain the format can be set as follows:

```
c:\ffmpeg\ffmpeg -i input.MOV -lavfi "format=pix_fmts=rgb24" -y out.mp4
pause
```

Which is the same as:

```
c:\ffmpeg\ffmpeg -i input.MOV -lavfi "format=rgb24" -y out.mp4
pause
```

All available pixel formats can be shown with this command:

```
ffmpeg -pix_fmts
pause
```

Chroma subsampling	8-bit format	10-bit format	Notes
4:4:4	yuv444p	yuv444p10le	Each of the three Y'CbCr components have the same sample rate, thus there is no chroma subsampling. This scheme is sometimes used in high-end film scanners and cinematic post production. Note that "4:4:4" may instead be referring to R'G'B' color space, which implicitly also does not have any chroma subsampling.
4:2:2	yuv422p	yuv422p10le	The two chroma components are sampled at half the sample rate of luma: the horizontal chroma resolution is halved. This reduces the bandwidth of an uncompressed video signal by one-third with little to no visual difference.
4:2:0	yuv420p	yuv420p10le	In 4:2:0, the horizontal sampling is doubled compared to 4:1:1, but as the Cb and Cr channels are only sampled on each alternate line in this scheme, the vertical resolution is halved. The data rate is thus the same. Cb and Cr are each subsampled at a factor of 2 both horizontally and vertically.

Source: Wikipedia

RGB and gray pixel formats (this is only a subset of the available formats):

	NB_COMPONENTS	BITS_PER_PIXEL	Notes
rgb24, bgr24	3	24	packed
gbrop	3	24	planar
gray	1	8	
argb, rgba, abgr, bgra	4	32	packed
gray16be, gray16le	1	16	
rgb48be, rgb48le, bgr48be, bgr48le	3	48	packed
brgp16be, brgp16le	3	48	planar
gray14be, gray14le	1	14	

2.76 Convert RGB to HSV or HSL

```

MAX := max(R,G,B), MIN := min(R,G,B)

H := 0                                if MAX = MIN
H := 60° * (0 + (G - B) / (MAX - MIN)) if MAX = R
H := 60° * (2 + (B - R) / (MAX - MIN)) if MAX = G
H := 60° * (4 + (R - G) / (MAX - MIN)) if MAX = B

if H < 0 then H := H + 360°

SHSV := 0          if MAX = 0
SHSV := (MAX - MIN) / MAX if MAX != 0

V := MAX

SHSL := 0          if MAX = 0
SHSL := 0          if MIN = 0
SHSL := (MAX - MIN) / (1 - |MAX + MIN - 1| ) if MAX != 0 and MIN != 0
Please note that this formula
works only if the RGB values
are in the [0..1] range. For
the [0..255] range, replace
"1" by "255".

L := (MAX + MIN) / 2

```

Color table:

Color	HUE	R	G	B
red	0°	255	0	0
orange	30°	255	128	0
yellow	60°	255	255	0
green-yellow	90°	128	255	0
green	120°	0	255	0
blue-green	150°	0	255	128
cyan	180°	0	255	255
green-blue	210°	0	128	255
blue	240°	0	0	255
violet	270°	128	0	255
magenta	300°	255	0	255
blue-red	330°	255	0	128
white		255	255	255
black		0	0	0

This is a different method for calculating hue and chroma:

```

HUE := atan2(sqrt(3) * (G - B), 2 * R - G - B)
CHROMA := sqrt(3 * (G - B)^2 + (2 * R - G - B)^2)

```

2.77 Convert HSV to RGB

Given is HUE [0..360°] and S,V [0..1]

```
hi := |HUE / 60°|
f := HUE / 60° - hi
p := V * (1 - S)
q := V * (1 - S * f)
t := V * (1 - S * (1 - f))

(R,G,B) := (V,t,p)    if hi = 0  (from red to yellow)
(R,G,B) := (q,V,p)    if hi = 1  (from yellow to green)
(R,G,B) := (p,V,t)    if hi = 2  (from green to cyan)
(R,G,B) := (p,q,V)    if hi = 3  (from cyan to blue)
(R,G,B) := (t,p,V)    if hi = 4  (from blue to magenta)
(R,G,B) := (V,p,q)    if hi = 5  (from magenta to red)
```

2.78 Video Codecs

-c:v mpeg4	This is the older MP4 codec. Search for "libxvid" in the documentation. See also https://trac.ffmpeg.org/wiki/Encode/MPEG-4
-c:v libx264	Newer codec with better compression than mpeg4, but it's possible that the videos don't play on older computers. See also https://trac.ffmpeg.org/wiki/Encode/H.264
-c:v libx265	See also https://trac.ffmpeg.org/wiki/Encode/H.265
-c:v prores_ks	Apple ProRes encoder, example: <code>ffmpeg -i input.MOV -vcodec prores_ks -pix_fmt yuva444p10le -profile:v 4444 -bits_per_mb 8000 -s 1920x1080 out.mov</code>

The constant rate factor (CRF) can be set with the -crf parameter. Use this mode if you want to keep the best quality and don't care about the file size.

The CRF range 0–51 for 8-bit x264 and 0–63 for 10-bit. 0 is lossless, 23 is the default, and 51 is worst quality possible.

Use a preset with the -preset parameter. Possible options are ultrafast, superfast, veryfast, faster, fast, medium (this is the default), slow, slower and veryslow. A preset is a collection of options that will provide a certain encoding speed to compression ratio. A slower preset will provide better compression. Use the slowest preset that you have patience for.

The -tune parameter can be set to these options:

film	use for high quality movie content; lowers deblocking
animation	good for cartoons; uses higher deblocking and more reference frames
grain	preserves the grain structure in old, grainy film material
stillimage	good for slideshow-like content
fastdecode	allows faster decoding by disabling certain filters
zerolatency	good for fast encoding and low-latency streaming

List all possible internal presets and tunes:

```
ffmpeg -hide_banner -f lavfi -i nullsrc -c:v libx264 -preset help -f mp4 -
```

2.79 Metadata

Global metadata can be saved in a text file as follows:

```
ffmpeg -i input.mp4 -f ffmetadata metadata.txt
```

If you also need the metadata from the video and audio streams (which may contain more informations), use this:

```
ffmpeg -i input.mp4 -c copy -map_metadata 0 -map_metadata:s:v 0:s:v -map_metadata:s:a 0:s:a -f ffmetadata metadata.txt
```

The metadata can be re-inserted into a file as follows:

```
ffmpeg -i input.mp4 -i metadata.txt -map_metadata 1 -codec copy output.mp4
```

Write metadata "title" to mp4 video without re-encoding:

```
ffmpeg -i input.mp4 -metadata title="This is the Title" -acodec copy -codec copy -copyts output.mp4
```

Unfortunately FFmpeg can't insert the metadata that is required for a spherical 360° video.

2.80 Video filters "copy" and "null"

These filters are only for testing, for example when you want to disable part of a filter chain.

The "null" filter does really nothing, the output is the same as the input.

The "copy" filter copies the old frame and deletes the old one. The output is the same as with the "null" filter.

2.81 Re-numbering images

Cameras do normally create images with 4-digit numbers. When the counter (in Canon cameras) overflows, the number changes from 9999 to 0001. That means the number 0000 is missing and the numbers aren't continuously increasing, as it's expected by FFmpeg. This problem can be solved with this sequence of console commands:

```
ren IMG_1*.* IMG_2*.*
ren IMG_0*.* IMG_1*.*
ren IMG_9*.* IMG_0*.*
```

The first two commands add 1000 to those numbers that begin with 0 or 1. The last command subtracts 9000 from those numbers that begin with 9.

Now the images are in increasing order, but one image is still missing between images 0999 and 1001. This isn't a problem for FFmpeg because it does automatically search the next image. That means small gaps are allowed in the numbering. The maximum gap size is 5 by default. This can be changed with the parameter `-start_number_range`.

2.82 Filenames for images

Image filenames can contain variables. Please note that in a Windows batch file the % character must be replaced by two %% characters.

Variable	Description	Notes
%nd	A sequential n-digit number	The start number can be specified with the -start_number option. The default value is 1.
%0nd	A sequential number that is 0-padded to n digits	
%Y	Year	Only available if the "-strftime 1" option is used. Example for embedding date and time in the filename: <code>Screenshot-%Y-%m-%d-%H-%M-%S.jpg</code>
%m	Month	
%d	Day	
%H	Hours	
%M	Minutes	
%S	Seconds	
%d	PTS of the frame (Presentation time stamp)	Only available if the "-frame_pts 1" option is used. Example for embedding the PTS in the filename: <code>Screenshot-%d.jpg</code>

2.83 Make spectrum images

This command line creates an image with a spectrum red - green - blue - red. In the middle between red and green is 50% red and 50% green, which is not a bright yellow.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=768x256 -vf geq=r='lt(X,256)*clip(256-X,0,255)+clip(X-
512,0,255)':g='lt(X,256)*clip(X,0,255)+gte(X,256)*clip(512-X,0,255)':b='lt
(X,512)*clip(X-256,0,255)+gte(X,512)*clip(768-X,0,255)',oscilloscope=tw=1:s=1 -frames 1 -y spectrum.png

pause
```

The same thing can also be done with the "gradients" video source:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i gradients=s=768x256:c0=red:c1=lime:c2=blue:c3=red:nb_colors=4:x0=0:y0=0:x1=767:y1=0 -vf
oscilloscope=tw=1:s=1 -frames 1 -y spectrum.png

pause
```

Note: "green" is 0x008000, "lime" is 0x00FF00

This command line creates an image with a spectrum yellow - cyan - magenta - yellow:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i gradients=s=768x256:c0=yellow:c1=cyan:c2=magenta:c3=yellow:nb_colors=4:x0=0:y0=0:x1=767:y1=0 -vf
oscilloscope=tw=1:s=1 -frames 1 -y spectrum1.png

pause
```

This command line creates an image with a spectrum red - yellow - green - cyan - blue - magenta. Because this is an optical spectrum, the last part from magenta to red is omitted. In the middle between red and green is 100% red and 100% green, which is bright yellow.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1280x256 -vf geq=r='clip(512-X,0,255)+clip(X-
1024,0,255)':g='lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255)':b='lt(X,1024)
*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255)',oscilloscope=tw=1:s=1 -frames 1 -y spectrum2.png

pause
```

The same thing can also be done with the "gradients" video source:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i
gradients=s=1280x256:c0=red:c1=yellow:c2=lime:c3=cyan:c4=blue:c5=magenta:nb_colors=6:x0=0:y0=0:x1=1279:y1=0 -vf
oscilloscope=tw=1:s=1 -frames 1 -y spectrum2.png

pause
```

Note: "green" is 0x008000, "lime" is 0x00FF00

This command line creates an image with a spectrum red - yellow - green - cyan - blue - magenta - red. In the middle between red and green is 100% red and 100% green, which is bright yellow.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x256 -vf geq=r='clip(512-X,0,255)+clip(X-
1024,0,255)':g='lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255)':b='lt(X,1024)
*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255)',oscilloscope=tw=1:s=1 -frames 1 -y spectrum3.png

pause
```

The same thing can also be done with the "gradients" video source:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i
gradients=s=1536x256:c0=red:c1=yellow:c2=lime:c3=cyan:c4=blue:c5=magenta:c6=red:nb_colors=7:x0=0:y0=0:x1=1535:y1=0 -vf
oscilloscope=tw=1:s=1 -frames 1 -y spectrum3.png

pause
```

Create a full saturation spectrum at the bottom with a gradient to black at the top:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x256 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));Y*ld(0)/255':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));Y*ld(0)/255':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));Y*ld(0)/255' -frames 1 -y spectrum4.png

pause
```

Create a full saturation spectrum at the top with a gradient to black at the bottom:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x256 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));(255-Y)*ld(0)/255':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));(255-Y)*ld(0)/255':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));(255-Y)*ld(0)/255' -frames 1 -y spectrum5.png

pause
```

Create a full saturation spectrum at the top with a gradient to white at the bottom:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x256 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));Y+ld(0)*(1-Y/255)':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));Y+ld(0)*(1-Y/255)':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));Y+ld(0)*(1-Y/255)' -frames 1 -y spectrum6.png

pause
```

Create a full saturation spectrum at the bottom with a gradient to white at the top:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x256 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));255+Y*(ld(0)/255-1)':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));255+Y*(ld(0)/255-1)':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));255+Y*(ld(0)/255-1)' -frames 1 -y spectrum7.png

pause
```

Create a full saturation spectrum in the middle with a gradient to white at the top and a gradient to black at the bottom:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

%FF% -f lavfi -i nullsrc=s=1536x512 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)' -frames 1 -y spectrum8.png

pause
```

2.84 Redshift

It's possible to simulate a relativistic redshift, like in astronomy when a galaxy is moving away from the observer at a high speed.

In this case the colors must be modified as follows:

- black will remain black
- red is shifted towards black
- yellow is shifted towards red
- green is shifted towards yellow
- cyan is shifted towards green
- blue is shifted towards cyan
- magenta is shifted towards blue
- white is shifted towards yellow

This can't be realized by a hue rotation, because hue would rotate red towards magenta and blue (which physically makes no sense).

But this can be realized by a simple 3D look-up table which contains only 8 colors, which are the corners of the RGB cube. The table is saved in *.cube format. The order of the components in the *.cube file is red, green, blue.

redshift.cube

```
LUT_3D_SIZE 2
# black remains black
0 0 0
# red becomes black
0 0 0
# green becomes yellow
1 1 0
# yellow becomes red
1 0 0
# blue becomes cyan
0 1 1
# magenta becomes blue
0 0 1
# cyan becomes green
0 1 0
# white becomes yellow
1 1 0
```

This batch file will create a test spectrum (including black and white) and apply the above look-up table:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

rem Create a test spectrum (including black and white):

%FF% -f lavfi -i nullsrc=s=1536x512 -vf geq=r='st(0,clip(512-X,0,255)+clip(X-1024,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)':g='st(0,lt(X,512)*clip(X,0,255)+gte(X,512)*clip(1024-X,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)':b='st(0,lt(X,1024)*clip(X-512,0,255)+gte(X,1024)*clip(1536-X,0,255));if(lt(Y,256),255+Y*(1d(0)/255-1),(511-Y)*1d(0)/255)' -frames 1 -y spectrum.png

rem Apply the look-up table and use vstack to show the output below the input:

%FF% -i spectrum.png -filter_complex split[a][b],[a]lut3d="redshift.cube"[c],[b][c]vstack -y out.png

pause
```

Some notes for redshift in astronomy:

$\Delta \lambda = \lambda * v / c$ $z = (\lambda_{\text{obs}} / \lambda_{\text{emission}}) - 1$ $z = v / c$ (approximation for $v \ll c$)

2.85 Make many JPG test images

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "N=6"                  :: Number of frames
set "S=400x300"             :: Size

%FF% -f lavfi -i testsrc2=size=%S%:duration=%N%:rate=1 -y test%%3d.jpg

pause
```

Note: The default start number is 1. If you want to begin the filenames with "test000.jpg", add "-start_number 0" before the output filename.

2.86 Make a grid video

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "G=10"                     :: Grid size
set "T=9"                      :: Grid thickness
set "C=white"                  :: Grid color
set "B=black"                  :: Background color
set "S=800x600"                :: Video size
set "D=10"                     :: Duration in seconds

rem Make a grid video

%FF% -f lavfi -i color=%B%:s=%S% -vf drawgrid=w=%G%:h=%G%:t=%T%:c=%C% -t %D% -y grid.mp4

pause
```

Note: If thickness is almost as large as grid size, the result becomes a grid of dots.

2.87 Make a chessboard video

```
c:\ffmpeg\ffmpeg -f lavfi -i color=black:s=vga -vf geq=lum='255*mod(floor(x/40)+floor(y/40),2):cr=128' -t 5 -y out.mp4
```

2.88 Make a test video with audio

```
rem Make a 6 seconds video with 1kHz tone  
c:\ffmpeg\ffmpeg -f lavfi -i testsrc2=size=vga -f lavfi -i sine=1000 -t 6 -y video.mp4
```

2.89 Find an object in a video and hide it

The `find_rect` function can find a rectangular object in an image or video, and `cover_rect` can then replace it by another image or by interpolating the neighbor pixels.

```
c:\ffmpeg\ffmpeg -i test1.png -vf find_rect=test2.pgm,cover_rect out.png  
pause
```

Note: `find_rect` will find only one instance of the object in a frame.

2.90 Find the coordinates of an object in a video

The `find_rect` filter can also be used for searching an object in a video and write the x,y coordinates to a file. This works only with FFprobe and not with FFmpeg:

```
set "FFP=c:\ffmpeg\ffprobe"      :: Path to FFprobe
set "IN=in.mp4"                 :: Input video
set "OBJ=needle.pgm"            :: Image of the object, must be gray8
set "TH=0.8"                     :: Threshold, 0.01 = only exact matches, 0.99 = almost everything matches
set "XMIN=900"                   :: Minimum x position of the object's top left corner
set "XMAX=1900"                  :: Maximum x position of the object's top left corner
set "YMIN=490"                   :: Minimum y position of the object's top left corner
set "YMAX=510"                   :: Maximum y position of the object's top left corner

%FFP% -f lavfi movie=%IN%,find_rect=object=%OBJ%:threshold=%TH%:xmin=%XMIN%:xmax=%XMAX%:ymin=%YMIN%:ymax=%YMAX%
-show_entries frame=pkt_pts_time:frame_tags=lavfi.rect.x,lavfi.rect.y -of csv 1> log.csv

pause
```

Note: To speed up the algorithm, make the object image as small as possible and use a search window with the `xmin`, `xmax`, `ymin`, `ymax` options.

This is the resulting logfile. The coordinates are for the top left corner of the object image. If no object was found for the specified threshold, no coordinates are written:

```
frame,0.000000
frame,0.040000
frame,0.080000
frame,0.120000,45,1
frame,0.160000,45,1
frame,0.200000,45,1
frame,0.240000,45,1
...
```

If you want to omit the word "frame," in the log file, replace "csv" by "csv=p=0"

```
%FFP% -f lavfi movie=%IN%,find_rect=object=%OBJ%:threshold=%TH% -show_entries
frame=pkt_pts_time:frame_tags=lavfi.rect.x,lavfi.rect.y -of csv=p=0 1> log.csv
```

Note: A list of variables that can be printed with "`-show_entries`" can be found in the file "ffprobe.xsd" which is in the source tree under doc/ffprobe.xsd

2.91 Image formats

FFmpeg can save images in these formats (the list isn't complete):

Image Format	compressed?	lossless?	16-Bit?	Notes
JPG	yes	no	no	recommended for 8-bit images if small file size is required
BMP	no	yes	no	very big file size
GIF	yes	yes	no	this is obsolete, use PNG instead
TGA	yes	yes	no	this is obsolete, use PNG instead
PNG	yes	yes	yes	recommended for lossless saving of 8-bit or 16-bit images
PGM	no	yes	yes	"Portable Graymap", these files are required for the remap filter. FFmpeg can read binary PGM (P5) files and ASCII PGM (P2) files, but for output only binary PGM (P5) is possible. PGM files contain values in the range [0..65535]. Negative values aren't possible, but FFmpeg gives no warning if a negative number is found in a P2 file.
PPM	no	yes	yes	"Portable Pixmap"
PAM	no	?	?	"Portable Arbitrary Map"
PGMYUV	no	?	?	This is a FFmpeg variant of the binary PGM format
TIFF	no	yes	yes	
SGI	?	?	?	?

Show all supported pixel formats of the PNG encoder:

```
c:\ffmpeg\ffmpeg -h encoder=png
```

2.92 Video sizes

This list contains only the most important video sizes. The full list is in the FFmpeg documentation.

	Size	Aspect ratio	Notes
ntsc	720x480	3:2	
pal	720x576	5:4	
vga	640x480	4:3	
svga	800x600	4:3	
xga	1024x768	4:3	
uxga	1600x1200	4:3	
wuxga	1920x1200	8:5	Beamer in the planetarium in the St. Andreasberg observatory
hd720	1280x720	16:9	
hd1080	1920x1080	16:9	
2k	2048x1080	256:135 = 17.066:9	
2kdci	2048x1080	256:135 = 17.066:9	
2kflat	1998x1080	37:20 = 16.65:9	Cinema advertising
4k	4096x2160	256:135 = 17.066:9	
4kdci	4096x2160	256:135 = 17.066:9	
4kflat	3996x2160	37:20 = 16.65:9	
uhd2160	3840x2160	16:9	

2.93 Editing videos from PanoView XDV360 fulldome camera

```
rem Editing videos from the chinese PanoView XDV360 fulldome camera

set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "SIZE=1200"                   :: Video size (square)
set "QU=2"                        :: MP4 quality level, 0 is best quality, 2 is normal, 9 is strong compression
set "FPS=30"                       :: Output Framerate
set "IN=PanoView.mp4"             :: Input video
set "START=0.5"                   :: Start time in seconds in the input video
set "LEN=4"                        :: Length in seconds in the input video
set "FADE=1"                       :: Fade-In and Fade-Out duration in seconds
set "FO=3.5"                       :: Start time of Fade-Out (Start + Length - Fade)
set "CR=2280:2280:88:88"          :: 180° field of view: 2104:2104:176:176
                                    :: 185° field of view: 2168:2168:144:144
                                    :: 190° field of view: 2224:2224:116:116
                                    :: 195° field of view: 2280:2280:88:88
                                    :: 200° field of view: 2336:2336:60:60
set "CON=1.0"                      :: Contrast in range [-1000 ... 1000], normal is 1.0
set "BR=0.0"                        :: Brightness in range [-1.0 ... 1.0], normal is 0.0
set "SA=1.0"                        :: Saturation in range [0.0 ... 3.0], normal is 1.0
set "GA=1.0"                        :: Gamma in range [0.1 ... 10.0], normal is 1.0
set "HUE=25"                         :: Color correction, negative towards red, positive towards blue
set "SOUND=birds.mp3"              :: Audio input file
set "VOL=2.0"                        :: Audio volume, normal is 1.0
set "OUT=out.mp4"                  :: Output filename

%FF% -i %IN% -i Circle_3648.png -i %SOUND% -ss %START% -t %LEN% ^
-filter_complex crop=%CR%,scale=3648:3648,overlay,hue=h=%HUE%,eq=contrast=%CON%:brightness=%BR%:saturation=%SA%:^
gamma=%GA%,fade=in:st=%START%:d=%FADE%,fade=out:st=%FO%:d=%FADE% ^
-ac 2 -af volume=%VOL%,aresample=44100,afade=in:st=%START%:d=%FADE%,afade=out:st=%FO%:d=%FADE% ^
-s %SIZE%x%SIZE% -c:v mpeg4 -q:v %QU% -y %OUT%

pause
```

The image "Circle_3648.png" has the size 3648x3648 and contains a circular mask. The color of the circle content is declared transparent, and the border is black. "-ac 2" expands the audio tracks to stereo, and "-af aresample=44100" increases the audio sampling rate to 44100.

2.94 Editing videos from the Kodak SP360_4K camera

The Kodak SP360_4K camera is better than the PanoView XDV360 because it has a slightly higher resolution and the videos are not compressed as much.

```
rem Manipulate a video from KODAK SP360_4K camera (size 2880x2880)

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "SIZE=1200"                :: Video size (square)
set "QU=2"                     :: MP4 quality level, 0 is best quality, 2 is normal, 9 is strong compression
set "FPS=30"                   :: Output Framerate
set "INPUT=102_0001.MP4"        :: Input video
set "START=5"                  :: Start time in seconds in the input video
set "LENGTH=28"                :: Length in seconds in the input video
set "FADE=1"                   :: Fade-In and Fade-Out duration in seconds
set "FADEOUT=32"               :: Start time of Fade-Out (Start + Length - Fade)
set "CROP=2728:2728:74:74"     :: 180° field of view: 2456:2456:210:210
                                :: 185° field of view: 2528:2528:174:174
                                :: 190° field of view: 2592:2592:142:142
                                :: 195° field of view: 2664:2664:106:106
                                :: 200° field of view: 2728:2728:74:74
set "CONTRAST=1.0"             :: Contrast in range [-1000 ... 1000], normal is 1.0
set "BRIGHT=0.0"                :: Brightness in range [-1.0 ... 1.0], normal is 0.0
set "SATUR=1.0"                 :: Saturation in range [0.0 ... 3.0], normal is 1.0
set "GAMMA=1.0"                 :: Gamma in range [0.1 ... 10.0], normal is 1.0
set "HUE=0"                     :: Color correction, negative towards red, positive towards blue
set "SOUND=vogelstimmen.mp3"    :: Audio file
set "VOL=0.4"                   :: Audio volume, normal is 1.0
set "OUTPUT=scene30.mp4"        :: Output filename

%FF% -i %INPUT% -i Circle_3648.png -ss %START% -t %LENGTH% ^
-filter_complex crop=%CROP%,scale=3648:3648,overlay,hue=h=%HUE%,eq=contrast=%CONTRAST%:brightness=%BRIGHT%:^
saturation=%SATUR%:gamma=%GAMMA%,fade=in:st=%START%:d=%FADE%,fade=out:st=%FADEOUT%:d=%FADE% ^
-af volume=%VOL%,aresample=44100,afade=in:st=%START%:d=%FADE%,afade=out:st=%FO%:d=%FADE% ^
-s %SIZE%x%SIZE% -c:v mpeg4 -q:v %QU% -y %OUT%

pause
```

2.95 Postprocessing of real time videos of the night sky

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "DARK=Dark.mov"            :: Dark video
set "IN=sternschnuppe175.mov"  :: Input video
set "AMP=0.06"                 :: 1 / Gain factor
set "D=0.3"                    :: Parameter for atadenoise filter
set "TMIX=25"                  :: Tmix number, more than 25 isn't required
set "BR=0.05"                  :: Small brightness increase after dark subtraction
set "NR=0.8"                   :: Noise reduction in maximum function
set "OUT=175.mp4"              :: Output video

rem Create a darkframe by averaging many frames from the dark video

%FF% -i %DARK% -vf "crop=2824:ih,pad=iw:2824:-1:-1,scale=1200:1200,curves=all='0/0 %AMP%/1 1/1',
eq=saturation=0,tmix=frames=128" -frames 1 -y dark.png

rem create a video with dark subtraction, strong contrast enhancement and denoise filter

%FF% -i %IN% -i dark.png -filter_complex "crop=2824:ih,pad=iw:2824:-1:-1,scale=1200:1200,curves=all='0/0 %AMP%/1 1/1',
eq=saturation=0[a];[a][1]blend=subtract,eq=brightness=%BR%,split=2[b][c];[b]atadenoise=0a=%D%:1a=%D%:2a=%D%:0b=%D%:1b=%D
%:2b=%D%[d];[c]tmix=%TMIX%[e];[d][e]blend=all_expr='max(%NR%*A,B)'" -q:v 1 -y %OUT%
pause
```

Better version:

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "DARKVID=Dark.mov"          :: Dark video
set "MAKEDARK=no"               :: Make a darkframe yes / no
::
set "IN=sternschnuppe256.mov"   :: Input video
set "OUT=meteor256bw.mp4"       :: Output video
::
set "BP_R=0.02"                 :: Black point red, positive value makes background darker
```

```

set "BP_G=0.00"                      :: Black point green, positive value makes background darker
set "BP_B=0.02"                      :: Black point blue, positive value makes background darker
::
set "WP=0.20"                        :: White point
:: Make sure that all pixel values in the dark frame
:: are below this white point
::
set "SAT=0.0"                        :: Saturation, normal = 1.0, set to 0 for monochrome
set "GAM=1.0"                         :: Gamma, normal = 1.0
::
set "D=0.3"                           :: Parameter for Atadenoise filter
set "TMIX=25"                         :: Tmix count, more than 25 isn't required
::
set "CUT=12"                          :: Duration that is cut off from the beginning
:: In the input video the duration from the beginning
:: to the first appearance of the meteor must be greater
:: than the duration of the output video
::
set "AUDIO=no"                        :: Copy audio yes / no
::
set AUD=""
if %AUDIO%==no (set AUD=-an)
if %MAKEDARK%==no goto VIDEO
%FF% -i %DARKVID% -vf "crop=2824:ih,pad=iw:2824:-1:-1,scale=1200:1200,tmix=128,format=rgb48" -frames 1 -y dark.png
:VIDEO
%FF% -i %IN% -i dark.png -filter_complex "crop=2824:ih,pad=iw:2824:-1:-1,scale=1200:1200,format=rgb48[a];[a]
[1]blend=subtract,colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,eq=saturation=%SAT
%:gamma=%GAM%,split[b][c];[b]setpts=PTS-%CUT%/TB,atadenoise=0a=%D%:1a=%D%:2a=%D%:0b=%D%:1b=%D%:2b=%D%[d];[c]tmix=%TMIX%
[e];[d][e]blend=lighten:shortest=1" -q:v 1 %AUD% -y %OUT%
pause

```

This batch file does the same postprocessing with a loop over all CUT*.MOV files in the current folder:

```

set "FF=c://ffmpeg/ffmpeg"          :: Path to FFmpeg
set "BP_R=0.02"                    :: Black point red, positive value makes background darker
set "BP_G=0.00"                    :: Black point green, positive value makes background darker
set "BP_B=0.02"                    :: Black point blue, positive value makes background darker
set "WP=0.2"                       :: White point
                                    :: Make sure that all pixel values in the dark frame
                                    :: are below this white point
set "SAT=1.0"                      :: Saturation, normal = 1.0, set to 0 for monochrome
set "GAM=1.0"                      :: Gamma, normal = 1.0
set "D=0.3"                        :: Parameter for Atadenoise filter,
                                    :: 0.3 = strongest noise reduction
set "TMIX=25"                     :: Tmix count, more than 25 isn't required
set "CUT=15"                       :: Duration that is cut off from the beginning
                                    :: In the input video the duration from the beginning
                                    :: to the first appearance of the meteor must be greater
                                    :: than the duration of the output video
set "AUDIO=no"                     :: Copy audio yes / no

set AUD=""
if %AUDIO%==no (set AUD=-an)

for %f in (CUT*.MOV) do call :for_body %f
goto :the_end

:for_body
%F% -i %1 -i dark.png -filter_complex "crop=2824:ih,pad=iw:2824:-1:-1,scale=1200:1200,format=rgb48[a];[a]
[1]blend=subtract,colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,eq=saturation=%SAT%
:gamma=%GAM%,split[b][c];[b]setpts=PTS-%CUT%/TB,atadenoise=0a=%D%:1a=%D%:2a=%D%:0b=%D%:1b=%D%:2b=%D%[d];[c]tmix=%TMIX%
[e];[d][e]blend=lighten:shortest=1" -q:v 1 -c:v mpeg4 %AUD% -y %~n1.mp4

exit /b

:the_end
pause

```

2.96 Workflow for night sky videos with GH5S

Workflow for videos from the starry sky with Panasonic GH5S and Nippon Kogaku 8mm Fisheye:

Step 1, apply gradation curve and then extract an image and insert the CLUT:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=P1000128.mov"         :: Input video
set "T=1"                      :: Time where image is extracted

%FF% -ss %T% -i %IN% -f lavfi -i haldclutsrc=8 -filter_complex "[0]format=pix_fmts=rgb48be[a];
[b][a]xstack=inputs=2:layout=0_0|w0_0" -frames 1 -y image_with_clut.png

pause
```

Step 2, after editing with GIMP, the CLUT is extracted and applied to the video:

```
set "FF=c://ffmpeg/ffmpeg"      :: Path to FFmpeg
set "IN=P1000128.mov"         :: Input video
set "BR=0.04"                  :: Small brightness adjustment before applying the CLUT
set "OUT=128.mp4"              :: Output video

%FF% -i processed_image_with_clut.png -vf crop=512:512:0:0 -y clut.png

%FF% -i %IN% -i clut.png -filter_complex "[0]format=pix_fmts=rgb48be,crop=2824:ih,pad=iw:2824:-1:-1,eq=brightness=%BR
%,scale=1200:1200[a],[a][1]haldclut" -an -y %OUT%

del clut.png

pause
```

2.97 Combine many options and filters

Of course, you can also combine any number of options and filters in a single batch file, as in this example.

With this batch file you can cut a temporal part out of a video, change width and height, adjust the frame rate, change the speed (slow motion or time lapse), if necessary crop to square format, if necessary remove the original sound, and change contrast, brightness, saturation and gamma.

```
REM Video processing

set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg
set "INPUT=PanoView.mp4" :: Input video
set "OUTPUT=out.mp4" :: Output video
set "SIZE=800x800" :: Width and height of output video; the aspect ratio should be the same as in the
                     :: input video, or square if QUAD=yes was selected
set "RATE=30" :: Output framerate
set "START=1.0" :: Start time in seconds (in input video)
set "LENGTH=3" :: Length in seconds (in input video)
set "SPEED=3.0" :: Speed factor: < 1 timelapse, 1 real time, > 1 slow motion
set "QUAD=no" :: no: keep the aspect ratio as-is
                  :: yes: crop to square aspect ratio
set "AUDIO=no" :: no: suppress sound
                  :: yes: keep the original sound (with unchanged speed)
set "CONTRAST=1.0" :: Contrast in range [-1000 ... 1000], normal is 1.0
set "BRIGHT=0.0" :: Brightness in range [-1.0 ... 1.0], normal is 0.0
set "SATUR=1.0" :: Saturation in range [0.0 ... 3.0], normal is 1.0
set "GAMMA=1.0" :: Gamma in range [0.1 ... 10.0], normal is 1.0
set "QU=2" :: MP4 Quality, 0 is best Quality, 2 is normal, 9 is strongest compression

set CROP=iw:ih
if %QUAD%==yes (set CROP=ih:ih)

set SOUND=
if %AUDIO%==no (set SOUND=-an)

%FF% -ss %START% -t %LENGTH% -i %INPUT% %SOUND% ^
-vf crop=%CROP%,setpts=%SPEED%*PTS,eq=contrast=%CONTRAST%:brightness=%BRIGHT%:saturation=%SATUR%:gamma=%GAMMA% ^
-s %SIZE% -r %RATE% -q:v %QU% -codec:v mpeg4 %OUTPUT%

pause
```

2.98 Timelapse example with masking, deflicker, rotation, fading

This batch file creates a time lapse from many images, with masking and deflicker filter, with slow rotation of the image, fade in and fade out at the beginning and end:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=IMG_%%4d.jpg"          :: Input pictures
set "SN=3551"                  :: Number of first picture
set "SIZE=1200"                :: Video size (square)
set "QU=2"                     :: MP4 quality level, 0 is best quality, 2 is normal, 9 is strong compression
set "FPS=30"                   :: Output Framerate
set "FADE=3"                   :: Fade-In and Fade-Out duration in seconds
set "FADEOUT=11.5"             :: Start time of Fade-Out (Length - Fade)
set "CONTRAST=1.0"              :: Contrast in range [-1000 ... 1000], normal is 1.0
set "BRIGHT=0"                 :: Brightness in range [-1.0 ... 1.0], normal is 0.0
set "SATUR=1.2"                 :: Saturation in range [0.0 ... 3.0], normal is 1.0
set "GAMMA=1.1"                 :: Gamma in range [0.1 ... 10.0], normal is 1.0
set "ROT=0.0+n*0.002"           :: Rotation angle in radians
set "DEF=20"                    :: Deflicker frames
set "AUDIO=birds.mp3"           :: Audio file
set "VOL=1.5"                   :: Audio volume
set "OUT=out.mp4"               :: Output filename

rem A is the duration in seconds how long a single image is shown (without crossfade duration), here: 0.2
rem B is the crossfade duration in seconds, here: 0.2
set "D=2"          :: enter (A+B)/B    D=1: 100% fade   D=2: 50% fade   D=4: 25% fade
set "F=5"          :: enter 1/B
set "E=13"         :: enter FADE * F - D    (longer duration for first and last picture)
set "L=30"         :: Number of pictures

%FF% -start_number %SN% -i %IN% -i Circle_3648.png -i %AUDIO% -shortest ^
-filter_complex crop=ih:ih,scale=3648:3648,eq=contrast=%CONTRAST%:brightness=%BRIGHT%:saturation=%SATUR%:gamma=%GAMMA%, ^
overlay,zoompan=s=%SIZE%x%SIZE%:d=%D%+%E%'eq(in,1)'+%E%'eq(in,%L%)':fps=%F%, ^
framerate=%FPS%:interp_start=0:interp_end=255:scene=100,rotate=%ROT%,deflicker=size=%DEF%, ^
fade=in:d=%FADE%,fade=out:st=%FADEOUT%:d=%FADE% ^
-af volume=%VOL%,afade=in:st=0:d=%FADE%,afade=out:st=%FADEOUT%:d=%FADE% -codec:v mpeg4 -q:v %QU% -y %OUT%

pause
```

2.99 Slow motion with Panasonic GH5S at 240fps

Set "Rec Format" to "MOV" and "Rec Quality" to one of these:

System Frequency	Rec Quality	Available Framerates
59.94Hz (NTSC)	[FHD/8bit/100M/60p]	2 30 56 58 60 62 64 90 120 150 180 210 240
	[FHD/8bit/100M/30p]	2 15 26 28 30 32 34 45 60 75 90 105 120 135 150 165 180 195 210 225 240
	[FHD/8bit/100M/24p]	2 12 20 22 24 26 28 36 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240
50.00Hz (PAL)	[FHD/8bit/100M/50p]	2 25 46 48 50 52 54 75 100 125 150 200 240
	[FHD/8bit/100M/25p]	2 12 21 23 25 27 30 37 50 62 75 87 100 112 125 137 150 175 200 225 240
24.00Hz (CINEMA)	[FHD/8bit/100M/24p]	2 12 20 22 24 26 28 36 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240

Set "Variable Frame Rate" to "On" and set the desired framerate.

The video can be played as-is with VLC player and is already a timelapse. The speed factor can be calculated as follows:

Speed_Factor = Framerate / Base_Framerate where Base_Framerate is either 24, 25, 30, 50 or 60 as specified in "Rec Quality".

If you want a higher speed factor, you have to use the setpts filter:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=P1000128.mov"          :: Input video
set "S=5.0"                     :: Slow motion factor

%FF% -i %IN% -vf setpts=5*PTS -y out.mp4

pause
```

Example:

The video was taken in [FHD/8bit/100M/50p] mode at 240fps. It has already a 4.8x speed factor if played as-is.

Output from FFprobe: FrameRate = 50p, VFRRatio = 50/240

With the additional factor 5 the total speed factor becomes 24x, with other words one second in reality is shown as 24 seconds in playback. The output framerate can be set with the -r option if required; this doesn't affect the speed factor.

Table for setpts value (for videos taken at 240fps):

Base Framerate	Desired Slow Motion Factor													
	2x	2.4x	2.5x	3x	4x	4.8x	5x	6x	8x	9.6x	10x	12x	16x	19.2x
24	0.2	0.24	0.25	0.3	0.4	0.48	0.5	0.6	0.8	0.96	1	1.2	1.6	1.92
25	0.20833	0.25	0.26042	0.3125	0.41667	0.5	0.52083	0.625	0.8333	1	1.0417	1.25	1.6667	2
30	0.25	0.3	0.3125	0.375	0.5	0.6	0.625	0.75	1	1.2	1.25	1.5	2	2.4
50	0.41667	0.5	0.52208	0.625	0.83333	1	1.0417	1.3021	1.6667	2	2.0833	2.5	3.3333	4
60	0.5	0.6	0.625	0.75	1	1.2	1.25	1.5	2	2.4	2.5	3	4	4.8
Output fps	120	100	96	80	60	50	48	40	30	25	24	20	15	12.5

Base Framerate	Desired Slow Motion Factor													
	20x	24x	25x	30x	40x	48x	50x	60x	80x	96x	100x	120x	160x	192x
24	2	2.4	2.5	3	0.4	4.8	5	6	8	9.6	10	12	16	19.2
25	2.0833	2.5	2.6042	3.125	4.1667	5	5.2083	6.25	8.3333	10	10.417	12.5	16.667	20
30	2.5	3	3.125	3.75	5	6	6.25	7.5	10	12	12.5	15	20	24
50	4.1667	5	5.2083	6.25	8.3333	10	10.417	13.021	16.667	20	20.833	25	33.333	40
60	5	6	6.25	7.5	10	12	12.5	15	20	24	25	30	40	48
Output fps	12	10	9.6	8	6	5	4.8	4	3	2.5	2.4	2	1.5	1.25

$$\text{Setpts_Value} = \text{Desired_Slow_Motion_Factor} * \text{Base_Framerate} / 240$$

If the output framerate is too slow, you could use the "minterpolate" filter to calculate intermediate frames with motion interpolation.

2.100 Create a light curve of a star occultation

```
set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=occultation.mp4"   :: Output video
::
set "BP_R=0.015"           :: Black point red, positive value makes background darker
set "BP_G=0.005"           :: Black point green, positive value makes background darker
set "BP_B=0.015"           :: Black point blue, positive value makes background darker
set "WP=0.26"               :: White point
::
set "S=300"                 :: Start time
set "T=40"                  :: Duration
::
set "X=926"                 :: X Position of star
set "Y=475"                 :: Y Position of star
set "B=10"                   :: Half of the box size for averaging the brightness, in this example the box is 20x20 pixels
set "MIN=60"                 :: Minimum brightness for Y axis
set "MAX=90"                 :: Maximum brightness for Y axis
::
set "FONT=arial.ttf"         :: Font for the clock
set "COLOR=white"            :: Font color
set "BCOLOR=black"           :: Background color
set "SIZE=30"                 :: Font size
set "POS_X=0"                 :: X position of clock
set "POS_Y=(h-th)"           :: Y position of clock
set "OFFSET=2340"             :: Offset time in seconds, added to the timestamp of the first frame

set CLOCK=drawtext='fontfile=%FONT%:text=%{pts\:hms\:%OFFSET%}:fontcolor=%COLOR%:boxcolor=%BCOLOR%:box=1:fontsize=%SIZE%:x=%POS_X%:y=%POS_Y%'

rem Create a video with contrast enhancement, with clock, but without light curve and markers:

rem %FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,%CLOCK%" -pix_fmt yuv420p -t %T% -y %OUT%

rem Extract the first frame, for finding the x,y coordinates of the star:
```

```
%FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%" -frames 1
-y frame1.png

rem Find the coordinates of the star (for example with IrfanView) and set the variables X,Y accordingly.
rem Then create a video with contrast enhancement, clock, light curve and markers at the star.
rem The light curve can be YAVG for average over the box or YMAX for the maximum in the box:

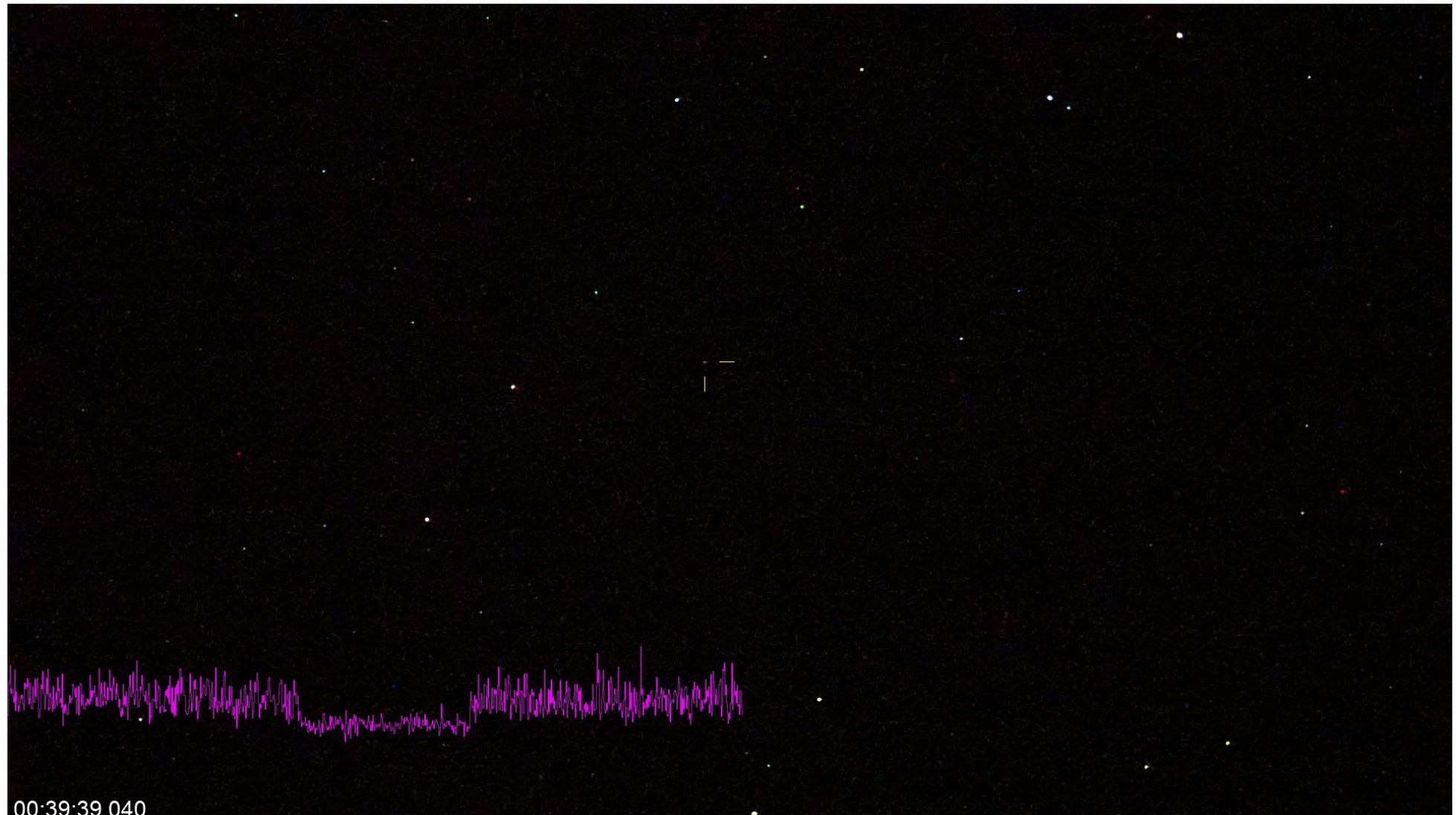
%FF% -ss %S% -i %IN% -lavfi "crop=2*B%:2*B%:X%-B%:Y%-B%,
signalstats,
drawgraph=m3=lavfi.signalstats.YAVG:mode=line:slide=scroll:min=%MIN%:max=%MAX%:size=1920x270:bg=0x000000@0.0[1];
[0]colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,
drawbox=x=%X%+2*B%:y=%Y%:c=yellow:t=1:w=2*B%:h=1,
drawbox=x=%X%:y=%Y%+2*B%:c=yellow:t=1:w=1:h=2*B%[2];
[2][1]overlay=y=810,%CLOCK%" -pix_fmt yuv420p -t %T% -y %OUT%
pause
```

Please note that for better readability the command line is shown here with line feeds. These must be removed in the real batch file.

Important note for the drawgraph filter:

The colors of the curves must be specified in the non-standard format 0xAABBGGRR, however the background color must be specified in FFmpeg's normal color format 0xRRGGBBAA, for which many predefined colors are available.

This is the light curve of the star TYC1932-00469-1 which was occulted by the asteroid (87) Sylvia on October 30, 2019. The video was taken with a Canon EF 400mm f/2.8 lens, SpeedBooster 0.64x and Panasonic GH5S camera at 25600 ISO, FHD 25fps and [Ex. Tele Conv.] = 2.1x.



This is a batch file for drawing light curves of two stars simultaneously:

```
set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=occultation.mp4"   :: Output video
::
set "BP_R=0.015"           :: Black point red, positive value makes background darker
set "BP_G=0.005"           :: Black point green, positive value makes background darker
set "BP_B=0.015"           :: Black point blue, positive value makes background darker
set "WP=0.26"               :: White point
::
set "S=300"                 :: Start time
set "T=40"                  :: Duration
::
set "X1=926"                :: X Position of star
set "Y1=475"                :: Y Position of star
set "C1=0xffffffff"          :: Color for star curve, in format 0xAABBGGRR
set "X2=1054"                :: X Position of reference star
set "Y2=267"                 :: Y Position of reference star
set "C2=0xfffff00ff"          :: Color for reference star curve, in format 0xAABBGGRR
set "BG=0x00000000"          :: Background color for curves, in format 0xRRGGBBAA
set "B=10"                   :: Half of the box size for averaging the brightness
set "MIN=60"                 :: Minimum brightness for Y axis
set "MAX=90"                 :: Maximum brightness for Y axis
::
set "FONT=arial.ttf"          :: Font
set "COLOR=white"             :: Font color
set "BCOLOR=black"            :: Background color
set "SIZE=30"                 :: Font size
set "POS_X=0"                  :: X position of clock
set "POS_Y=(h-th)"            :: Y position of clock
set "OFFSET=2340"              :: Offset time in seconds, added to the timestamp of the first frame
::
set CLOCK=drawtext='fontfile=%FONT%:text=%{pts\:hms\:%OFFSET%}:fontcolor=%COLOR%:boxcolor=%BCOLOR%:box=1:fontsize=%SIZE%:x=%POS_X%:y=%POS_Y%'
rem Extract the first frame:
rem %FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%" -frames 1 -y frame1.png
```

```

rem Find the coordinates of the star (with IrfanView) and set them to the variables X1,Y1 and X2,Y2.
rem Then create a video with light curves and markers at the stars. The light curve can be YAVG for average over the
box or YMAX for maximum in the box:

%FF% -ss %S% -i %IN% -lavfi "[0]crop=2*B%:2*B%:X1%-B%:Y1%-B%,signalstats,
drawgraph=m1=lavfi.signalstats.YAVG:mode=line:slide=scroll:min=%MIN%:max=%MAX%:size=1920x270:fg1=%C1%:bg=%BG%[1];
[0]crop=2*B%:2*B%:X2%-B%:Y2%-B%,signalstats,
drawgraph=m1=lavfi.signalstats.YAVG:mode=line:slide=scroll:min=%MIN%:max=%MAX%:size=1920x270:fg1=%C2%:bg=%BG%[2];
[2][1]overlay[3];
[0]colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,
drawbox=x=%X1%+2*B%:y=%Y1%:c=White:t=1:w=2*B%:h=1,
drawbox=x=%X1%:y=%Y1%+2*B%:c=White:t=1:w=1:h=2*B%,
drawbox=x=%X2%+2*B%:y=%Y2%:c=Violet:t=1:w=2*B%:h=1,
drawbox=x=%X2%:y=%Y2%+2*B%:c=Violet:t=1:w=1:h=2*B%[4];
[4][3]overlay=y=810,%CLOCK%" -pix_fmt yuv420p -t %T% -y %OUT%

pause

```

This is a batch file for drawing the light curve and the audio level simultaneously. But it has the problem that the two graphs aren't running exactly synchronously. I don't know why.

```

set "FF=c://ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=occultation.mp4"   :: Output video
::
set "BP_R=0.015"           :: Black point red, positive value makes background darker
set "BP_G=0.005"           :: Black point green, positive value makes background darker
set "BP_B=0.015"           :: Black point blue, positive value makes background darker
set "WP=0.26"               :: White point
::
set "S=300"                 :: Start time
set "T=40"                  :: Duration
::
set "X=926"                 :: X Position of star
set "Y=475"                 :: Y Position of star
set "C1=0xffffffff"          :: Color for star curve, in format 0xAABBGGRR
set "C2=0xffff00ff"          :: Color for audio curve, in format 0xAABBGGRR

```

```

set "BG=0x00000000"          :: Background color for curves, in format 0xRRGGBBAA
set "B=10"                   :: Half of the box size for averaging the brightness
set "MAX=90"                 :: Maximum brightness for Y axis
set "MIN=70"                 :: Minimum brightness for Y axis
set "AMAX=0"                 :: Maximum audio level
set "AMIN=-50"               :: Minimum audio level
:: 
set "FONT=arial.ttf"         :: Font
set "COLOR=white"            :: Font color
set "BCOLOR=black"           :: Background color
set "SIZE=30"                :: Font size
set "POS_X=0"                :: X position of clock
set "POS_Y=(h-th)"           :: Y position of clock
set "OFFSET=2340"             :: Offset time in seconds, added to the timestamp of the first frame

set CLOCK=drawtext='fontfile=%FONT%:text=%{pts\:hms\:%OFFSET%}:fontcolor=%COLOR%:boxcolor=%BCOLOR%:box=1:fontsize=%SIZE%
%:x=%POS_X%:y=%POS_Y%'

rem Extract the first frame:

rem %FF% -ss %S% -i %IN% -vf "colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%" -frames 1 -y frame1.png

rem Find the coordinates of the star (with IrfanView) and set them to the variables X and Y.
rem Then create a video with light curve and audio level curve. The light curve can be YAVG for average over the box or YMAX for maximum in the box.

%FF% -ss %S% -i %IN% -lavfi [0:v]crop=2*B:2*B:X%-B%:Y%-B%,signalstats,drawgraph=m1=lavfi.signalstats.YAVG:mode=line:slide=scroll:min=%MIN%:max=%MAX%:size=1920x200:fg1=%C1%:bg=%BG%[1];
[0:a]asetnsamples=n=1920,astats=metadata=1:reset=1,adrawgraph=m1=lavfi.astats.1.RMS_level:mode=bar:slide=scroll:min=%AMIN%:max=%AMAX%:size=1920x100:fg1=%C2%:bg=%BG%[2];[1][2]vstack[3];[0]colorlevels=rimin=%BP_R%:gimin=%BP_G%:bimin=%BP_B%:rimax=%WP%:gimax=%WP%:bimax=%WP%,drawbox=x=%X%+2*B%:y=%Y%:c=White:t=1:w=2*B%:h=1,drawbox=x=%X%:y=%Y%+2*B%:c=White:t=1:w=1:h=2*B%[4];[4][3]overlay=y=750,%CLOCK% -pix_fmt yuv420p -t %T% -y %OUT%

pause

```

The value 1920 for asetnsamples is the number of audio samples per video frame, in this case 48000 / 25 = 1920.

2.101 Oscilloscope

The oscilloscope filter can show the brightness of a video line:

```
set "FF=c:/ffmpeg/ffmpeg" :: Path to FFmpeg
::
set "IN=P1000479.mov"      :: Input video
set "OUT=out.mp4"          :: Output video
::
set "LINE=495"              :: The shown line
set "H=1080"                :: Height of the video

%FF% -i %IN% -lavfi "oscilloscope=x=0.5:y=%LINE%/%H%:c=1" -t 10 -y %OUT%

pause
```

c=1 means show only the first component, in this case the luma component.

c=7 means show the first three components.

If you want to show the RGB components, add "format=rgb24," before the oscilloscope filter.

2.102 Capture a video from a webcam

List all supported, connected capture devices:

```
c:\ffmpeg\ffmpeg -list_devices 1 -f dshow -i dummy  
pause
```

List the possible video sizes, frame rates and pixel formats for one capture device:

```
c:\ffmpeg\ffmpeg -list_options 1 -f dshow -i video="HD WebCam"  
pause
```

Capture video from the webcam:

```
c:\ffmpeg\ffmpeg -y -f dshow -video_size 1280x720 -framerate 10 -pixel_format yuyv422 -i video="HD WebCam" -t 5 out.mp4  
pause
```

See also: <https://trac.ffmpeg.org/wiki/DirectShow>

2.103 Adding *.srt subtitles to a video

Create a *.srt subtitle file with the content in this format, the text must begin in the first line:

```
1  
00:00:00,000 --> 00:00:03,000  
This is the title text  
  
2  
00:00:04,000 --> 00:00:05,000  
Hello !  
  
3  
00:00:06,500 --> 00:00:07,000  
This video will end soon...
```

Method 1, burning the subtitles directly into the video frames:

```
c:\ffmpeg\ffmpeg -i subtitle.srt -y subtitle.ass  
c:\ffmpeg\ffmpeg -i test.mp4 -vf ass=subtitle.ass -y out.mp4  
pause
```

Method 2, the output seems to be the same as with method 1:

```
c:\ffmpeg\ffmpeg -i test.mp4 -vf subtitles=subtitle.srt -y out.mp4  
pause
```

Method 3, creating a subtitle stream that can be switched on/off in the player. Works fine with VLC player, but not with FFplay:

```
c:\ffmpeg\ffmpeg -i test.mp4 -i subtitle.srt -c:v copy -c:a copy -c:s mov_text -metadata:s:s:0 language=ger -y out.mp4  
pause
```

See also <https://jacknorthrup.com/Multiple-Program-Languages-Documentation/FFMPEG.html>

2.104 Adding *.ass subtitles or credit files to a video

Create a *.ass subtitle file with this content:

```
[Script Info]
ScriptType: v4.00+
Collisions: Normal
PlayResX: 1920
PlayResY: 1080
Timer: 100.0000

[V4+ Styles]
Format: Name, Fontname, Fontsize, PrimaryColour, SecondaryColour, OutlineColour, BackColour, Bold, Italic, Underline, StrikeOut,
ScaleX, ScaleY, Spacing, Angle, BorderStyle, Outline, Shadow, Alignment,
MarginL, MarginR, MarginV, Encoding
Style: testStyle,Verdana,96,&H00A0A0A0,&H00000000,&Hc0000000,-1,0,0,0,100,100,0,0.00,1,1,0,2,0,0,0,0

[Events]
Format: Layer, Start, End, Style, Actor, MarginL, MarginR, MarginV, Effect, Text
Dialogue: 0,0:00:02.00,0:00:12.00,testStyle,,0000,0000,0000,,{\move(960,800,960,100)}{\fad(1000,1000)}This is the first line of this
Dialogue: 0,0:00:04.00,0:00:14.00,testStyle,,0000,0000,0000,,{\move(960,800,960,100)}{\fad(1000,1000)}test
Dialogue: 0,0:00:06.00,0:00:16.00,testStyle,,0000,0000,0000,,{\move(960,800,960,100)}{\fad(1000,1000)}This is a shorter line
Dialogue: 0,0:00:08.00,0:00:18.00,testStyle,,0000,0000,0000,,{\move(960,800,960,100)}{\fad(1000,1000)}Last line
```

Some hints about the *.ass file format:

- PlayResX and PlayResY are the dimensions of the screen where the texts are drawn on.
- "PrimaryColour" is the color of the text. The colors are in format &HAABBGGRR, where AA = 00 means opaque and AA = FF means transparent
- Alignment: 1 = left, 2 = centered, 3 = right. Add 4 for a "Toptitle" and add 8 for a "Midtitle".
- The \move commands contain the x,y coordinates where the text appears and disappears. In this case the text is scrolling up.
- The \fad commands contain the fade-in and fade-out durations in milliseconds.

The example was found here: <http://forum.doom9.org/showthread.php?t=82025>

The *.ass file format is explained in detail here: https://fileformats.fandom.com/wiki/SubStation_Alpha

Applying the texts to a video is very simple:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=blue.mov"              :: Input video
set "T=20"                     :: Duration
set "OUT=out.mp4"              :: Output video

%FF% -i %IN% -vf subtitles=credits.ass -t %T% -y %OUT%

pause
```

2.105 Attaching a preview image to a video

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"             :: Input video
set "T=3"                     :: Time of preview image
set "OUT=out.mp4"             :: Output video

%FF% -ss %T% -i %IN% -vf scale=320:-1 -frames 1 -y image.png

%FF% -i %IN% -i image.png -map 0 -map 1 -c:v:1 copy -c:v:1 png -disposition:v:1 attached_pic -y %OUT%
pause
```

Note: The codec for the preview image can be "png" or "mjpeg".

I did use a video from a Canon 5D-MK4 and got this error message:

"Could not find tag for codec none in stream #2, codec not currently supported in container. Could not write header for output file #0 (incorrect codec parameters ?): Invalid argument"

This is probably because the video has an additional timecode stream, in this case replace "-map 0" by "-map 0:0 -map 0:1":

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"             :: Input video
set "T=3"                     :: Time of preview image
set "OUT=out.mp4"             :: Output video

%FF% -ss %T% -i %IN% -vf scale=320:-1 -frames 1 -y image.png

%FF% -i %IN% -i image.png -map 0:0 -map 0:1 -map 1 -c:v:1 copy -c:v:1 png -disposition:v:1 attached_pic -y %OUT%
pause
```

It's also possible to write all in one command line:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"             :: Input video
set "T=3"                     :: Time of preview image
set "OUT=out.mp4"             :: Output video

%FF% -i %IN% -ss %T% -i %IN% -map 1:v:0 -map 0 -filter:v:0 scale=320:-1,trim=end_frame=1 -c copy -c:v:0 png
-disposition:0 attached_pic -y %OUT%

pause
```

Or use this command line if your video has a timecode stream:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"             :: Input video
set "T=3"                     :: Time of preview image
set "OUT=out.mp4"             :: Output video

%FF% -i %IN% -ss %T% -i %IN% -map 1:v:0 -map 0:0 -map 0:1 -filter:v:0 scale=320:-1,trim=end_frame=1 -c copy -c:v:0 png
-disposition:0 attached_pic -y %OUT%

pause
```

2.106 Expression evaluation

<code>abs(x)</code>	Return absolute value of <i>x</i> .
<code>acos(x)</code>	Return arccosine of <i>x</i> .
<code>asin(x)</code>	Return arcsine of <i>x</i> .
<code>atan(x)</code>	Return arctangent of <i>x</i> .
<code>atan2(x, y)</code>	Return the arc tangent of <i>y/x</i> in the range -PI to PI.
<code>between(x, min, max)</code>	Return 1 if <i>x</i> is greater than or equal to <i>min</i> and lesser than or equal to <i>max</i> , 0 otherwise.
<code>bitand(x,y)</code>	Compute bitwise and operation on <i>x</i> and <i>y</i> .
<code>bitor(x,y)</code>	Compute bitwise or operation on <i>x</i> and <i>y</i> .
<code>ceil(expr)</code>	Round the value of expression <i>expr</i> upwards to the nearest integer. For example, "ceil(1.5)" is "2.0".
<code>clip(x, min, max)</code>	Return the value of <i>x</i> clipped between <i>min</i> and <i>max</i> .
<code>cos(x)</code>	Compute cosine of <i>x</i> .
<code>eq(x, y)</code>	Return 1 if <i>x</i> and <i>y</i> are equivalent, 0 otherwise.
<code>exp(x)</code>	Compute exponential of <i>x</i> .
<code>floor(expr)</code>	Round the value of expression <i>expr</i> downwards to the nearest integer. For example, "floor(-1.5)" is "-2.0".
<code>gt(x, y)</code>	Return 1 if <i>x</i> is greater than <i>y</i> , 0 otherwise.
<code>gte(x, y)</code>	Return 1 if <i>x</i> is greater than or equal to <i>y</i> , 0 otherwise.
<code>hypot(x, y)</code>	Return $\sqrt{x^*x + y^*y}$
<code>if(x, y)</code>	Evaluate <i>x</i> , and if the result is non-zero return the result of the evaluation of <i>y</i> , return 0 otherwise.
<code>if(x, y, z)</code>	Evaluate <i>x</i> , and if the result is non-zero return the evaluation result of <i>y</i> , otherwise the evaluation result of <i>z</i> .
<code>ld(var)</code>	Load the value of the internal variable with number <i>var</i> , which was previously stored with <code>st(var, expr)</code> . The function returns the loaded value. Warning: The <code>random(x)</code> function uses the same variables!
<code>lerp(x, y, z)</code>	Return <i>x</i> if <i>z</i> = 0, <i>y</i> if <i>z</i> = 1 and a linear interpolation for any value of <i>z</i> . There is no clipping for <i>z</i> < 0 or <i>z</i> > 1. The return value is: $x + z * (y - x)$

<code>log(x)</code>	Compute natural logarithm of x .
<code>lt(x, y)</code>	Return 1 if x is lesser than y , 0 otherwise.
<code>lte(x, y)</code>	Return 1 if x is lesser than or equal to y , 0 otherwise.
<code>max(x, y)</code>	Return the maximum between x and y .
<code>min(x, y)</code>	Return the minimum between x and y .
<code>mod(x, y)</code>	Return the remainder of division of x by y .
<code>pow(x, y)</code>	Return the power of x elevated y , it is equivalent to " $(x)^{(y)}$ ".
<code>print(t)</code>	Print the value of expression t and returns the value of the expression printed.
<code>random(x)</code>	Return a pseudo random value between 0.0 and 1.0. x is the index of the internal variable which will be used to save the seed/state. Warning: The <code>Id(var)</code> and <code>st(var, expr)</code> functions use the same variables! Note: <code>random(0)</code> uses the variable 0 as a seed value. But it's impossible to set this seed value. I don't understand why. Might be a bug. Workaround for a [0..1] random function, with seed values N and Y: <code>mod(PI*(N+Y*(Y-N+PI)),1)</code>
<code>round(expr)</code>	Round the value of expression $expr$ to the nearest integer. For example, " <code>round(1.5)</code> " is "2.0".
<code>sgn(x)</code>	Return the sign of x (-1, 0 or +1)
<code>sin(x)</code>	Return sine of x .
<code>sqrt(x)</code>	Return the square root ix x .
<code>st(var, expr)</code>	Store the value of the expression $expr$ in an internal variable. var specifies the number of the variable where to store the value, and it is a value ranging from 0 to 9. The function returns the value stored in the internal variable. Note, variables are currently not shared between expressions. Warning: The <code>random(x)</code> function uses the same variables!
<code>tan(x)</code>	Compute tangent of x .
<code>trunc(expr)</code>	Round the value of expression $expr$ towards zero to the nearest integer. For example, " <code>trunc(-1.5)</code> " is "-1.0".
<code>while(cond, expr)</code>	Evaluate expression $expr$ while the expression $cond$ is non-zero, and returns the value of the last $expr$ evaluation, or NAN if $cond$ was always false.
<code>PI</code>	approximately 3.1415

Two expressions $expr1$ and $expr2$ can be combined to form another expression " $expr1;expr2$ ". $expr1$ and $expr2$ are evaluated in turn, and the new expression evaluates to the value of $expr2$.

Workaround for segment-wise linear interpolation, one segment per second:

```
between(t,0,1) * lerp(v0,v1,t) + between(t,1,2) * lerp(v1,v2,t-1) + between(t,2,3) * lerp(v2,v3,t-2) + ...
```

Workaround for segment-wise linear interpolation, two segments per second:

```
between(t,0,0.5) * lerp(v00,v05,2*t) + between(t,0.5,1.0) * lerp(v05,v10,2*(t-0.5)) + between(t,1.0,1.5) *  
lerp(v10,v15,2*(t-1.0)) + ...
```

The above two workarounds have a problem: If t is exactly at the border of two segments, then both "between" expressions are true. As a workaround, you can add 0.0001 to t.

If used inside the geq filter, the variable 't' must be written as a capital 'T'.

Please note that for most parameters expressions can't be used. They are only allowed for those parameters which are described as "expr" in the documentation. If in doubt, use ffmpeg -h filter=name_of_filter to get the types of the parameters.

2.107 Uploading videos to Facebook

It's possible to upload 10-bit videos to Facebook, but there may be a problem with the preview image, which is shown corrupted.

Use an 8-bit pixel format to avoid this problem, for example -pix_fmt yuv420p

2.108 Streaming from FFmpeg to YouTube Live

See also: How to encode Videos for YouTube, Facebook, Vimeo, twitch, and other Video Sharing Sites <https://trac.ffmpeg.org/wiki/Encode/YouTube>

See also: Encoding for streaming sites <https://trac.ffmpeg.org/wiki/EncodingForStreamingSites>

See also: Streaming guide <https://trac.ffmpeg.org/wiki/StreamingGuide>

The following hints were posted by Moritz Barsnick on the FFmpeg user list on April 18, 2020 (edited by me):

- In my experience, an audio stream is a *must* for YouTube live streaming. You can help yourself with silent audio with minimal bandwidth. I believe I have succeeded with 8 and 16 kb/s AAC. (I used to believe it needs to be two-channel audio, but my notes say I succeeded with mono.)
- You can add silence by adding a second input: -f lavfi -i anullsrc and encoding it with low bandwidth AAC: -c:a aac -b:a 8k
- The framerate must be 24, 25, 30 or 60 fps (or those divided by 1.001).

- Don't forget to check your YouTube live stream console. It gives some (hazy) indications about your stream's health.
- YouTube has some codec recommendations, but I believe you can deviate from them with little harm:
<https://support.google.com/youtube/answer/2853702?hl=en>

2.109 Hardware acceleration

This command lists all hardware acceleration methods supported in this build of FFmpeg, regardless if the hardware is really available in this computer:

```
set "FF=c:\ffmpeg\ffmpeg" :: Path to FFmpeg  
%FF% -hwaccels  
pause
```

See also: <https://trac.ffmpeg.org/wiki/HWAccelIntro>

2.110 FFmpeg console output

	Explanation:
SAR	Sample Aspect Ratio
DAR	Display Aspect Ratio
fps	frames per second
tbr	This is guessed from the video stream and is the value users want to see when they look for the video frame rate, except sometimes it is twice what one would expect because of field rate versus frame rate.
tbn	The time base in AVStream that has come from the container. It is used for all AVStream time stamps.
tbc	The time base in AVCodecContext for the codec used for a particular stream. It is used for all AVCodecContext and related time stamps.

2.111 FFmpeg source code

Many FFmpeg features have incomplete documentation. In these cases it may help to have a look at the source code as follows:

- Go to the main FFmpeg website <http://www.ffmpeg.org/>
- Click on "Source Code" and download the file "ffmpeg-snapshot.tar.bz2"
- After unpackung, you see all the source code.
- The filters are in the folder "libavfilter"
- Most audio filters begin with "af_" and most video filters begin with "vf_"

2.112 FFmpeg: Suggestions for improvement

Listed in alphabetic order:

"acrossover" audio filter:

-- Documentation: Missing examples.

"afffilt" filter:

-- In the documentation for the `win_func` parameter the possible options are missing.

-- Also, for the `overlap` parameter, what are the default values if set to 1?

"amix" filter:

-- Documentation: What are the default weights?

-- Possible bug, see ticket 8489.

"amplify" filter:

-- Many parameters are in the [0..65535] range. It's unclear how these parameters must be set for 8-bit videos. Is it [0..255] in this case, or is it always [0..65535]? Which range for a 10-bit video, [0..1023] or [0..65535]? Please add this info to the documentation.

-- Documentation for "threshold" parameter: "Any difference greater or equal to this value..." I'm not sure if this is correct, or if it should read "Any absolute value of the difference greater or equal to this value...". Same question also for "tolerance" parameter.

-- Does it have a built-in limiter?

"blend" filter:

-- Please add documentation what all the modes do. A few modes are self-explaining, but most are not.

"chromanr" filter:

-- Documentation of the threshold option is unclear. Possible typo, replace "or" by "of"? The algorithm also uses the absolute difference of Y components, this is missing in the official documentation.

This is how I think it works:

Foreach neighbour pixel

{

 A = absolute difference of Y components of current pixel and neighbour pixel

 B = absolute difference of U components of current pixel and neighbour pixel

 C = absolute difference of V components of current pixel and neighbour pixel

 if (A+B+C < threshold) then

 use this neighbour pixel for averaging

}

If the above is correct, I suggest to change the sentence as follows:

"The algorithm calculates the absolute difference of the Y components of the current pixel and a neighbour pixel. The same is also calculated for the U and V components. A neighbour pixel is used for averaging, if the sum of all three absolute differences is lower than the threshold. Only the U and V components are averaged. The Y component remains unchanged."

-- Also the meaning of "stepw" and "steph" options is unclear. Do these options refer to the pixels? If stepw=2 and steph=2 then only a quarter of the pixels is analyzed, and the same U and V components are used for 4 pixels? Or do they refer to the selection of the neighbour pixels? If stepw=2 and steph=2 then only a quarter of the neighbour pixels is analyzed? After looking in the source, it seems the latter is the case.

"colorbalance" filter:

I don't understand what's written in the documentation. In the first sentence it's said the filter modifies the intensity. What's meant here by "intensity"? Brightness or saturation? However in the third sentence it's said the colors are shifted. For me it's unclear what this filter does. More examples and/or a better description is required.

"cue" filter:

-- please add some examples to the documentation

"curves" filter:

- In the documentation for "preset", please add the coordinates of the points for all presets. For example, what does "strong_contrast" mean? How strong is it? It would really help to know the coordinates of the points. This would also be usable as a starting point for defining your own curves.
- Documentation of "master" option: I didn't understand it, please add an example and explain it.
- Feature request: Allow import of curves files from GIMP.
- Feature request: Make an option for using straight lines instead of smooth curves. This would be a nice workaround for strong linear contrast enhancement, using only four points: 0/0 b/0 w/1 1/1 where parameter b is the black point and w is the white point.

"deband" filter:

- Documentation: Missing examples. I don't understand the description of this filter. The unit of the threshold values is unclear.

"deflicker" filter:

- Documentation: It's unclear how this filter corrects the brightness of the images. Does it add a constant, or does it multiply by a constant? With other words: Does it change the brightness or the contrast?

"derain" filter:

- Documentation: Please add examples.

"despill" filter:

- Documentation is incomplete. Possible options are not explained. Missing examples. "Mix" and "Expand" parameters need more explanation how they work.

"drawgraph" filter:

- Make clear in the documentation that the color format for the graphs is 0xAABBGGRR, however the color format for the background is 0xRRGGBBAA.

"eq" filter:

- Please add to the documentation: "Do note that what contrast does is scale the distance of a pixel's value from the median value i.e. 128 for a 8-bit input. So, if a pixel channel has a value of 100, then a contrast of 3 results in a value of $128 + 3*(100-128) = 44$."
- Please also add to the documentation that the order is always contrast -> brightness -> gamma, regardless of the order in the command line. Also fill in where saturation fits in the order (I don't know).
- Please add this example for brightness before contrast: eq=brightness=0.3,eq=contrast=5, and explain that eq=brightness=0.3:contrast=5 will be executed in the order contrast before brightness.
- It might be helpful to point out that this filter includes a limiter, if the result is out of range.

-- Feature request:

If we assume the video data is in the [0..1] range, the transfer function (before applying gamma) is: $out = brightness + 0.5 + contrast * (in - 0.5)$

This works fine for images where most pixels are in the center of the histogram. But it fails for images which consist mainly of a dark background, with only a few bright details. To amplify contrast in such images, both brightness and contrast must be adjusted, which is complicated.

I suggest to add a new parameter "pivot" in the range [0..1] which is 0.5 by default (so that it's compatible with old command lines).

$out = brightness + pivot + contrast * (in - pivot)$

With the p value properly set, the contrast can be adjusted without changing the brightness. This feature is already implemented in 3D_LUT_Creator.

-- Feature request: Correct handling of videos with alpha channel. The alpha channel should remain as it is. See my example in the "Blue screen" chapter.

Equirectangular 360° spherical videos:

-- Feature request: Inserting the required metadata so that VLC (and other players) recognize these videos as spherical. The same thing that the "Spatial Media Metadata Injector" does.

Expression evaluation:

-- 'lerp(x, y, z)' Documentation, better explanation: lerp(x,y,z) returns x if z=0, y if z=1 and interpolates if $0 < z < 1$. The return value is $x + z * (y - x)$. There is no clipping for $z < 0$ or $z > 1$.

-- 'taylor(expr, x)' 'taylor(expr, x, id)' Documentation: Better explanation and example required. I know what a taylor series is, but I don't understand how to use this FFmpeg function.

-- Feature request: A new function getval(x, y, filename) which reads a text file (or CSV file) and returns x-th value from the y-th line. Usable for many purposes where you have a parameter that can't be expressed by a simple formula, so that reading from an external file is easier. For example if you want to overlay a small video over the main video, at a variable position which is an arbitrary function of time.

-- Feature request: Share variables between expressions. This is especially required if inside the geq filter a variable is calculated by a long and complicated expression which depends only on T (with other words: a function of time). This expression will be evaluated for each pixel again and again, making the filter extremely slow. It would be much better to calculate the variable only one time per frame, and then make this variable readable inside the geq filter.

-- Feature request: Allow to set variables by reading from an input text or CSV file.

-- Feature request: A function for segment-wise linear or spline interpolation of a curve through a set of given points. Similar to this workaround for segment-wise linear interpolation: $\text{between}(T+0.001,0,1)*\text{lerp}(200,400,T)+\text{between}(T+0.001,1,2)*\text{lerp}(400,500,T-1)+\text{between}(T+0.001,2,3)*\text{lerp}(500,550,T-2)$

"fade" filter:

-- Feature request: Please allow a fade-out at the end of the video, where the start time is defined relative to the end of the video. With other words it should work without knowing the length of the video.

"filter_complex_script"

-- Documentation: Please add that line feeds and empty lines are allowed in the script file, which makes the content much better readable.

"find_rect" video filter

-- The following things should be added to the documentation:

-- The meaning of the 'xmin, ymin, xmax, ymax' options is unclear. It should be mentioned in the documentation that these coordinates refer to the top left corner of the object image. It's not the center of the object image! In the special case if the result is near the bottom right corner of the specified range, the object image would lie almost completely outside of the specified range. To get the center coordinates, half the size of the object image has to be added.

-- If the input video contains multiple instances of the object, find_rect will find only one of them.

-- threshold = 0.01 means only exact matches, threshold = 0.99 means almost everything matches

-- If the threshold value is met, find_rect writes the result to these internal variables: lavfi.rect.w (width of object), lavfi.rect.h (height of object), lavfi.rect.x (x position of object), lavfi.rect.y (y position of object)

-- It is possible to write these variables to a file with ffprobe and -show_entries

-- Examples section: Find the position of an object in each frame and write it to a log file:
`ffprobe -f lavfi movie=test.mp4,find_rect=object=object.pgm:threshold=0.3 -show_entries frame=pkt_pts_time:frame_tags=lavfi.rect.x,lavfi.rect.y -of csv 1> log.csv`

-- Suggestion for improvement: Please make also the internal variable "best_score" available, so that it can be written to the log file as well.

-- Suggestion for improvement: Add an option for using the result from the last frame as the starting point (plus or minus a specified range) for the current frame. For example, if the last result was (x=100, y=200) let the search range for the current frame be from (100-R, 200-R) to (100+R, 200+R). This could significantly speed up the algorithm, under the assumption that the object doesn't move far from one frame to the next.

"geq" filter:

-- Feature request: Allow commands, especially it should be possible to set a variable sd() inside the geq argument.

-- Please add to the documentation that this filter has no built-in limiter for overflow handling when the result is out of range, and that the functions must be different for 8-bit or 10-bit videos. This filter doesn't interpret video data in the [0..1] range, but instead [0..255] for 8-bit video and [0..1023] for 10-bit video. This isn't clear in the documentation.

"lagfun" filter:

-- Please add to the documentation that it doesn't work with RGB24 pixel format, and throw an error message when the input is RGB24.

"overlay" filter:

-- Feature request: "enable" option

"perspective" filter:

-- When the "sense=destination" option is used, the output size is smaller than the input size and the outer area is filled with the colors of the pixels at the edge of the video. It would be better to define a uniform color, with black as default. As a workaround I used the "pad" filter to create a black border around the video, before using the perspective filter. Please see my example in the "Video-in-Video" chapter.

"scale" filter:

-- Feature request: An option for reducing the size of an image, which calculates the brightness of the destination pixel not by averaging the source pixels, but instead by choosing the brightest of the source pixels. Usable for shrinking images of the starry night sky, without loosing faint stars.

"selectivecolor" filter:

-- I don't understand the difference between "absolute" and "relative". Please add a better explanation and an example to the documentation.

"sendcmd" filter:

- Documentation: Please add an example for sendcmd, if the target filter has more than one input. In this case the sendcmd filter can't be inserted directly before the target filter. When choosing a suitable position for sendcmd in the filter chain, make sure that at this position the duration is sufficient. If you have signal sources of different lengths, always choose the longest one for sendcmd.
- Documentation: All arguments of the target filter must be initialized with valid values, even if these values are never used because sendcmd does always overwrite them.
- Feature request: Allow that the sendcmd filter accepts any number of inputs, and just pass the inputs to the next filter. This will simplify things if you need a sendcmd before a target filter which has more than one input.

"streamselect" filter:

- Documentation: The examples are misleading. In the more general case it's impossible to write sendcmd directly before streamselect, because streamselect requires at least two inputs but sendcmd accepts only one input.
- Feature request: Please allow expressions for "map". That's easier than sendcmd.

"superequalizer" audio filter:

- Documentation: The unit of the parameters is unclear. Example missing.

"tmix" filter:

- Undocumented feature missing in documentation: If not specified, all weights are 1 by default.
- Add the most simple example to the documentation: "tmix" works and is the same as "tmix=frames=3"
- Undocumented feature missing in documentation: "tmix=frames=1" works and is a bypass mode.
- The last sentence in the documentation is misleading and should be changed to "By default scale is set to 1 / (sum of weights)".

"trim" filter:

- Feature request: Please allow expressions for the times.
- Feature request: Please allow to specify the end time relative to the end of the video, so that it's possible to trim 5 seconds from the end of the video,

without having to know the video length.

"v360" filter:

-- Error with "perspective" output: The output image is mirrored and the center of the input image is not in the center of the output image. The command `v360=e:perspective` should give the output that this workaround gives: `v360=e:perspective:pitch=90:v_flip=1`

-- Suggestion for improvement: Support 4th order polynomial fisheye projection, as described on Paul Bourke's website:
<http://paulbourke.net/dome/fisheyecorrect/>

"vibrato" audio filter

-- Documentation: It's unclear how a phase modulation can be expressed as a percentage. What does `d=1.0` mean?

"xfade" filter:

It would be nice if it could be used similar as "acrossfade", where the crossfade is always at the end of the first video, so that you don't have to know the length of the first video. Could be used as a workaround for fade-out at the end of a video, by crossfading with a black video. I know that this requires a lot of memory, but this is acceptable as in most cases crossfading aren't longer than 1-2 seconds.

Feature request: "Black hole" filter, which simulates the bending of light rays near a black hole. There are several workarounds in this document, as C# code and also as a long and complicated expression for geq filter. The filter should accept four input parameters: `x_center`, `y_center`, `radius`, `shape`. All parameters should allow expressions (for moving black holes, and for dynamically changing the radius).

Feature request for reading PGM files (required for example for "remap" filter): These files should contain only values in the [0..65535] range. In the case of ASCII PGM (P2) files, it's theoretically possible that the file contains negative values. FFmpeg should give a warning if a negative value is found.

Feature request: Cross correlation for audio. For comparing two audio channels from the same sound source, which were recorded with two microphones at different places. Automatically find the best-fit delay time between two audio channels.

Feature request: Video stabilization for v360 videos (like deshake / vidstabdetect / vidstabtransform)

Documentation: There are a few pairs of video filters which share a common description: lut2/tlut2, setdar/setsar and weave/doubleweave.

The problem is that the second filter is difficult to find if you search by alphabet. I suggest to list these filters in correct alphabetic order, and the description of the second one contains only a link to the other filter.

Same problem also for "afifo", "agraphmonitor" and "astreamselect" which are listed only in "Video filters". They should be listed in "Audio filters". A link to the corresponding video filter would be sufficient.

3 Audio processing with FFmpeg

3.1 Combine multiple audio files with crossfadings

```
rem Combine multiple audio files with crossfadings

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg

set "FILE1=Sound_Day.wav"      :: First audio filename
set "V1=1.0"                   :: Volume
set "S1=0"                     :: Start time
set "L1=14"                    :: Length

set "FILE2=Sound_Night.wav"    :: Second audio filename
set "V2=0.2"                   :: Volume
set "S2=20"                    :: Start time
set "L2=55"                    :: Length

set "FILE3=Sound_Day.wav"      :: Third audio filename
set "V3=1.0"                   :: Volume
set "S3=20"                    :: Start time
set "L3=30"                    :: Length

set "DUR=5"                    :: Crossfade duration
set "OUT=sound.mp3"            :: Output audio filename

%FF% -ss %S1% -i %FILE1% -t %L1% -af volume=%V1% -y s1.wav
%FF% -ss %S2% -i %FILE2% -t %L2% -af volume=%V2% -y s2.wav
%FF% -ss %S3% -i %FILE3% -t %L3% -af volume=%V3% -y s3.wav
%FF% -i s1.wav -i s2.wav -filter_complex acrossfade=d=%DUR% -y s12.wav
%FF% -i s12.wav -i s3.wav -filter_complex acrossfade=d=%DUR% -y %OUT%

pause
```

In this example three audio files are concatenated with crossfadings. For each file the volume, start time and length can be specified.

At first three temporary files are created, then the first two are combined, and in the last step the third file is added.

There is no quality loss because *.wav is an uncompressed audio format.

3.2 Change audio sample rate and number of audio channels

```
rem Change the audio sample rate and the number of audio channels

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=PanoView.mp4"         :: Input video
set "START=5"                 :: Start time
set "LEN=5"                   :: Length
set "OUT=out.mp4"             :: Output video

%FF% -ss %START% -t %LEN% -i %IN% -ac 2 -af aresample=44100 -y %OUT%

pause
```

- **-ac 2** sets the number of audio channels to 2. If you want to copy a mono channel to both stereo channels, use **aeval=val(0)|val(0)**
- **-af aresample=44100** changes the audio sample rate to 44100 Hz

3.3 Change audio length, sample rate and/or pitch

Command line	Length	SR	Pitch	What has changed?
ffmpeg -f lavfi -i sine=f=1000:r=48000:d=5 s.wav	5 s	48000	1000 Hz	(This is the input file)
ffmpeg -i s.wav -af asetrate=24000,atempo=2.0,aresample=48000 t1.wav	5 s	48000	500 Hz	Pitch
ffmpeg -i s.wav -af aresample=24000 t2.wav	5 s	24000	1000 Hz	SR
ffmpeg -i s.wav -af asetrate=24000,atempo=2.0 t3.wav	5 s	24000	500 Hz	SR and Pitch
ffmpeg -i s.wav -af atempo=2.0 t4.wav	2.5 s	48000	1000 Hz	Length
ffmpeg -i s.wav -af asetrate=24000,aresample=48000 t5.wav	10 s	48000	500 Hz	Length and Pitch
ffmpeg -i s.wav -af atempo=2.0,aresample=24000 t6.wav	2.5 s	24000	1000 Hz	Length and SR
ffmpeg -i s.wav -af asetrate=24000 t7.wav	10 s	24000	500 Hz	Length, SR and Pitch
Change the length by factor L and pitch by factor P: set "L=1.2" set "P=1.5" ffmpeg -i s.wav -af atempo=1/%L%/%P%,asetrate=48000*%P%,aresample=48000 t8.wav	6 s	48000	1500 Hz	Length and Pitch

Please note that the argument of the atempo filter must be in the [0.5 ... 2.0] range.

See also the rubberband filter, but currently (May 2020) this filter is not enabled in the Windows build from Zeranoe.

3.4 Replace a segment of the audio stream by silence

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "B=10"                     :: Time where silence begins
set "E=10"                     :: Time where silence ends

%FF% -i in.mp4 -c:v copy -af "volume=enable='between(t,%B%,%E%)':volume=0" out.mp4

pause
```

3.5 Stereo --> mix into one mono channel

Both channels of the stereo stream will be downmixed into the stream:

```
ffmpeg -i stereo.wav -ac 1 mono.wav
```

3.6 Check if both stereo channels are equal

In this example the right audio channel is inverted and then both channels are mixed into a mono channel. If the result is silence, then both input channels were equal. The input can be a video or an audio file.

```
c:\ffmpeg\ffmpeg -i input.mp4 -af "aeval=val(0)|-val(1)" -ac 1 mono.wav
```

3.7 Extract one mono channel from stereo

```
ffmpeg -i stereo.wav -filter_complex "[0:a]channelsplit=channel_layout=stereo:channels=FR[right]" -map "[right]" front_right.wav
```

3.8 Stereo --> two mono channels

```
ffmpeg -i stereo.wav -filter_complex "[0:a]channelsplit=channel_layout=stereo[left][right]" -map "[left]" left.wav -map "[right]" right.wav
```

This command line does the same thing:

```
ffmpeg -i stereo.wav -map_channel 0.0.0 left.wav -map_channel 0.0.1 right.wav
```

3.9 Mono --> stereo

Of course both stereo channels will be identical.

```
ffmpeg -i input.wav -ac 2 output.wav
```

3.10 Two mono channels --> stereo

```
ffmpeg -i left.mp3 -i right.mp3 -filter_complex "[0:a][1:a]join=inputs=2:channel_layout=stereo[a]" -map "[a]" output.mp3
```

3.11 Mix two stereo channels to one stereo channel

```
ffmpeg -i input1.wav -i input2.wav -filter_complex "[0:a][1:a]amerge=inputs=2[a]" -map "[a]" -ac 2 output.mp3
```

3.12 How to choose the correct audio volume level

Normally music is normalized to the maximum value (+32676 for 16-bit). That means the loudest part uses the maximum possible values, just without clipping. You can use the music for your video as-is, or you can make it quieter. If you make it louder, then it may be clipped.

Things are totally different when you make your own sound records, for example nature sounds.

As the first step, I recommend to calibrate the volume knob of your amplifier. To do this, show several videos from different sources (not your own selfmade videos), and adjust the volume knob so that all videos sound just right, with other words: Adjust the volume knob so, as you would like to hear these videos in the planetarium. To make sure that the frequency response is acceptable, use good 3-way boxes. Leave the volume knob in this position and don't change it.

Now you can adjust the volume of your own video, so that it also sounds great in the planetarium. This ensures that you can play all videos (your own and other videos) one after the other. You don't want to touch the volume knob during a presentation!

3.13 Remove low frequencies (wind noise) from an audio track

```
rem Audio high pass filtering and volume adjustment

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=sound.wav"            :: Input soundtrack
set "AS=20"                   :: Start time
set "LEN=60"                  :: Length
set "HP=500"                  :: Cut-off frequency of the high pass filter
set "VOL=10"                  :: Volume factor
set "OUT=out.mp3"             :: Output soundtrack

%FF% -ss %AS% -i %IN% -af highpass=f=%HP%,highpass=f=%HP%,highpass=f=%HP%,volume=%VOL% -t %LEN% -y %OUT%

pause
```

The high pass filter attenuates low frequencies by 6 dB per octave. At the specified cut-off frequency, the filter has 3dB attenuation. In this example, the same filter is used three times in a row, resulting in 18dB per octave.

3.14 Make a video from an audio file

Suppose an audio file is to be shown on Facebook. However, this is not possible because only pictures or videos can be shown there. Solution: The audio file is extended with a monochrome picture to a video.

```
c:\ffmpeg\ffmpeg -f lavfi -i color=c=black -i audio.mp3 -shortest out.mp4
pause
```

Do the same thing with a picture:

```
c:\ffmpeg\ffmpeg -loop 1 -i picture.jpg -i audio.mp3 -shortest out.mp4
pause
```

Do the same thing and use only a time segment from the audio file:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=IMG_1313.jpg"         :: Input image
set "SOUND=190923_0019_12.wav" :: Sound file
set "SS=110"                  :: Start time in the sound file
set "SIZE=1600x1200"          :: Size of output video
set "T=10"                    :: Duration
set "OUT=out.mp4"             :: Output video

%FF% -loop 1 -i %IN% -ss %SS% -i %SOUND% -s %SIZE% -t %T% -y %OUT%

pause
```

3.15 Convert ultrasound to the audible range, e.g. to hear bats

There are two fundamentally different methods of converting a high frequency to a lower frequency. The first method is to divide the frequency by a constant (for example 2), in this case the frequency range from 0 to 25kHz is converted to the range from 0 to 12.5kHz.

```
rem Make 2 seconds 1kHz sinewave, followed by 2 seconds silence:  
c:\ffmpeg\ffmpeg -f lavfi -i "sine=frequency=1000:sample_rate=48000:duration=2" -af apad -t 4 sine.wav  
  
rem Halving the sampling rate doubles the duration and halves the pitch  
c:\ffmpeg\ffmpeg -i sine.wav -af asetrate=24000 out1.mp3  
  
rem The atempo=2 filter causes the duration to be halved and the pitch to remain unchanged  
rem (The factor must be in the range [0.5 .. 2.0], if necessary you can use the filter several times in a row)  
c:\ffmpeg\ffmpeg -i sine.wav -af atempo=2.0 out2.mp3  
  
rem A combination of these two effects causes the duration to remain unchanged and the pitch to be halved:  
c:\ffmpeg\ffmpeg -i sine.wav -af asetrate=24000,atempo=2.0 out3.mp3  
  
pause
```

The second method is to subtract a constant frequency. In this case, for example, the frequency range [15kHz ... 25kHz] is converted to the range [0kHz ... 10kHz]. The advantage is that the frequency range from 0 to 15kHz is completely suppressed.

```
rem Ultrasound converter by mixing (subtraction of the mixing frequency)  
  
set "IN=Fledermaus_44100.wav"      :: Input soundtrack (containing ultrasound)  
set "SR=44100"                     :: Sample rate of the input soundtrack  
set "MF=15000"                     :: Mixing frequency (this is the frequency to be subtracted)  
set "BB=10000"                     :: Bandwidth  
                                    :: The frequency range [MF ... MF+BB] is converted to the range [0Hz ... BB]  
set "VOL=3"                        :: Volume factor  
set "OUT=out.wav"                  :: Output soundtrack  
  
c:\ffmpeg\ffmpeg -ss 100 -i %IN% -f lavfi -i aevalsrc="sin(%MF%*2*PI*t):c=stereo:s=%SR%" ^  
-filter_complex "[0]volume=%VOL%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF% [sound];  
[sound][1]amultiply,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%" -y %OUT%  
  
pause
```

The amultiply filter in the above example does multiply the input signal by a sine wave. Both inputs and the output are in the [-1...+1] range.

In this example, the ultrasound from a video is mixed to the audible range and the video is copied as-is:

```
rem Ultrasound converter by mixing (subtraction of the mixing frequency)

set "IN=7Z7A1699.MOV"          :: Input video
set "SR=48000"                 :: Sample rate of the input soundtrack
set "MF=12000"                 :: Mixing frequency (this is the frequency to be subtracted)
set "BB=10000"                 :: Bandwidth
                                :: The frequency range [MF ... MF+BB] is converted to the range [0Hz ... BB]
set "VOL=40"                   :: Volume factor
set "OUT=699.mp4"              :: Output video

c:\ffmpeg\ffmpeg -i %IN% -f lavfi -i aevalsrc="sin(%MF%*2*PI*t):c=stereo:s=%SR%" ^
-filter_complex "[0]volume=%VOL%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF% [sound];
[sound][1]amultiply,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%" -y %OUT%
pause
```

If the output audio sample rate is specified with -ar, it must be a sane sample rate such as 44.1k or 48k.

3.16 Record sound with the computer's built-in microphone

With this batch file you can see which microphones are available:

```
c:\ffmpeg\ffmpeg -list_devices 1 -f dshow -i dummy  
pause
```

With this batch file you can display the properties of a specific microphone:

```
c:\ffmpeg\ffmpeg -list_options 1 -f dshow -i "audio=Mikrofon (Realtek High Definiti"  
pause
```

With this batch file you can record sound with the internal microphone:

```
c:\ffmpeg\ffmpeg -f dshow -channels 2 -i audio="Mikrofon (Realtek High Definiti" -t 5 -f mp3 -y out.mp3  
pause
```

With this batch file you can record sound with a cheap chinese USB soundcard (Model "3D SOUND"):

```
rem c:\ffmpeg\ffmpeg -list_devices 1 -f dshow -i dummy  
  
rem c:\ffmpeg\ffmpeg -list_options 1 -f dshow -i "audio=Mikrofon (USB Audio Device)"  
  
c:\ffmpeg\ffmpeg -f dshow -sample_rate 44100 -sample_size 16 -channels 2 -i audio="Mikrofon (USB Audio Device)" -t 5 -f  
mp3 -y out.mp3  
  
pause
```

3.17 Record a "Voice-Over" audio track

A "Voice-Over" track is an audio track that's recorded while simultaneously a video is played. Useful also for making sound effects that fit to the video.

Note: Later I found out that it's much easier to record a Voice-Over track with Davinci Resolve. But for completeness I'm also showing here how it can be done with FFmpeg.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"              :: Input video
set "AUDIO=audio.wav"          :: Output audio

%FF% -re -i %IN% -f dshow -audio_buffer_size 100 -channels 2 -i audio="Mikrofon (Realtek High Definition)" -y -map 1:a
%AUDIO% -map 0:v -f sdl2 -
```

Please note that this command line has several problems:

1. It doesn't stop when the end of the video has been reached. The audio file gets longer than the video. But you can manually close the console window.
2. Video and audio are not perfectly synchrone. This depends also on the "audio_buffer_size" value.
3. If audio_buffer_size is large (or if the large default value is used), FFmpeg doesn't play the video continuously. It's stop-and-go.
4. I found no documentation for -f sdl2

Alternatively it's also possible to pipe the video output to FFplay. In this case the scale filter is required to make the FFplay window smaller, so that you can still see the console window and close it manually when the video has ended.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "FP=c:\ffmpeg\ffplay"       :: Path to FFplay
set "IN=test.mp4"              :: Input video
set "AUDIO=audio.wav"          :: Output audio

%FF% -an -i %IN% -f dshow -audio_buffer_size 100 -channels 2 -i audio="Mikrofon (Realtek High Definition)" -y -map 1:a
%AUDIO% -map 0:v -vf scale=iw/2:-1 -f nut - | %FP% -
```

This example that was proposed by Gyan Doshi in the FFmpeg user list on January 17th, 2020. It uses the mpegs format instead. It works, but unfortunately it takes about 5 seconds until the FFplay window appears. The -autoexit option should close FFplay when EOF is detected, but in this

example it doesn't work.

```
c:\ffmpeg\ffmpeg -an -i test.mp4 -f dshow -audio_buffer_size 100 -channels 2 -i audio="Mikrofon (Realtek High Definition Microphone)" -y -map 1:a audio.wav -map 0:v -vf scale=iw/2:-1 -f mpegts - | c:\ffmpeg\ffplay -f mpegts -autoexit -
```

The original video (with original audio) and the new recorded audio can now be mixed with this command line. The best value for "offset" has to be found by try and error.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=test.mp4"             :: Input video (with audio)
set "AUDIO=audio.wav"         :: Input audio
set "OFFSET=0.35"              :: Offset time in seconds, a positive value means audio is shifted towards the beginning
set "W1=0.2"                   :: Weight of original sound from the video
set "W2=2.5"                   :: Weight of sound from audio file

%FF% -i %IN% -i %AUDIO% -filter_complex "[1:a]atrim=%OFFSET%[2],[0:a][2]amix=weights='%W1% %W2%' -y -shortest -q:v 2
-c:v mpeg4 out.mp4

pause
```

Note: In the above example I did use the mpeg4 encoder, because with the default lib264 encoder there is a problem. Unexpectedly the audio in the output file is shorter than the video. The problem can be reproduced as follows:

```
c:\ffmpeg\ffmpeg -f lavfi -i testsrc2=size=vga -f lavfi -i sine=1000 -t 6 -y video.mp4
c:\ffmpeg\ffmpeg -i video.mp4 -i video.mp4 -lavfi "[0:a][1:a]amix=weights='1.0 0.1'" -y out.mp4

rem 3 known workarounds:
rem c:\ffmpeg\ffmpeg -i video.mp4 -i video.mp4 -lavfi "[0:a][1:a]amix=weights='1.0 0.1'" -c:v mpeg4 -y out.mp4
rem c:\ffmpeg\ffmpeg -i video.mp4 -i video.mp4 -lavfi "[0:a]apad[p];[p][1:a]amix=weights='1.0 0.1'" -shortest -y out.mp4
rem c:\ffmpeg\ffmpeg -i video.mp4 -i video.mp4 -lavfi "[0:a]apad=pad_len=1[p];[p][1:a]amix=weights='1.0 0.1'" -y out.mp4

pause
```

3.18 Passing the FFmpeg output to FFplay

This batch file passes the video and audio output of FFmpeg to FFplay

```
c:\ffmpeg\ffmpeg -i in.mp4 (insert some filters here) -f nut - | c:\ffmpeg\ffplay -
pause
```

3.19 Record sound and pass the output to FFplay

This batch file records sound from the computer's microphone (or audio input) and passes the output to FFplay

```
c:\ffmpeg\ffmpeg -f dshow -sample_rate 44100 -sample_size 16 -channels 2 -i "audio=Microphone (SoundMAX Integrated"
(insert some filters here) -f wav - | c:\ffmpeg\ffplay -
pause
```

3.20 Live ultrasound conversion

It's possible to make ultrasound conversion in almost real time. You can input the ultrasound via the computer's microphone (or 3.5mm input jack), and play the converted sound via the computer's speakers (or 3.5mm headphone output to an audio amplifier). The conversion has about 1-2 seconds delay. Make sure that in the Windows control panel, in the microphone properties under "Microphone Extensions", no filter should be used.

```
rem c:\ffmpeg\ffmpeg -list_devices 1 -f dshow -i dummy
rem c:\ffmpeg\ffmpeg -list_options 1 -f dshow -i "audio=Mikrofon (Realtek High Definiti"

rem Live ultrasound converter by mixing (subtraction of the mixing frequency)

set "SR=44100"          :: Sample rate of the input soundtrack
set "MF=10000"           :: Mixing frequency (this is the frequency to be subtracted)
set "BB=10000"           :: Bandwidth
                           :: The frequency range [MF ... MF+BB] is converted to the range [0Hz ... BB]
set "VOL=30"              :: Volume factor

c:\ffmpeg\ffmpeg -f dshow -channels 2 -i audio="Mikrofon (Realtek High Definiti" -f lavfi -i aevalsrc="sin(%MF%*2*PI*t):c=stereo:s=%SR%" -filter_complex "[0]volume=%VOL%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF%,highpass=f=%MF%[sound];[sound][1]amultiply,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%,lowpass=f=%BB%" -f nut - | c:\ffmpeg\ffplay -
```

Pinout of 3.5mm stereo connectors: Tip contact is left channel, middle contact is right channel, outer contact is ground.

This is another method for live ultrasound conversion. It's faster and uses the FFT filter:

```
rem c:\ffmpeg\ffmpeg -list_devices 1 -f dshow -i dummy
rem c:\ffmpeg\ffmpeg -list_options 1 -f dshow -i "audio=Mikrofon (Realtek High Definiti"

rem Live ultrasound converter by mixing (subtraction of the mixing frequency)

set "SR=44100"          :: Input sample rate
set "F=4000"              :: Subtracted frequency in Hz
set "VOL=30"              :: Volume factor
set /a "N=4096*%F%/%SR%" :: N = 4096 * F / SR
set "AB=10"                :: Audio buffer in milliseconds
```

```
c:\ffmpeg\ffmpeg -f dshow -audio_buffer_size %AB% -sample_rate %SR% -sample_size 16 -channels 2 -i audio="Mikrofon  
(Realtek High Definiti" -af volume=%VOL%,afftfilt='real=if(lt(b+%N%,nb),real(b+%N%,ch),0)':'imag=if(lt(b+%N%,nb),imag(b+  
%N%,ch),0)' -f nut - | c:\ffmpeg\ffplay -
```

In this example the delay time between input and output can be minimized by setting the `-audio_buffer_size` to a small value, for example with 10ms buffer size the delay is about 0.5 seconds.

See also: <https://trac.ffmpeg.org/wiki/DirectShow#BufferingLatency>

3.21 Extract the audio from a video

```
c:\ffmpeg\ffmpeg -i video.mp4 -vn audio.mp3
```

3.22 Split a video into audio-only and video-only

Audio and video are saved in individual files.

```
c:\ffmpeg\ffmpeg -i input.mp4 -vcodec mpeg2video output_video.m2v -acodec copy output_audio.mp3
```

3.23 Synchronize audio with video

If you have a video with out-of-sync audio, you can synchronize it as follows. In this example a 0.5 seconds delay is added to the audio stream:

```
c:\ffmpeg\ffmpeg -i input.mp4 -itsoffset 0.5 -i input.mp4 -map 0:0 -map 1:1 -acodec copy -cavc copy output.mp4
```

3.24 Sources for royalty-free music

Royalty-free music can be found here for example: <http://opsound.org>

But royalty-free doesn't mean you can do what you want with the music. You should read the licence carefully. For example it may be required to give the artist a proper credit, and show a link to the licence in the video.

3.25 Sound effects, from frequency domain to time domain

Frequency domain	Time domain	Notes
<code>freq(t)</code>	$y(t) = \sin(2\pi \cdot freq(t) \cdot t)$	This formula is wrong. It doesn't work this way.
<code>freq(t)</code>	$y(t) = \sin(2\pi \int_0^t freq(\tau) d\tau)$	This is the correct way to calculate the signal in the time domain.
<code>freq(t)=f0</code>	$y(t) = \sin(2\pi \cdot t \cdot f0)$	Sine tone with constant frequency
<code>freq(t)=f0+(f1-f0)*t/p</code>	$y(t) = \sin(2\pi \cdot t \cdot (f0 + t \cdot (f1 - f0) / (2 \cdot p)))$	Linear chirp from f_0 to f_1 in p seconds
<code>freq(t)=f0+f1*sin(2*pi*t)</code>	$y(t) = \sin(2\pi \cdot t \cdot f0 - f1 \cdot \cos(2\pi \cdot t))$	Sinusoidally rising and falling tone from f_0-f_1 to f_0+f_1 with a period of one second
<code>freq(t)=f0+f1*sin(2*pi*t/p)</code>	$y(t) = \sin(2\pi \cdot t \cdot f0 - f1 \cdot p \cdot \cos(2\pi \cdot t / p))$	Sinusoidally rising and falling tone with a period of p seconds

Here are a few examples:

```

rem Create a sine tone

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=1000"                  :: Frequency in Hz
set "T=5"                      :: Duration in seconds
set "OUT=out.wav"              :: Output filename

%FF% -f lavfi -i sine=%F0%:d=%T% -y %OUT%
pause

```

```

rem Linear chirp from 1kHz to 10kHz in 9 seconds

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=1000"                  :: Start frequency in Hz
set "F1=10000"                 :: End frequency in Hz
set "P=9"                      :: Duration in seconds
set "VOL=0.1"                  :: Volume
set "OUT=out.wav"              :: Output filename

%FF% -f lavfi -i aevalsrc='%VOL%*sin(2*PI*t* (%F0%+t* (%F1%-%F0%)/(2*%P%))):c=stereo:s=44100' -t %P% -y %OUT%

pause

```

```

rem Linear chirp from 20Hz to 2kHz in 10 seconds
rem This is an approximated rectangular wave consisting of the fundamental wave and three overtones

rem This is also an example for the st() and ld() functions
rem First the phase is calculated and saved in variable "0", then the saved phase is used multiple times
rem to calculate the amplitudes of the fundamental wave and its overtones

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=20"                    :: Start frequency in Hz
set "F1=2000"                  :: End frequency in Hz
set "P=10"                     :: Duration in seconds
set "VOL=0.2"                  :: Volume
set "OUT=out.wav"              :: Output filename

%FF% -f lavfi -i aevalsrc='st(0,'2*PI*t* (%F0%+t* (%F1%-%F0%)/(2*%P%))');%VOL%*(sin(ld(0))
+sin(3*ld(0))/3+sin(5*ld(0))/5+sin(7*ld(0))/7):c=stereo:s=48000' -t %P% -y %OUT%

pause

```

```

rem Linear chirp from 20Hz to 2kHz in 10 seconds
rem This is a rectangular wave

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "F0=20"                  :: Start frequency in Hz
set "F1=2000"                :: End frequency in Hz
set "P=10"                   :: Duration in seconds
set "VOL=0.2"                :: Volume
set "OUT=out.wav"            :: Output filename

%FF% -f lavfi -i aevalsrc='st(0,'2*PI*t*(%F0%+t*(%F1%-%F0%)/(2*%P%))';%VOL%*lt(mod(ld(0),2*PI),PI):c=stereo:s=48000' -t %P% -y %OUT%

pause

```

```

rem Linear chirp from 20Hz to 10kHz in 10 seconds
rem This is an approximated triangular wave consisting of the fundamental wave and three overtones

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "F0=20"                  :: Start frequency in Hz
set "F1=10000"               :: End frequency in Hz
set "P=10"                   :: Duration in seconds
set "VOL=0.2"                :: Volume
set "OUT=out.wav"            :: Output filename

%FF% -f lavfi -i aevalsrc='st(0,'2*PI*t*(%F0%+t*(%F1%-%F0%)/(2*%P%))';%VOL%*(sin(ld(0))-sin(3*ld(0))/9+sin(5*ld(0))/25-sin(7*ld(0))/49):c=stereo:s=48000' -t %P% -y %OUT%

pause

```

```

rem Linear chirp from 20Hz to 2kHz in 10 seconds
rem The waveform is a needle impulse which a width of 1/25 of the period

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "F0=20"                  :: Start frequency in Hz
set "F1=2000"                :: End frequency in Hz
set "W=1/25"                 :: Width of needle impulses
set "P=10"                   :: Duration in seconds
set "VOL=1"                  :: Volume
set "OUT=out.wav"            :: Output filename

%FF% -f lavfi -i aevalsrc='st(0,'2*PI*t*(%F0%+t*(%F1%-%F0%)/(2*%P%))';%VOL%*lt(mod(ld(0),2*PI),2*PI*%W%) :c=stereo:s=96000' -t %P% -y %OUT%

pause

```

```

rem Sinusoidally rising and falling tone from 400Hz to 1600Hz with a period of 2 seconds

set "FF=c:\ffmpeg\ffmpeg"    :: Path to FFmpeg
set "F0=1000"                :: Mid frequency in Hz
set "F1=600"                 :: Half of frequency sweep in Hz
set "P=2"                     :: Period in seconds
set "T=10"                   :: Duration in seconds
set "VOL=0.1"                :: Volume
set "OUT=out.wav"            :: Output filename

%FF% -f lavfi -i aevalsrc='%VOL%*sin(2*PI*t*%F0%-%F1%*%P%*cos(2*PI*t/%P%)) :c=stereo:s=44100' -t %T% -y %OUT%

pause

```

```

rem Create band-limited noise from f0 to f1

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=2000"                  :: Lower frequency in Hz
set "F1=4000"                  :: Upper frequency in Hz
set "SR=44100"                 :: Sample rate in Hz
set "WS=65536"                 :: Window size for FFT filter, bigger size reduces click noise
set "T=5"                      :: Duration in seconds
set "VOL=.5"                   :: Volume
set "OUT=out.wav"              :: Output filename

%FF% -f lavfi -i anoisesrc=r=%SR%:a=%VOL%:d=%T% -af afftfilt='win_size=%WS%:real=re*between(0.5*sr*b/nb,%F0%,%F1%):imag=im*between(0.5*sr*b/nb,%F0%,%F1%)' -y %OUT%

pause

```

This example sends the sound directly to FFplay:

```

rem Create band-limited noise for two bands from f0 to f1 and from f2 to f3

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=500"                   :: Lower band start frequency in Hz
set "F1=600"                   :: Lower band stop frequency in Hz
set "F2=1000"                  :: Upper band start frequency in Hz
set "F3=1200"                  :: Upper band stop frequency in Hz
set "SR=44100"                 :: Sample rate in Hz
set "T=5"                      :: Duration in seconds
set "VOL=1"                    :: Volume

%FF% -f lavfi -i anoisesrc=r=%SR%:a=%VOL%:d=%T% -af afftfilt='win_size=65536:real=re*bitor(between(0.5*sr*b/nb,%F0%,%F1%),between(0.5*sr*b/nb,%F2%,%F3%)):imag=im*bitor(between(0.5*sr*b/nb,%F0%,%F1%),between(0.5*sr*b/nb,%F2%,%F3%))' -f nut - | c:\ffmpeg\ffplay -autoexit -

pause

```

```

rem Create band-limited noise for three bands from f0 to f1, from f2 to f3 and from f4 to f5

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "F0=500"                   :: Lower band start frequency in Hz
set "F1=550"                   :: Lower band stop frequency in Hz
set "F2=1000"                  :: Mid band start frequency in Hz
set "F3=1100"                  :: Mid band stop frequency in Hz
set "F4=1500"                  :: Upper band start frequency in Hz
set "F5=1650"                  :: Upper band stop frequency in Hz
set "SR=44100"                 :: Sample rate in Hz
set "T=5"                      :: Duration in seconds
set "VOL=1"                     :: Volume
set "OUT=out.wav"               :: Output filename

%FF% -f lavfi -i anoisessrc=r=%SR%:a=%VOL%:d=%T% -af afftfilt='win_size=65536:real=re*bitor(bitor(between(0.5*sr*b/nb,%F0%,%F1%),between(0.5*sr*b/nb,%F2%,%F3%)),between(0.5*sr*b/nb,%F4%,%F5%)):imag=im*bitor(bitor(between(0.5*sr*b/nb,%F0%,%F1%),between(0.5*sr*b/nb,%F2%,%F3%)),between(0.5*sr*b/nb,%F4%,%F5%))' -y %OUT%

pause

```

3.26 Make an audio file with a short test tone

```
rem Make a 10 seconds audio file with a short 3kHz tone at t=3s  
c:\ffmpeg\ffmpeg -f lavfi -i sine=3000:duration=0.1 -af adelay=3000,apad -t 10 -y audio.wav
```

3.27 Measuring the audio volume

The audio volume can be measured with the "volumedetect" filter, which doesn't change the input signal. The volume is written to the log output.

For example, this is useful if you have an unknown audio filter and want to know how much the volume is attenuated at a given frequency. In this case you would analyze the volume before and after applying the filter.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg  
  
rem Create a 5 seconds 2kHz audio file:  
%FF% -f lavfi -i sine=2000 -t 5 -y test.wav  
  
rem Analyze the volume of this file:  
%FF% -i test.wav -af volumedetect -f null NUL  
  
pause
```

In this example the output format is "null" because no output file is required. It's also possible to replace "NUL" by "-" and this has the advantage that it runs under Linux and Windows:

```
%FF% -i test.wav -af volumedetect -f null -
```

3.28 Create an alternating left/right stereo sound

This batch file creates a sound file with this sequence:

Frequency F1 on left channel and silence on right channel for duration P/2, then silence on left channel and frequency F2 on right channel for duration P/2, then repeat.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "P=0.5"                    :: Duration of one cycle in seconds
set "F1=1000"                  :: Frequency for left channel
set "F2=2000"                  :: Frequency for right channel
set "T=10"                     :: Duration in seconds

%FF% -f lavfi -i sine=%F1% -f lavfi -i sine=%F2% -filter_complex "[0]volume='lt(mod(t,%P%),%P%/2)':eval=frame[a];[1]volume='gte(mod(t,%P%),%P%/2)':eval=frame[b];[a][b]join=inputs=2:channel_layout=stereo" -t %T% -y out.wav

rem Alternatively you can also use this command line:
%FF% -f lavfi -i sine=%F1% -f lavfi -i sine=%F2% -filter_complex "[0]volume=0:enable='lt(mod(t,%P%),%P%/2)'[a];[1]volume=0:enable='gte(mod(t,%P%),%P%/2)'[b];[a][b]join=inputs=2:channel_layout=stereo" -t %T% -y out.wav

pause
```

3.29 Which equipment is useful for making sound records?

I use the following equipment:

- TASCAM DR-70D recorder, has 4 input channels, sample rate 44100, 48000, 96000Hz, 16 or 24 Bit
- The successor DR-701D has some improvements: The input amplifiers are somewhat less noisy, the four level controls can be electronically coupled, and the sampling rate can be up to 192kHz.
- Rode NT1 microphones with fur windshields (deadcats), very low-noise and excellent for quiet nature sounds
- Microphone cable in 5m length, so that you can stand a few meters away from the microphone when recording. If you stand too close to the microphone, you will have your own noise in the recording. You would hear every movement, every swallowing, every stomach growl...
- HAMA Joy Powerbank 10400mAh, as additional power supply for the recorder, because the built-in batteries only allow a very short recording time when the phantom power for the microphones is activated.

3.30 Comparison of Rode NT1 and NTG2 microphones

I did compare these microphones with a quite silent 1kHz sine source at about 2.5m distance. The NTG2 microphone was connected to the left channel and the NT1 microphone to the right channel of the TASCAM DR-701D recorder. Phantom power was set to 48V for both microphones. Sensitivity was set to "HI+" and the level control was turned fully clockwise. No fur windshields (deadcats) were used for this test. In a second measurement the sine source was switched off and the microphones were covered under a pillow in a silent room. The measured noise level is a combination of microphone noise and amplifier noise in the recorder.

Microphone	Measured level of 1kHz sine	Measured noise level	Sensitivity in manufacturer's data sheet	Noise level in manufacturer's data sheet
Rode NTG2	RMS level dB: -22.4	RMS level dB: -40.4	-36.0 dB re 1 Volt/Pascal +2dB @ 1kHz	18 dBA
Rode NT1	RMS level dB: -12.1	RMS level dB: -41.3	-29.0 dB re 1 Volt/Pascal +2dB @ 1kHz	4 dBA

Result: The NT1 gives about 10dB more signal than the NTG2, at about the same noise level. For recording of quiet nature sounds the NT1 is clearly the superior microphone.

This batch file was used for the analysis:

```
set "FF=c:\ffmp3\ffmp3"      :: Path to FFmp3

%FF% -ss 5 -i 1kHz.wav -map_channel 0.0.0 -t 10 NTG2_1kHz.wav -map_channel 0.0.1 -t 3 -y NT1_1kHz.wav
%FF% -ss 5 -i silence.wav -map_channel 0.0.0 -t 10 NTG2_silence.wav -map_channel 0.0.1 -t 3 -y NT1_silence.wav

%FF% -i NTG2_1kHz.wav -af astats=metadata=1 -y out_NTG2_1kHz.wav
%FF% -i NT1_1kHz.wav -af astats=metadata=1 -y out_NT1_1kHz.wav
%FF% -i NTG2_silence.wav -af astats=metadata=1 -y out_NTG2_silence.wav
%FF% -i NT1_silence.wav -af astats=metadata=1 -y out_NT1_silence.wav

pause
```

3.31 Mathematical properties of sample rates 44100 and 48000

$$44100 = 2^2 * 3^2 * 5^2 * 7^2$$

$$48000 = 2^7 * 3^1 * 5^3$$

The greatest common divisor of 44100 and 48000 is 300.

Divisors of 48000:

1, 2, 3, 4, 5, 6, 8, 10, 12, 15, 16, 20, 24, 25, 30, 32, 40, 48, 50, 60, 64, 75, 80, 96, 100, 120, 125, 128, 150, 160, 192, 200, 240, 250, 300, 320, 375, 384, 400, 480, 500, 600, 640, 750, 800, 960, 1000, 1200, 1500, 1600, 1920, 2000, 2400, 3000, 3200, 4000, 4800, 6000, 8000, 9600, 12000, 16000, 24000, 48000

Divisors of 44100:

1, 2, 3, 4, 5, 6, 7, 9, 10, 12, 14, 15, 18, 20, 21, 25, 28, 30, 35, 36, 42, 45, 49, 50, 60, 63, 70, 75, 84, 90, 98, 100, 105, 126, 140, 147, 150, 175, 180, 196, 210, 225, 245, 252, 294, 300, 315, 350, 420, 441, 450, 490, 525, 588, 630, 700, 735, 882, 900, 980, 1050, 1225, 1260, 1470, 1575, 1764, 2100, 2205, 2450, 2940, 3150, 3675, 4410, 4900, 6300, 7350, 8820, 11025, 14700, 22050, 44100

Divisors of 9600:

1, 2, 3, 4, 5, 6, 8, 10, 12, 15, 16, 20, 24, 25, 30, 32, 40, 48, 50, 60, 64, 75, 80, 96, 100, 120, 128, 150, 160, 192, 200, 240, 300, 320, 384, 400, 480, 600, 640, 800, 960, 1200, 1600, 1920, 2400, 3200, 4800, 9600

Divisors of 8820:

1, 2, 3, 4, 5, 6, 7, 9, 10, 12, 14, 15, 18, 20, 21, 28, 30, 35, 36, 42, 45, 49, 60, 63, 70, 84, 90, 98, 105, 126, 140, 147, 180, 196, 210, 245, 252, 294, 315, 420, 441, 490, 588, 630, 735, 882, 980, 1260, 1470, 1764, 2205, 2940, 4410, 8820

Divisors of 4800:

1, 2, 3, 4, 5, 6, 8, 10, 12, 15, 16, 20, 24, 25, 30, 32, 40, 48, 50, 60, 64, 75, 80, 96, 100, 120, 150, 160, 192, 200, 240, 300, 320, 400, 480, 600, 800, 960, 1200, 1600, 2400, 4800

Divisors of 4410:

1, 2, 3, 5, 6, 7, 9, 10, 14, 15, 18, 21, 30, 35, 42, 45, 49, 63, 70, 90, 98, 105, 126, 147, 210, 245, 294, 315, 441, 490, 630, 735, 882, 1470, 2205, 4410

3.32 Speed of sound

Speed of sound in air at 20°C: 343.2 m/s

Time [ms]	Distance [m]	Samples @ 44100Hz	Samples @ 48000Hz	Notes
0.022675	0.00778	1		
0.020833	0.00715		1	
1	0.3432	44.1	48	
2	0.6864	88.2	96	
2.2675	0.7782	100		
2.9138	1	128.497	139.860	
3.3333	1.144	147	160	This is the smallest possible time interval where the number of samples is an integer at sample rate 44100 Hz and also at 48000 Hz
5	1.716	220.5	240	
5.8275	2	256.699	279.720	
10	3.432	441	480	Both sample numbers are integers
14.569	5	642.483	699.301	
29.138	10	1284.97	1398.60	
100	34.32	4410	4800	Both sample numbers are integers
1000	343.2	44100	48000	Both sample numbers are integers

300Hz is the largest frequency where one cycle consists of an integer number of samples at 44100Hz and also at 48000Hz sample rate.

4 FFprobe

How to examine a video file with FFprobe without having to write the name of the video into a batch file each time?

It's very simple, just create this batch file once and put it on your desktop:

```
c:\ffmpeg\ffprobe %1  
pause
```

Now you can simply drag the video you want to examine with the mouse onto the icon of this batch file, and you will immediately see the result without having pressed a single key. The parameter %1 causes the file name to be passed to FFprobe.

By the way, it's also possible to let FFmpeg examine a file.

To see whether FFmpeg recognizes the file as something:

```
c:\ffmpeg\ffmpeg -i myfile.xxx  
pause
```

To see whether FFmpeg can decode the file:

```
c:\ffmpeg\ffmpeg -i myfile.xxx -f null -  
pause
```

5 FFplay

Keyboard commands while playing:

Key	Notes
q, ESC	Quit
f, left mouse double-click	Toggle full screen
p, SPACE	Pause
s	Step to the next frame. Pause if the stream is not already paused, step to the next video frame, and pause.
m	Toggle mute.
9, 0	Decrease and increase volume respectively.
/, *	Decrease and increase volume respectively.
a	Cycle audio channel in the current program.
v	Cycle video channel.
t	Cycle subtitle channel in the current program.
c	Cycle program.
w	Cycle video filters or show modes.
left/right	Seek backward/forward 10 seconds.
down/up	Seek backward/forward 1 minute.
page down/page up	Seek to the previous/next chapter, or if there are no chapters seek backward/forward 10 minutes.
right mouse click	Seek to percentage in file corresponding to fraction of width.

This is a batch file that you can put on your desktop, and then play a video simply by drag-and-drop:

```
c:\ffmpeg\ffplay %1 -autoexit
```

Note: Contrary to FFmpeg, FFplay doesn't need "-i" before the input.

This is a batch file for playing audio files by drag-and-drop (without video output):

```
c:\ffmpeg\ffplay %1 -nodisp -autoexit
```

List of the most important FFplay options:

-s size	Set frame size (WxH or abbreviation)
-fs	Start in fullscreen mode
-an	Disable audio
-vn	Disable video
-ss pos	Seek to pos
-nodisp	Disable graphical display
-noborder	Borderless window
-alwaysontop	Window always on top
-f fmt	Force format
-loop number	Loops movie playback <number> times. 0 means forever
-vf filtergraph	Create the filtergraph specified by <i>filtergraph</i> and use it to filter the video stream
-af filtergraph	<i>filtergraph</i> is a description of the filtergraph to apply to the input audio
-autoexit	Exit when video is done playing
-exitonkeydown	Exit if any key is pressed
-exitonmousedown	Exit if any mouse button is pressed

6 Exiftool

With this tool you can show all exif data that are contained in pictures or videos.

<https://exiftool.org/>

Usage is very simple if you create this batch file once and put it on your desktop:

```
c:\ffmpeg\exiftool %1  
pause
```

Now you can simply drag the picture or video you want to examine with the mouse onto the icon of this batch file, and you will immediately see the result without having pressed a single key. The parameter %1 causes the file name to be passed to Exiftool.

Exiftool can be combined with the batch command "findstr", if you want to filter only a few lines from the large Exiftool output:

```
@echo off  
  
c:\ffmpeg\exiftool %1 | findstr /C:"File Name" /C:"File Size" /C:"Duration" /C:"Image Width" /C:"Image Height" /C:"Video  
Frame Rate" /C:"Exposure Time" /C:"F Number" /C:"Exposure Program" /C:"ISO" /C:"Photo Style" /B /C:"Noise Reduction"  
/C:"Contrast" /C:"Saturation" /C:"Sharpness" /C:"Avg Bitrate" /C:"Track Create Date"  
  
pause
```

"findstr" is in detail explained here: <https://ss64.com/nt/findstr.html>

7 Batch files (Windows 7 and 10)

Some useful links for writing batch files:

https://en.wikibooks.org/wiki/Windows_Batch_Scripting (english)

https://de.wikibooks.org/wiki/Batch-Programmierung/_Druckversion (german)

<https://ss64.com/nt/>

<https://ss64.com/nt/syntax.html>

7.1 Wildcards in filenames

* any sequence of one or more characters

? a single character other than a period ":"

When a command-line argument contains a filename, a special syntax can be used to get various information about this file:

Syntax	Result	Example for F:\Meteors_2019\CUT00380.MOV
%1		CUT00380.MOV
%~1	%1 with no enclosing quotation marks	CUT00380.MOV
%~f1	Full path with a drive letter	F:\Meteors_2019\CUT00380.MOV
%~d1	Drive letter	F:
%~p1	Drive-less path with the trailing backslash	\Meteors_2019\
%~n1	For a file, the file name without path and extension For a folder, the folder name	CUT00380
%~x1	File name extension including the period	.MOV

The same syntax applies to single-letter variables created by the FOR command.

Change the extension of a filename in a batch file:

```
set OLDFILENAME=%1
set NEWFILENAME=%OLDFILENAME : MOV=MP4%
pause
```

Please note that all instances of "MOV" will be replaced by "MP4". This fails if "MOV" is part of the path or filename, as in "MOVEMENT.MOV"

7.2 Create beeps in a batch file

```
@echo #
@timeout 1
@echo #
@timeout 1
@echo #
```

In this example the # stands for the non-printable character (ASCII code 7), which you can't enter with Notepad.

You can type any other character instead and later use a hex editor to replace it by 0x07.

Another way for creating the ASCII 7 is to type this command line at the command prompt:

```
echo @echo ^G>test33.bat
```

where ^G means typing CTRL G

This is an endless loop for beeping every 10 seconds, without any output on the screen (except a line feed):

```
:beep
@echo #
@timeout 10 > nul
@goto :beep
```

7.3 Loop over all files in a directory

```
for %%f in (img*.jpg) do call :for_body %%f
goto :the_end

:for_body
c:\ffmpeg\ffmpeg -i %1 -y %~n1.png
exit /b

:the_end
pause
```

8 VLC Player

<https://www.videolan.org/vlc/>

My notebook doesn't have enough computing power for playing 4K videos (400Mbit/s from Panasonic GH5S) smoothly with VLC player.

This batch file reduces the size to 50% and then plays the video.

Simply drag and drop the video on the batch file's icon. The parameter %1 causes the file name to be passed to FFmpeg.

In the second line the path must be written in quotation marks because there is a space character in "Program Files".

```
c:\ffmpeg\ffmpeg -i %1 -vf scale=w=iw/2:h=ih/2 -y half_size.mp4  
"c:\Program Files\VideoLAN\VLC\vlc.exe" half_size.mp4
```

This is a subset of VLC's keyboard hotkeys:

Key	Notes
F	Toggle fullscreen
ESC	Leave fullscreen/close dialogue
space	Play/pause
E	Next frame
+	Faster
-	Slower
=	Normal rate
]	Faster (fine)
[Slower (fine)
S	Stop
T	Position/time
Ctrl + Q	Quit
M	Mute
V	Cycle subtitle track
Shift + s	Make a snapshot picture

9 Color grading with 3D LUT Creator

3D LUT Creator is a software for color grading. A free demo version is available, and the full version costs \$249 (July 2019). Sometimes there seems to be 25% discount.

Website: <https://3dlutcreator.com/>

Drawback of this software: The written manual is totally outdated, and for the latest version you have to watch many video tutorials (what I don't like so much).

All video tutorials can be found here: <https://3dlutcreator.com/3d-lut-creator---tutorials.html>

A guide for all hotkeys in 3D LUT Creator:

<https://medium.com/@alexeyadamitsky/3d-lut-creator-ultimate-hotkeys-guide-17a32f957077>

This is a very powerful software for creating and editing color-look-up-tables. It's also possible to match the colors to a ColorChecker.

A ColorChecker is a card with 24 different colors, which is hold in the camera's field of view.

Original X-Rite ColorChecker:

<https://www.xrite.com/categories/calibration-profiling/colorchecker-targets>

There are also cheap (\$20-\$25) chinese ColorCheckers available. Their colors may be a little bit different from the original.

Hotkeys:

CTRL N New Preset (Reset All)

CTRL O Load an image

CTRL E Save the LUT

CTRL + Zoom in

CTRL - Zoom out

I'd like to describe the workflow for making a video with a ColorChecker, and how to create a LUT and apply that LUT to the video.

Step 1: Make a video where at some time the ColorChecker is visible, preferably at the beginning of the video. It doesn't care which file format you use, as FFmpeg can decode almost all of them.

Step 2: Open the video in a viewer (for example VLC player) and check at which time the ColorChecker is visible.

Step 3: Use this batch file to extract a single picture from the video and save it lossless as PNG. Of course, you must enter your filename and the correct time in the batch file. The picture will be automatically 8-bit or 16-bit PNG, depending on the bit depth of the input video, so that there is no loss of quality.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "IN=my_video.mov"         :: Input video
set "T=3"                     :: Time in seconds, where picture shall be extracted

%FF% -ss %T% -i %IN% -frames 1 -y picture.png

pause
```

In the previous example I did use variables, because they make the batch file more readable. The following batch file is doing exactly the same thing:

```
c:\ffmpeg\ffmpeg -ss 3 -i my_video.mov -frames 1 -y picture.png

pause
```

The -y option means that the output file will be overwritten if it already exists (without asking). Without the -y option, FFmpeg would ask before overwriting.

The pause command means that you have to press a button before the window closes. Without this command the window would close immediately when FFmpeg is finished, making it impossible to see if there were any error messages.

Step 4: Drag and drop this picture into 3D LUT Creator (or alternatively press CTRL+O). In the field to the left of the "Match" button select "Curves+3DLUT". Click on the "Color Chart Grid Tool" icon (this is a small rectangle with 6 dots in it). Move the corners of the grid tool with the mouse to the corresponding ColorChecker fields in the picture. Then click on "Match". After a few seconds the picture should be shown with all colors matched to

the ColorChecker. Click on "Save 3DLUT" in the bottom left corner (or alternatively press CTRL+E) to save the CLUT as my_lut.cube

Step 5: Use this batch file to apply the LUT to your video:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "IN=my_video.mov"         :: Input video
set "LUT=my_lut(cube"          :: Look-Up-Table
set "OUT=out.mov"             :: Output video

%FF% -i %IN% -vf lut3d="%LUT%" -y %OUT%

pause
```

If you want to see only a few seconds at the beginning of the video, you can limit the length with the -t parameter.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "IN=my_video.mov"         :: Input video
set "LUT=my_lut(cube"          :: Look-Up-Table
set "OUT=out.mov"             :: Output video
set "T=10"                     :: Length of output video

%FF% -i %IN% -vf lut3d="%LUT%" -t %T% -y %OUT%

pause
```

You can also show the video simultaneously before and after applying the LUT. The scale filter is used to reduce the size to 50%, and the hstack filter is used to combine two videos side by side.

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to ffmpeg.exe
set "IN=my_video.mov"         :: Input video
set "LUT=my_lut(cube"          :: Look-Up-Table
set "OUT=out.mov"             :: Output video
set "T=10"                     :: Length of output video

%FF% -i %IN% -filter_complex scale=iw/2:ih/2,split[a][b];[b]lut3d="%LUT%"[c];[a][c]hstack -t %T% -y %OUT%

pause
```

Some notes about paths and filenames under Windows:

This doesn't work because the colon ":" isn't escaped properly and the filter regards the path as two separate filter parameters:

```
lut3d=C:/test/test.cube
```

Instead use one of these solutions:

```
lut3d=C\\:/test/test.cube    // don't use '' but escape twice
lut3d='C\\:/test/test.cube'  // use '' and escape once
```

Here is a converter for different types of color-look-up-tables:

<https://grossgrade.com/en/downloads-en/>

This software can also fit colors to a ColorChecker:

https://www.xrite.com/service-support/downloads/c/colorchecker_camera_calibration_v1_1_1

But it has two severe drawbacks:

1. It requires a DNG image as input. That's no problem for photography, but there's no way to extract a DNG from a video.
2. The output of this software is a camera profile in Adobe *.dcp format and I don't know how this can be converted into a CLUT for FFmpeg.

9.1 Known problems and solutions

Problem: Error message "MSVCP120.dll" and "MSVCR120.dll" missing when running 3D Lut Creator on Windows 10.

Solution: Install either Visual Studio 2013, or the Visual-C-2013-Redistributable Package

Problem: When you drag and drop an image to 3D Lut Creator, the image doesn't become visible in 3D Lut Creator.

Solution: Preferences --> Integration --> Remove the tick at "Enable Open CL"

9.2 Beginner tutorials for 3D LUT Creator

1. What is the LUT? https://www.youtube.com/watch?time_continue=2&v=3ZpbUOGDWLE

This video explains 1D and 3D LUTs. 3D LUT Creator can save LUTs in many different formats, including *.cube and *.png

2. Working with LUTs in Photoshop and 3D LUT Creator https://www.youtube.com/watch?time_continue=7&v=K0t-HSO-OUU

3. Working with Lightroom and 3D LUT Creator <https://www.youtube.com/watch?v=o968FH1kV3w>

4. Working with the Image window <https://www.youtube.com/watch?v=TmZAITX5tfU>

The working image can be loaded by drag and drop.

For an optional reference image use "File / Load Reference Image".

In the video he says you can toggle between working image and reference image by pressing the = key, but that's wrong. It's the + key.

CTRL + Zoom in CTRL - Zoom out

For moving the image in the window, press the mouse wheel and move the mouse.++

"Image / Assign Color Profile" doesn't change the image, it changes only the way how the image is displayed.

"Image / Convert to Profile" does change the image.

Toggle the compare mode by pressing the c key.

By pressing the x key the image is split in the middle, one half is before and the other is after.

By pressing the v key you can toggle between horizontal and vertical splitting.

5. Look manager https://www.youtube.com/watch?v=dY_6MeE-gAg

Window / Look Manager

Open a folder to see all presets applied to your image.

The size of the images can be changed with the + and - buttons in the top left corner.

6. Working principle of A/B and C/L color grids <https://www.youtube.com/watch?v=AiSYkjDdqs>

In the A/B grid we can change only hue (position angle) and saturation (radial distance from center). Lightness stays unchanged.

In the C/L grids we can change only saturation (left - right, neutral in center) and lightness (vertical).

7. HSP and LAB color models <https://www.youtube.com/watch?v=mJfEgvheWeM>

In this video he explains the difference between the different HSP color models, and which model to use for which purpose.

8. LXY, MXY, MABe, MXYe, SXY, YUV, CMYK and RGBW color models <https://www.youtube.com/watch?v=7uC1vtS1BnU>

9. The Luminance curve and the Brightness slider <https://www.youtube.com/watch?v=BBjY3ivCjPg>

10. Saturation curves https://www.youtube.com/watch?v=TnUp3Dsb_DU

11. Basics of working with the A/B color grid https://www.youtube.com/watch?v=35EoR_c4D9w

12. Practice with A/B color grid, part 1 https://www.youtube.com/watch?v=BYe_V0UF5os

13. Practice with A/B color grid, part 2 <https://www.youtube.com/watch?v=dR4pjHRpU0Y>

14. Tools for working with the A/B color grid https://www.youtube.com/watch?v=etIX_e8-_Ik

15. Batch processing in 3D LUT Creator <https://www.youtube.com/watch?v=1wv1NqXywiY>

9.3 Advanced tutorials for 3D LUT Creator

1. Color Match with the Reference image <https://youtu.be/k0YQNm7TINM>

2. How to create 3D LUT files from Lightroom presets or Photoshop Plugins <https://youtu.be/M0iEciUIISU>

3. RAW photo developing with 3D LUT Creator <https://youtu.be/3Sm120XC37Q>

4. Skin tone with CMYK and 2D-curves <https://youtu.be/W6PYOKvo3rl>

5. Teal & Orange grading in 3D LUT Creator <https://youtu.be/XQezpVjCUSl>

6. How to change third party LUTs in 3D LUT Creator <https://youtu.be/Lx6ppOm9kCY>

7. How to darken the sky with no artifacts? <https://youtu.be/uxiTsm80Xho>

8. Blend Modes in 3D LUT Creator https://youtu.be/SKvZg_ZdI9M

9. New way of color toning in 3D LUT Creator <https://youtu.be/xpoU3ZqlGLE>
10. Color correction in game production with 3D LUT Creator & Unity <https://youtu.be/pzJXtyseARo>
11. Skin tone color correction by numbers with RGB curves <https://youtu.be/NYzJXdpJDPU>
12. Adjusting the Skin Tone using color match tool <https://youtu.be/rgVFTuu9Kls>
13. Color Masks <https://youtu.be/rQHooXewsN0>

9.4 Working with Color Targets in for 3D LUT Creator

1. Color correction with Color Checkers in 3D LUT Creator, part 1 https://youtu.be/mZvrj8__5r0
2. Color correction with Color Checkers in 3D LUT Creator, part 2 <https://youtu.be/0UALWETt1q4>
3. Working with ChromaDuMonde in 3D LUT Creator and Davinci Resolve <https://youtu.be/5oCS4WqPKB8>
4. Color matching of 2 cameras in 3D LUT Creator using X-Rite Color Checker https://youtu.be/6er_PI8XqvI

9.5 Working with video in for 3D LUT Creator

1. Working with LOG video footage in 3D LUT Creator <https://youtu.be/jX3i34wFsG0>
2. Using 3D LUT Creator with Davinci Resolve & Red Camera Footage https://youtu.be/4e4OrN60_wc
3. Working with ChromaDuMonde in 3D LUT Creator and Davinci Resolve <https://youtu.be/5oCS4WqPKB8>
4. Working with V-Log footage in 3D LUT Creator and Adobe Premiere <https://youtu.be/EWsJ81UjPBU>

This is the custom ColorChecker file for the cheap chinese ColorChecker, using the RGB values printed on teh back side and converted to LAB. Save this file as "MyColorChecker.txt". The differences to the original X-Rite ColorChecker seem to be quite small.

```
NUMBER_OF_SETS      24
LGOROWLENGTH       6
INFO    "sRGB"
INSTRUMENTATION    "3DLUTCreator"
BEGIN_DATA_FORMAT
SampleID   SAMPLE_NAME RGB_R RGB_G RGB_B LAB_L LAB_A LAB_B
END_DATA_FORMAT
BEGIN_DATA
1   A1    0.45  0.32  0.27  38.24  12.86    13.38
2   A2    0.80  0.63  0.55  69.89  14.32    16.84
3   A3    0.40  0.53  0.70  54.78  -2.82   -27.79
4   A4    0.35  0.43  0.24  43.46  -14.44   24.19
5   A5    0.55  0.54  0.76  59.09  11.19   -29.35
6   A6    0.52  0.89  0.82  84.26  -33.27    0.42
7   B1    0.98  0.46  0.14  65.10  48.17    65.24
8   B2    0.31  0.36  0.71  41.41  16.72   -50.62
9   B3    0.87  0.36  0.49  57.07  54.23    8.61
10  B4    0.36  0.25  0.48  32.01  22.42   -29.94
11  B5    0.68  0.91  0.36  85.90  -35.40   60.19
12  B6    1.00  0.64  0.10  75.41  28.21    75.36
13  C1    0.17  0.22  0.56  26.83  18.77   -50.29
14  C2    0.29  0.58  0.32  55.33  -35.21   27.97
15  C3    0.70  0.16  0.20  41.03  55.03    31.12
16  C4    0.98  0.89  0.08  89.78  -4.29    85.94
17  C5    0.75  0.32  0.63  51.41  51.68   -20.96
18  C6    0.02  0.56  0.67  53.96  -24.51   -25.37
19  D1    0.99  0.99  0.99  98.96  0.00     0.00
20  D2    0.90  0.90  0.90  91.29  0.00     0.00
21  D3    0.78  0.78  0.78  80.60  0.00     0.00
22  D4    0.56  0.56  0.56  59.38  -0.14    0.53
23  D5    0.39  0.39  0.39  42.37  0.00     0.00
24  D6    0.20  0.20  0.20  20.79  0.00     0.00
END_DATA
```

Color converter for different color spaces:

<https://www.nixsensor.com/free-color-converter/>

10 DaVinci Resolve 15 / 16

The software looks interesting, but has so many functions and I don't know where to begin.

<https://www.blackmagicdesign.com/de/products/davinciresolve/>

I got this book: Paul Saccone, Dion Scopettuolo: "Der ultimative Leitfaden zu DaVinci Resolve 15" (I got the german translation, but it's also available in english).

Please note that this book is for version 15. Version 16 seems to have a different user interface, so for learning with this book it's better to use the older version 15. The official manual for version 16 is extremely long, more than 3000 pages.

Syncing audio with video: See chapter 13 in the manual, page 336ff.

It's also possible to match an audio track to another audio track that was recorded with the camera, see page 339.

Manually syncing is described on page 340.

Found this somewhere on Facebook:

The free DaVinci Resolve 15 version can't import 4K 4:2:2 10 bit videos from the Panasonic GH5S camera. But this FFmpeg conversion does the job:

```
ffmpeg -i "P1000975.MOV" -map_metadata 0 -pix_fmt yuv422p10le -c:v dnxhd -profile:v 4 -c:a pcm_s24le -color_range pc -movflags write_colr "out.mov"
```

Mouse buttons and keyboard shortcuts:

Mouse Button	Keyboard	Description
< ● >		(seems to be the same as moving the position with the mouse)
◀◀		Jump to the start
◀	J	Play backward
	J+K	Play backward with half speed
	Hold K and press J once, or press arrow left	One frame backward
■	K	Stop
	Hold K and press L once, or press arrow right	One frame forward
	K+L	Play forward with half speed
▶	L	Play forward
	press L twice	Play with double speed
▶▶		Jump to the end
↔		Endless loop mode
	Space	Play / Pause
►	I	Set the "In" marker
◀	O	Set the "Out" marker
	Q	Toggle between source and timeline viewer
	F9	Insert
	F10	Overwrite
	F11	Replace
	F12	Place on top
	T	Trim edit mode
	W	Dynamic trim mode (slip)

10.1 Recording a Voice-Over audio track

This is also explained in german in the chapter "Audio in einer Timeline aufzeichnen" in: Paul Saccone, Dion Scopettuolo: Der Ultimative Leitfaden zu DAVINCI RESOLVE 15

- Let's assume you are using the built-in microphone in your laptop, or the audio-in connector which is connected to the same A/D converter.
- Open a project, click on File --> "Project Settings", then click on "Capture and Playback", then select in the field "Save Clips to" the folder where you want to save the new audio tracks. Close the project settings with "Save".
- Hide the level meter and show the mixer (if it's not already visible).
- Make a right click on any track headline and choose "Add Track" --> "Mono". Or "Stereo", if required. But normally a voice over is recorded in mono.
- Double click the headline of the new audio track and change the name to "VO" for voice over.
- You can also change the track color if you want.
- The following things are only possible if you switch to the "Fairlight" room, that's the  icon.
- The new track is also shown in the mixer, and in the row "Input" it's marked as "No Input". Click on this field, select "Input..." and then a "Patch Input/Output" window will appear. At the left side you can select the microphone and at the right side you select the VO track. Click on "Patch" and close this window.
- All audio tracks have a "R" icon which can be activated for recording. Do this for the "VO" track. Most probably you will now hear an acoustic feedback loop. This is because the sound from the speakers is coupled back to the microphone. To avoid this acoustic feedback, either set the level for the "Main1" output to the lowest possible level (all the way down), or simply activate the "Mute" icon for the "Main1" output (this is the "M" icon).
- Set the "VO" track to "Solo" by activating the "S" icon.
- Now you can start a record by clicking on the  icon in the timeline (which is only available in the "Fairlight" room).

DaVinci Resolve is designed for Windows10. There are many problems when you run it on Windows7. Don't do that!

One problem is that recording sound from USB soundcards is impossible or difficult. Although the USB soundcard is shown in the "Patch Input/Output" window and a patch can be created, there comes no signal from this soundcard.

I got it working with this workaround: Go to Davinci Resolve --> Preferences --> Video and Audio I/O --> Speaker Setup and make these settings:

Speaker Configuration: Manual

Monitor Set: MAIN

Device: Lautsprecher (Realtek High Definition Audio)

Monitor Set Format: Stereo

With these settings, I got the USB soundcard working. But it seems my Windows7 computer is too slow and can't record a voice-over track in real time without disturbing artefacts.

Error message "Render Job 1 failed as the current clip could not be processed."

Solution: Use Windows10 instead of Windows7.

11 OBS - Open Broadcaster Software

The software is available here and the installation is quite simple: <https://obsproject.com/>

Wiki: <https://obsproject.com/wiki/>

After installation, OBS first asks some questions that I don't remember exactly. But they are important because they are used to make many basic settings. So you should answer the questions as good as possible.

In OBS you can see the black window at the top, this is the area that will be streamed. Set the size of this area to the maximum value that your streaming target accepts, for example 1280x720 for Facebook Live.

Important is the "Sources" window. Here you can specify one or more sources to be displayed in the black window. Click on the "+" icon at the bottom of the "Sources" window. A long list of possibilities appears. The most important are these four:

- Image, for example a background image with a logo.
- Display Capture, that means the whole display area is copied
- Window Capture, that means the window from one application (for example SharpCap) is copied
- Video Capture Device, for example a webcam

The most important thing is "Window Capture", so I choose that one. You can now specify which window should be taken (SharpCap). Of course the SharpCap window must already exist, so SharpCap must have been started before. You can now see a copy of the SharpCap window at the top of the black window. You can drag the size and position with the mouse as you like. Only the black area will be visible later. If you move the SharpCap window out to the side, diagonally striped areas appear which would not be visible in the stream.

In the "Sources" window there is an "Eye" icon to the right of "Window Capture", so you can switch the visibility on and off.

If you don't want to copy the whole SharpCap window but only a part of it, it works like this: In the "Sources" window, right-click on "Window Capture" and then select "Filters". Click on the "+" icon at the bottom left and then select the "Crop/Pad" filter. Now you can set the four values left, top, right and bottom as you like. Then click on "Close".

My "Crop" values for SharpCap: 1, 50, 640, 248

My video resolution in SharpCap: 2560 x 1440, binning=2 (which gives 1280x720)

You can also create multiple sources in the "Sources" window. The order determines what is hidden by whom. You can change the order by right clicking --> Order. So you could e.g. add a "Video Capture Device" source and display it in the lower right corner of the black window, so that you can see yourself while you are talking. If the webcam video is to be displayed in the foreground (i.e. in front of the SharpCap window), then it must be in first place in the "Sources" window. If it is not, you have to change the order.

In OBS there is also the "Audio Mixer" window. Here you can see the levels of all audio sources, and below that there are sliders to adjust the sensitivity. The level should rarely go into the red area, and never to the right stop.

OBS also offers the option of not streaming, but simply recording a video, by clicking "Start recording" in the lower right corner. This is useful for testing. You can watch the just recorded video with File --> Show Recordings (R). The videos are saved in the folder Username / My videos

11.1 OBS - Problems and solutions

- How can you test in advance if everything works properly without everyone seeing it live on Facebook? There are two possibilities: a) In OBS you don't click on "Start Streaming" but on "Start Recording". Then only a video will be recorded, which you can watch afterwards. b) You can broadcast the stream live to Facebook, but set the target group in Facebook to "Only me" so that no one else can see it. But this is only possible on your own Facebook page.
- Problem: The viewer can't see the mouse pointer. Solution: Two conditions must be met for the mouse pointer to be visible to the viewer. 1. in the properties of the Window Capture (right click on it, Properties) the checkbox "Record mouse pointer" must be checked. 2. The mouse pointer is only visible to the viewer if it is over the source window and if this window is active (i.e. it must be clicked). In Windows only one window is active at a time. If you move the mouse pointer over the OBS window and try to show something there, the viewers can't see the mouse pointer!
- What's with the "Scenes"? One scene is basically always present. You can add more scenes (click on the "+" icon below, then give it a meaningful name). Now you can see what it is all about. You can click on the scenes and then the black window changes. The second scene has no sources yet, so the whole window is black. Each scene can have its own sources (which can be the same or different), and you can also arrange the windows in each scene differently. During the presentation, you can switch back and forth between the scenes by clicking on the corresponding scene in the "Scenes" window. Strangely enough, this doesn't work if you click on the ^ v icons below (I don't know what this is supposed to do).
- How do you switch back and forth between different scenes quickly and easily? You can do that by clicking on the appropriate scenes in OBS. You can also define hotkeys in OBS. You have to be careful that you only use hotkeys that have no function in the other programs used (here: SharpCap). I have now created three scenes for example. In the hotkey list there is an entry "Scene name / Switch to scene" for each scene. There I have entered 1, 2, or 3. Now I can select the corresponding scenes by pressing the buttons 1, 2 or 3. Interestingly, OBS even detects the keypress when it is not active and in the background.
- The image from the webcam is reversed. How do you correct this? Solution: Right click on "Video Capture Device", then "Transform" and "Flip Horizontal".
- The image (or Window capture or Video capture Device) is displayed too small or in the wrong place in the black window. Solution: Simply move or drag the size with the mouse.
- The image (or Window capture or Video capture Device) is displayed too large in the black window so that only a partial area is visible. You cannot make it smaller with the mouse, because the right border isn't visible at all. How can you adjust it to the visible area? Solution: Right click on the corresponding entry in the "Sources" window, then Transform --> Fit to screen

- OBS also works (in contrast to the simple operating mode with Facebook) with cameras that are not listed under "Image processing devices" in the control panel but instead under "USB controllers", for example the uEye UI-1240ML camera from IDS and the STC-TB33USB camera from Sentech. You only have to install the drivers for the cameras (from the manufacturer's website, after registration) and can then use them directly as "Video Capture Device", i.e. you don't need to run any third-party software (like SharpCap). With these cameras you can set the exposure manually. If someone is interested: I have some of both cameras in stock. The IDS camera has 1280x1024 pixels at 25.8 fps and the Sentech STC-TB33USB has 640x480 pixels at 60 fps, both cameras are monochrome. IDS has a metal housing with a C-mount connector, while Sentech STC-TB33USB is just an electronic module without a housing (i.e. you have to build a housing around it yourself).
- How do you record a presentation to review and then upload it to Facebook? Solution: In OBS you don't click on "Start Streaming" but on "Start Recording". Then a video is recorded which you can watch afterwards. You can also stream and record simultaneously with OBS.
- How can you insert a mouse pointer into a video in postprocessing to explain something? Example: <https://www.youtube.com/watch?v=5QRx4GRNxSU> Solution: Two sources are added to OBS: 1. a Window Capture pointing to the VLC player. 2. An Audio Output Capture where you select the built-in speakers as the device. It is useful to work with two screens. If one screen is used, the VLC Player runs in full screen mode without any menus. In this window you can explain things with the mouse pointer. On the second screen OBS is running. First you start the video in the VLC Player. Then rewind to the beginning and stop it immediately with the space key. Then you start the recording in OBS. Then you start the video in the VLC Player.
- How to apply a LUT to the video capture device? Right click on the video capture device in the "sources" window, choose "Filters", then click on the "+" icon below the "Effect filters" window and select "Apply LUT". Then enter the path to the LUT file which can be a *.cube file. Don't forget to activate the filter by clicking on the icon left of "Apply LUT".

11.2 CPU Load

I've been experiencing audio blackouts. This was not a bandwidth problem when transferring to Facebook, because the same problem occurred when I only recorded the video in OBS.

It turned out that the CPU load was too high. The problem could be mitigated by limiting the framerate to 4 or 8 fps in SharpCap and setting 10 fps in OBS (Settings -> Video). With these settings I see in the Task Manager about 25% CPU load for SharpCap, 20-25% for OBS and about 20% for a total of 6 Firefox processes. That's only about 70%, but even with that there are still short dropouts in the sound. So note: It is recommended to have the Task Manager open on a second screen and keep an eye on the CPU load. The peak load is higher than what you see in the y,t diagram. Rough thumb value: The average value should not exceed 50%.

You can create a shortcut to the Task Manager on the (Windows 7) desktop as follows:

Right click on a free space on the desktop, then New --> Shortcut and then enter "%SYSTEMROOT%\system32\taskmgr.exe".

You can create a shortcut to the Device Manager on the (Windows 7) desktop as follows:

Right mouse click on a free space on the desktop, then New --> Shortcut and then enter "%SYSTEMROOT%\system32\devmgmt.msc".

11.3 Facebook Live

This chapter is about live presenting of astronomical contents in Facebook Live. Because my Facebook account is set to german language, I'm not sure how some things are called in the english version. I add the german terms in [brackets].

On your own Facebook page there is a menu item "Live-Video" to the right of "Create Post" [Beitrag erstellen]. If you click on it, you can choose between "Camera" [Kamera] and "Connect" [Verbinden]. These are two fundamentally different modes of operation.

First of all: I also get a message "Try Live Producer" [Live Producer ausprobieren]. This didn't work properly for me under Windows 7 and can be clicked away. In the following chapters I describe the two operating modes "Camera" and "Connect".

11.4 Facebook Live - Mode "Camera"

"Camera" [Kamera] is the simpler of the two operating modes. Either the camera built into the notebook is used, or an external webcam connected via USB. Picture and sound is transferred from the browser (or probably by a hidden Javascript) to Facebook. No additional software is required.

In the right window some settings have to be made:

- "Select where you want to post your live broadcast:" [Wähle aus, wo du deine Live-Übertragung posten möchtest:] is set to "Share in your timeline" [In deiner Chronik teilen], or "Share on a page you manage" [Auf einer Seite, die du verwaltet, teilen].
- At "Say something about this live video" [Sag etwas über dieses Live-Video] you can write something meaningful into it. The audience can see this text.
- Below this you set who can see the live video. For the first test it makes sense to set "Only me" [Nur ich]. Later, when you have gained enough experience and are sure that everything works, you can set "Friends" [Freunde] or "Public" [Öffentlich].
- Below that you can select which camera and microphone is used. If only one camera or only one microphone is available, there are of course not many options to choose from.
- At "Title" [Titel] you set a meaningful headline. The audience can see this headline.
- At the very bottom, the "Go Live" [Live gehen] button starts the live broadcast (after a countdown 3-2-1) and at the same place a red "Stop Live Video" [Live-Video beenden] button appears, which allows you to stop the broadcast at any time.

This mode is only useful for shots that have a normal contrast range, e.g. when you sit in front of the camera and talk about something. Simple webcams have an automatic gain control which unfortunately cannot be deactivated. For objects with a high contrast range, e.g. moon or Venus through the telescope, the automatic gain control fails. The bright parts of the image are totally overexposed.

Not all webcams are suitable. Facebook seems to have problems with such cameras that are not listed in the Windows Device Manager under "Image Processing Devices" [Bildverarbeitungsgeräte] but under "USB Controller". This applies, for example, to the uEye UI-124xML camera from IDS and the STC-TB33USB from Sentech. This is unfortunate, because with these cameras you can manually adjust the exposure.

11.5 Facebook Live - Mode "Connect"

"Connect" [Verbinden] is the more complicated operating mode, but it offers much more possibilities. The transmission of audio and video to Facebook isn't done by the browser, but by a special streaming software that you have to install first. There are many streaming applications available. I use OBS (Open Broadcaster Software).

After clicking on the menu item "Live Video" on your Facebook page to the right of "Create Post" [Beitrag erstellen] and then on "Connect" [Verbinden] at the top, you will see a page with the title "Connect your Live Stream to the Live API" [Verbinde deinen Live Stream mit der Live API]. You have to make some settings on the right:

- "Select where you want to post your live broadcast:" [Wähle aus, wo du deine Live-Übertragung posten möchtest:] is set to "Share in your timeline" [In deiner Chronik teilen], or "Share on a page you manage" [Auf einer Seite, die du verwaltet, teilen] and below that, the correct page is selected.
- At "Say something about this live video" [Sag etwas über dieses Live-Video] you can write something meaningful into it. The audience can see this text.
- Below this you set who can see the live video. For the first test it makes sense to set "Only me" [Nur ich]. Later, when you have gained enough experience and you are sure that everything works, then you set "Friends" [Freunde] or "Public" [öffentlich]. On some Facebook pages it's not possible to select "Only me" [Nur ich], i.e. everything that is streamed there is visible to everyone. For testing you therefore better use your own Facebook page first.
- At "Title" you set a meaningful headline. The audience can see the headline.

The "Stream Key" [Stream-Schlüssel] is displayed on the left side of the page. If you click on "copy" [kopieren] to the right of it, this key is copied to the clipboard.

This key must now be entered into OBS under Settings (this is in the lower right corner) --> Stream --> Stream Key [--> Stream --> Streamschlüssel]. If there is already a key in there, it can be overwritten. Then click on "Start Streaming" [Stream starten] and switch back to Facebook in the browser window. This will take a few seconds, and then the streamed video sent from OBS will appear in the browser. What you see here is a few seconds delayed. You can move the scrollbar down to see the whole video. But so far this is only a preview, which is not yet broadcasted live.

Before you start the live broadcast, you select the entry scene in OBS, for example your background logo.

At the bottom right of the Facebook page is the "Go Live" [Live gehen] button. This starts the live broadcast and a red "Stop Live Video" [Live-Video beenden] button appears at the same place, so you can stop the broadcast at any time.

You now switch to the OBS window and start the live broadcast. You can switch back and forth between different scenes. I have used the following scenes so far:

- Background image with observatory logo
- SharpCap window, cropped to hide the menues

- SharpCap window, additionally a small video overlay in the lower right corner where I'm seen while I'm talking (comes from the webcam built into my notebook)
- A window with a star chart (Guide 9.1)
- other images that I've taken in advance

During the live presentation you can operate the camera, move the telescope, change exposure time or gain, and you can also use the cursor to explain things.

Important: If you want to explain something with the mouse pointer, the mouse pointer must not be over the OBS window, but over the source window (e.g. SharpCap or Guide 9.1). If you try to explain something with the mouse pointer in the OBS window, the audience cannot see the mouse pointer! Therefore it's advisable to move the OBS window to a second screen.

11.6 YouTube Live

- Log into your YouTube account
- Click the "Create Video" button
- Click on "Go Live" [Livestream starten]
- Select "New Stream" and fill in the requested fields
- Click on "Create Stream"
- Click on "Copy" [Kopieren] right of "Stream Key (paste in encoder)" [Streamschlüssel (in Encoder einfügen)]
- Paste this key in OBS and start streaming
- Click the "Go Live" [LIVESTREAM STARTEN] button.

Youtube Live is complicated. I don't like the user interface. It's very complicated to find the menu where you can delete your own test videos. Facebook Live has better user interface.

See also: <http://johnriselvato.com/ffmpeg-how-to-obtain-a-youtube-streaming-key/>

See also: <http://johnriselvato.com/ffmpeg-how-to-stream-a-file-to-youtube/>

11.7 Desktop for live broadcasting

- It is advisable to connect a second screen to the notebook. Then you can leave the windows that should be visible to viewers on the notebook screen, while on the second screen you have the OBS window and additionally the task manager to control the CPU load. The second screen is

set up via Control Panel --> Hardware and Sound --> Connect to a projector --> Advanced or alternatively via a function key on the notebook (the depends on the notebook)

- Secure all (USB) cables with clamps to prevent loose contacts during broadcasting
- The neighbours are a nuisance, as they start lawnmowers or garden shredders in the middle of the live broadcast. I have no solution :-(
- Viewers can write comments and ask questions during the live presentation. But those who do the presentation don't see them, because they are fully occupied with narration and have to switch back and forth between the SharpCap and OBS windows. It is absolutely impossible to have the browser window with Facebook in view at the same time. The only solution is to divide the work: a second person must have a look at the Facebook page at the same time in order to answer questions promptly.
- Problem: The WLAN does not reach far enough to where the transmission is to be made, and there is no LAN cable of the required length available. Solution: Use RG-59 coaxial cable (75 Ohm) or the white 75 Ohm antenna cable. At each end the shielding is removed over a length of 4cm. So the inner conductor protrudes 4cm at the end of the cable. The insulation of the inner conductor does not need to be removed. This is a 1/4 wave antenna. One end is placed close to the WLAN device (a few centimeters next to the transmitting antenna) and the other end is placed near the notebook.

11.8 Live broadcasting, or recording in advance?

What's better, a live broadcast or a recording that is sent with a time delay?

Recording in advance has several advantages:

- You can repeat the recording if something went wrong
- You can upload the recorded video both to Facebook and to the YouTube channel
- Sometimes Facebook Live doesn't seem to work at all, an error message appears when you click on "Go Live" (although the stream is already running and the preview is visible in Facebook), with a note that you should try again. But after the 10th try I gave up and instead made a recording.
- OBS can also be used to stream and record a video simultaneously. Just click on "Start Stream" and "Start Recording" one after the other. But you have to keep an eye on the CPU load.

Whether live broadcast or recording, OBS is the appropriate tool to create a broadcast that uses different sources.

12 Tips and tricks for video

- Learn by analyzing other videos and films
- Use a variable neutral density filter, so that you can use wide open aperture for narrow depth of field
- Always record 3 seconds before the action begins and also 3 seconds after action has ended.
- Use a good tripod for video. A recommended manufacturer is Sachtler.
- Interviewing two people: Record one from the left and the other from the right.
- Know your camera before you begin to record videos.

13 LINUX and GIT

Some experiments with Linux...

Command	Description
\$ apt-get install ffmpeg	Install FFmpeg
\$ git clone http://git.ffmpeg.org/ffmpeg.git	Download the FFmpeg source code. Unfortunately the source code is very badly commented (at least those files that I had a look at).
\$./configure \$ make \$ sudo make install	This is the procedure for building FFmpeg. Go to the FFmpeg folder and type these three command lines. For detailed instructions see https://trac.ffmpeg.org/wiki/CompilationGuide/Ubuntu
\$ sudo apt install vlc	Install VLC player (or any other program)
\$ chmod +x my_script	Makes a script file executable. In Linux script files have no extension. The first line in the script file must contain: #!/bin/bash
\$ cd ..	Go back to the parent folder. Please note there must be a space character between cd and the two dots.

How to change something in the FFmpeg documentation and how to use git, this example is from Carl Eugen Hoyos 27.9.19 in the FFmpeg user mailing list. The example works but I don't yet understand how git works. It's very complicated and seems quite time-consuming to learn.

```
$ git clone http://git.ffmpeg.org/ffmpeg.git
$ cd ffmpeg
edit a file in the doc directory.
$ git commit doc
(I suspect this will ask you to set your name and email when running
it for the first time)
$ git format-patch HEAD^
This produces a file that you can send to the mailing list after
visual inspection for commit message and your name.
$ git reset HEAD^
```

Here is a page with instructions for git <http://www.ffmpeg.org/git-howto.html> but unfortunately it's not written in a form a beginner can easily understand.

A tutorial for git (in german language) is here <https://open.hpi.de/courses/git2020> and the required time is estimated as 2-5 hours per week over 4 weeks.

Summary:

Making changes in the C source code	very easy
Compiling FFmpeg under Linux without any options	easy, but the resulting executable misses important features
Compiling FFmpeg under Linux with additional options	I haven't yet figured out how to do this
Compiling FFmpeg under Windows with Visual Studio	After reading the instructions it seems very complicated, I didn't even try
Using git	difficult and very time consuming to learn

14 Cameras and lenses for fulldome video production

	Canon 6D	Panasonic LUMIX GH5S	PanoView XDV360	Kodak SP360_4K
				
Fulldome resolution	180°: 3648 x 3648 (Pictures) 180°: 1080 x 1080 (Video)	180°: 2880 x 2880 (Pictures) 180°: 2496 x 2496 (Video)	220°: 2448 x 2448 180°: 2104 x 2104	235°: 2880 x 2880 180°: 2456 x 2456
Sound recording	stereo 48000 Hz, but both channels are identical, if no external microphone is connected	stereo 48000 Hz, but both channels are identical, if no external microphone is connected	mono 8000 Hz, there is no connector for an external microphone	stereo 48000 Hz, but both channels are almost equal because the microphones are close together; no connector for external microphones
Suitable for fulldome video?	yes, if a fisheye lens is used which has a 180° image diameter less than 20.2mm	yes, if a fisheye lens is used which has a 180° image diameter less than 13.0mm	yes	yes
Suitable for fulldome video at night?	yes	yes, very good	no, too much noise	no, too much noise
Suitable for fulldome timelapse?	yes, arbitrary interval times with external timer	yes, arbitrary interval times with external timer	yes, with internal timer	yes, with internal timer

14.1 Read-out chip size of cameras at different video modes

Problem: A full format chip has the size 36mm x 24mm and thus the format 3:2. For video recording, however, the format 16:9 is used, so that only a part with the dimensions 36mm x 20.25mm is read out. But as a full format fisheye normally illuminates a 24mm diameter circle, there are two strips missing at the top and bottom of the video.

If the entire image circle of the fisheye lens is to be recorded in the video, the image circle diameter of the lens must not be larger than the read-out height of the chip at the set video resolution.

Camera	Chip Size	Pixels	Video Resolution	Read-out Part of the Chip, Width x Height
Canon 6D	35.8mm x 23.9mm	5472 x 3648	640 x 480 (4:3)	31.87mm x 23.9mm
Canon 6D	35.8mm x 23.9mm	5472 x 3648	1920 x 1080 Full HD (16:9)	35.9mm x 20.19mm
Canon 5D MK4	36mm x 24mm	6720 x 4480	1920 x 1080 Full HD (16:9)	36mm x 20.25mm
Canon 5D MK4	36mm x 24mm	6720 x 4480	4096 x 2160 C4K (17:9)	21.94mm x 11.57mm (Not the whole chip width is used)
Canon 7D	22.3mm x 14.9mm	5184 x 3456	1920 x 1080 Full HD (16:9)	22.30mm x 12.54mm
Canon EOS R	36mm x 24mm	6720 x 4480	1920 x 1080 Full HD (16:9)	36mm x 20.25mm
Canon EOS R	36mm x 24mm	6720 x 4480	3846 x 2160 4K (16:9)	20.57mm x 11.57mm (Not the whole chip width is used)
Sony A7S II	35.6mm x 23.8mm	4240 x 2832	1920 x 1080 Full HD (16:9)	35.6mm x 20.0mm
Sony A7S II	35.6mm x 23.8mm	4240 x 2832	3840 x 2160 4K (16:9)	35.6mm x 20.0mm (The whole chip width is used)
Panasonic LUMIX DC-GH5S	19.2mm x 13.0mm	4096 x 2760	1920 x 1080 Full HD (16:9)	18.8mm x 10.6mm (yet to be confirmed)
Panasonic LUMIX DC-GH5S	19.2mm x 13.0mm	4096 x 2760	3846 x 2160 4K (16:9)	18.8mm x 10.6mm (yet to be confirmed)
Panasonic LUMIX DC-GH5S	19.2mm x 13.0mm	4096 x 2760	4096 x 2160 C4K (17:9)	19.2mm x 10.12mm (The whole chip width is used)
Panasonic LUMIX DC-GH5S	19.2mm x 13.0mm	4096 x 2760	3328 x 2496 Anamorphic (4:3)	17.3mm x 13.0mm (The whole chip height is used)
Nikon D800	35.9mm x 24.0mm	7360 x 4912	1920 x 1080 Full HD	32.0mm x 18.0mm (Not the whole chip width is used)
ZWO ASI178MM	7.4mm x 5.0mm	3096x2080	3096x2080	7.4mm x 5.0mm (The full chip size is used)
Pulnix TM-9701	8.9mm x 6.6mm	768 x 484	768 x 484	8.9mm x 6.6mm (The full chip size is used)

Effective chip size of GH5S with 0.64x SpeedBooster, in FHD or 4K mode: 29.37mm x 16.56mm

14.2 Overview of available fisheye lenses

Lens	Mount	Aperture	Image Angle and Image Circle Diameter	Remarks
Canon EF 8-15mm at 8mm	Canon EF	f/4.0	180° 22.9mm (measured myself)	Very good image quality
Sigma EX DG 8mm	Canon EF ...	f/3.5	180° 22.7mm (measured myself)	Mediocre image quality
Nippon Kogaku 8mm	M42 / Canon EF	f/2.8	180° 23.0mm (measured myself)	M42 mount with adapter to Canon EF
Sigma EX DG 4.5mm	Canon EF ...	f/2.8	180° 12.3mm (measured myself)	Mediocre image quality
Meike 6-11mm at 6mm	Canon EF ...	f/3.5	180° 15.1mm (measured myself)	Good image quality
Meike 6-11mm at 7.5mm	Canon EF ...	f/3.5	180° 18.4mm (measured myself)	Good image quality
Meike 6-11mm at 9.5mm	Canon EF ...	f/3.5	180° 23.7mm (measured myself)	Good image quality
Meike 6-11mm at 11mm	Canon EF ...	f/3.5	180° 28.7mm (measured myself)	Good image quality
Meike 8mm	Canon EF ...	f/3.5	180° approx. 26.9mm 200° approx. 29.9mm	
Opteka 6.5mm	Canon EF	f/3.5	180° approx. 30mm	Bad image quality, focal length is about 9mm
Entaniya HAL250 6.0mm	Canon EF ...	f/5.6	180° 18.2mm 250° 23.7mm	Only suitable for mirrorless cameras, very expensive
Entaniya HAL250 4.3mm	Canon EF ...	f/4.0	180° 13.1mm 250° 17.0mm	Only suitable for mirrorless cameras, very expensive
Entaniya HAL250 3.6mm	Canon EF ...	f/2.8	180° 11.0mm 250° 14.25mm	Only suitable for mirrorless cameras, very expensive
Entaniya HAL250 3.0mm	Canon EF ...	f/2.8	180° 9.2mm 250° 11.9mm	Only suitable for mirrorless cameras, very expensive
Entaniya HAL200 6.0mm	Canon EF ...	f/4.0	180° 18.2mm 200° 19.9mm	Only suitable for mirrorless cameras, very expensive
Entaniya HAL200 5.0mm	Canon EF ...	f/5.6	180° 15.2mm 200° 16.6mm	Only suitable for mirrorless cameras, very expensive
Samyang 8mm Fisheye II	EF-M, Sony E	f/2.8	180° approx. 29.7mm 188° approx. 31mm	Only suitable for mirrorless cameras, short flange distance
Meike 6.5mm	MFT	f/2.0	180° 15.4mm 190° 15.85mm (measured myself)	Only suitable for mirrorless cameras, short flange distance
Meike 3.5mm	MFT	f/2.8	180° approx. 10.2mm 220° 12.5mm	Only suitable for mirrorless cameras, short flange distance
Olympus M.Zuiko 8mm	MFT	f/1.8	180° approx. 22mm	Lens hood must be removed mechanically
7artisans (Viltrox) 7.5mm	MFT ...	f/2.8	ca. 27mm (APS-C without vignetting)	Lens hood must be removed mechanically
ZLKC (OCDAY) 7.5mm	MFT ...	f/2.8	ca. 27mm (APS-C without vignetting)	
Laowa 4mm	MFT	f/2.8	180° ?mm 210° ?mm	Only suitable for mirrorless cameras, short flange distance

iZugar MKX200-ASPH 3.8mm	MFT	f/2.8	180° 11.7mm 200° 13.0mm	Only suitable for mirrorless cameras, short flange distance
iZugar MKX22 3.25mm	MFT	f/2.5	180° approx. 8.2mm 220° approx. 10mm	Only suitable for mirrorless cameras, short flange distance
Yumiki 2.5mm	CS-Mount	f/1.6	180° approx. 6.1mm 190° approx. 6.4mm	
SMTSEC 2.27mm	CS-Mount	f/1.4	185° 7.2mm	
Fujinon 1.8mm	C-Mount	f/1.4	180° 5.5mm 185° 5.7mm	
Fujinon 2.7mm	C-Mount	f/1.8	180° 8.4mm 185° 8.6mm	

For measurements of fisheye lens nonlinearity, see also Paul Bourke's website: <http://paulbourke.net/dome/fisheyecorrect/>

14.3 Favorable camera / fisheye combinations

Camera	Video resolution	Lens	Aperture	Fully illuminated image circle	Diameter of fully illuminated image circle in pixels
Canon 6D	640 x 480 (4:3)	Canon EF 8-15mm at 8mm	f/4.0	180°	460 Pixel
	1920 x 1080 Full HD (16:9)	Sigma EX DG 4.5mm	f/2.8	180°	656 Pixel
		Meike 6-11mm at 8.2mm	f/3.5	180°	1080 Pixel
		Canon EF 8-15mm at 8mm	f/4.0	159°	952 Pixel
Canon 5D MK4	1920 x 1080 Full HD (16:9)	Sigma EX DG 4.5mm	f/2.8	180°	654 Pixel
		Meike 6-11mm at 8.2mm	f/3.5	180°	1080 Pixel
		Canon EF 8-15mm at 8mm	f/4.0	159°	955 Pixel
	4096 x 2160 C4K (17:9)	Sigma EX DG 4.5mm	f/2.8	170°	2160 Pixel
Canon EOS R	3840 x 2160 4K (16:9)	Entaniya HAL250 3.6mm	f/2.8	180°	2054 Pixel
Sony A7S II	1920 x 1080 Full HD (16:9)	Sigma EX DG 4.5mm	f/2.8	180°	663 Pixel
		Meike 6.5mm	f/2.0	180°	832 Pixel
		Meike 6-11mm at 8.2mm	f/3.5	180°	1080 Pixel
	3840 x 2160 4K (16:9)	Sigma EX DG 4.5mm	f/2.8	180°	1325 Pixel
		Meike 6.5mm	f/2.0	180°	1663 Pixel
		Meike 6-11mm at 8.2mm	f/3.5	180°	2160 Pixel
		Olympus M.Zuiko 8mm	f/1.8	approx. 164°	2160 Pixel
		Sigma EX DG 8mm	f/3.5	180°	2060 Pixel
Sony A7S II with external recorder	3840 x 2160 4K (16:9)	Olympus M.Zuiko 8mm	f/1.8	180°	ca. 1996 Pixel
Panasonic LUMIX GH5S	1920 x 1080 Full HD (16:9)	Sigma EX DG 4.5mm, Speedbooster 0.71x	f/2.0	180°	888 Pixel
		Sigma EX DG 4.5mm, Speedbooster 0.64x	f/1.8	180°	800 Pixel
		Meike 6-11mm at 6.8mm, Speedbooster 0.64x	f/2.2	180°	1080 Pixel
	3328 x 2496 Anamorphic (4:3)	Sigma EX DG 4.5mm	f/2.8	180°	2356 Pixel
		Nippon Kogaku 8mm, Speedbooster 0.64x	f/1.8	159°	2496 Pixel
		Meike 6.5mm	f/2.0	152°	2496 Pixel

		Meike 6-11mm at 7.5mm, Speedbooster 0.71x	f/2.5	180°	2496 Pixel
		Meike 6-11mm at 8.2mm, Speedbooster 0.64x	f/2.2	180°	2496 Pixel
		Olympus M.Zuiko 8mm	f/1.8	106°	2496 Pixel
		Meike 3.5mm	f/2.8	220°	2400 Pixel
3840 x 2160 4K (16:9)		Sigma EX DG 4.5mm, Speedbooster 0.71x	f/2.0	180°	1775 Pixel
		Sigma EX DG 4.5mm, Speedbooster 0.64x	f/1.8	180°	1600 Pixel
		Meike 6-11mm at 6.8mm, Speedbooster 0.64x	f/2.2	180°	2160 Pixel
Nikon D800	1920 x 1080 Full HD (16:9)	Meike 6-11mm at 7.3mm	f/3.5	180°	1080 Pixel

14.4 Flange distances

MFT (Micro 4/3)	19.25mm
Canon EF und EF-S	44.0mm
Canon EF-M	18.0mm
Canon R	20.0mm
Canon FD	42.0mm
M42 = M42x1.0	45.46mm
T 2 = M42x0.75	55.0mm
C-Mount	17.526mm
CS-Mount	12.526mm
Sony E-Mount	18.0mm
Nikon F	46.5mm
ZWO ASI178MM	12.5mm

14.5 Aperture numbers, rounded and exact

0.8	0.9	1.0	1.1	1.2	1.4	1.6	1.8	2.0	2.2	2.5	2.8	3.2	3.5	4.0	4.5	5.0	5.6
0.794	0.891	1.000	1.122	1.260	1.414	1.587	1.782	2.000	2.245	2.520	2.828	3.175	3.564	4.000	4.490	5.040	5.657

Formula for exact numbers: $f_no = 2^{(n / 6)}$ with n = -2 to 15

14.6 Test patterns for fulldome projection

Very nice fulldome test patterns on Paul Bourke's website: <http://www.paulbourke.net/dome/testpattern/>

Make a double-fisheye test image and an equirectangular test image:

```
set "FF=c:\ffmpeg\ffmpeg"          :: Path to FFmpeg
set "IN=1200.png"                 :: Test pattern from http://www.paulbourke.net/dome/testpattern/1200.png
set "OUT=double_fisheye_test.png"   :: Double fisheye test image

%FF% -i %IN% -i %IN% -lavfi "[0]transpose=1[left];[1]transpose=2,negate[right];[left][right]hstack" -y %OUT%

set "IN=double_fisheye_test.png"
set "OUT=equirectangular_test.png"  :: Equirectangular test image

%FF% -i %IN% -lavfi "v360=input=dfisheye:output=e:pitch=90" -y %OUT%

pause
```

15 Canon 5D-Mark4

Resolution: 6.720 x 4.480, RAW 14-bit

15.1 All Canon 5D-Mark4 video modes for PAL video system

MOV / MP4	Movie rec. size	Size	Frame rate	Bit rate	YUV/bit	Image compression
MOV	4K 25.00P MJPG	4096x2160	25	480 Mbps	4:2:2 / 8 bit	MJPEG yuvj422p
	4K 24.00P MJPG	4096x2160	24	480 Mbps	4:2:2 / 8 bit	MJPEG yuvj422p
	FHD 50.00P ALL-I	1920x1080	50	174 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 50.00P IPB	1920x1080	50	59 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 25.00P ALL-I	1920x1080	25	88 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 25.00P IPB	1920x1080	25	30 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 24.00P ALL-I	1920x1080	24	88 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 24.00P IPB	1920x1080	24	30 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	HD 100.0P ALL-I	1280x720	100	154 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
MP4	FHD 50.00P IPB	1920x1080	50	58 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 25.00P IPB	1920x1080	25	29 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 25.00P IPB	1920x1080	25	12 Mbps	4:2:0 / 8 bit	IPB ("Light", this is a stronger compression) h264 yuvj420p
	FHD 24.00P IPB	1920x1080	24	29 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p

15.2 All Canon 5D-Mark4 video modes for NTSC video system

MOV / MP4	Movie rec. size	Size	Frame rate	Bit rate	YUV/bit	Image compression
MOV	4K 29.97P MJPG	4096x2160	29.97	480 Mbps	4:2:2 / 8 bit	MJPEG yuvj422p
	4K 23.98P MJPG	4096x2160	23.98	480 Mbps	4:2:2 / 8 bit	MJPEG yuvj422p
	4K 24.00P MJPG	4096x2160	24	480 Mbps	4:2:2 / 8 bit	MJPEG yuvj422p
	FHD 59.94P ALL-I	1920x1080	59.94	174 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 59.94P IPB	1920x1080	59.94	59 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 29.97P ALL-I	1920x1080	29.97	88 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 29.97P IPB	1920x1080	29.97	30 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 23.98P ALL-I	1920x1080	23.98	88 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 23.98P IPB	1920x1080	23.98	30 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 24.00P ALL-I	1920x1080	24	88 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
	FHD 24.00P IPB	1920x1080	24	30 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	HD 119.9P ALL-I	1280x720	119.9	154 Mbps	4:2:0 / 8 bit	ALL-I h264 yuvj420p
MP4	FHD 59.94P IPB	1920x1080	59.94	58 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 29.97P IPB	1920x1080	29.97	29 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 29.97P IPB	1920x1080	29.97	12 Mbps	4:2:0 / 8 bit	IPB ("Light", this is a stronger compression) h264 yuvj420p
	FHD 23.98P IPB	1920x1080	23.98	29 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p
	FHD 24.00P IPB	1920x1080	24.00	29 Mbps	4:2:0 / 8 bit	IPB h264 yuvj420p

Important note: If the size of a video exceeds 4GB, it can only be downloaded to the computer with "EOS Utility" software.

15.3 Video tutorials for Canon 5D-Mark4

The Canon 5D-Mark4 has a very good autofocus and is perfect for photography of fast moving objects (e.g. wildlife, birds).

I'm not a friend of video tutorials, but for the Canon 5D-Mark4 I found some tutorials that are indeed helpful. I will summarize the content below:

Grant Atkinson: Canon 5D Mk IV - Autofocus: Part 1/4 - Control Setup for Moving Subjects

<https://www.youtube.com/watch?v=7iP60Np0lpw>

AF Operation	Notes
ONE SHOT	For non-moving objects
AI FOCUS	This decides automatically if the object is moving or not. Not recommended.
AI SERVO	For moving objects, recommended as default.

Drive Mode	Notes
-	Single shot
H	7 Pictures per second
-	3 Pictures per second
S	3 Pictures per second, silent mode
Clock Symbol	10 Seconds self timer
Clock Symbol 2	2 Seconds self timer

Orange Menu (second from right) --> 3 --> Custom Controls

Shutter Button	leave as-is
AF_ON Button	set to AF_OFF, that means when you are in AF_SERVO mode you can hold the focus as long as you press this button.
* Button	set to ONE_SHOT/SERVO, that means by pressing this button you can toggle very fast between ONE_SHOT and AF_SERVO. Additionally you must press the INFO button and select the option to the right. But this function isn't very important, because you can work without ONE_SHOT. In another video he sets the * button also to AF_OFF, which is useful if you accidentally press the wrong button.
Multi_Controller	Set to "Direct AF point selection"
AF Area Selection Button	Set to "Direct AF area selection"
SET Button	In another video he sets the SET button to "Exposure Compensation"

Grant Atkinson: Canon 5D Mk IV - Autofocus: Part 2/4 - The 7 Focus Modes

<https://www.youtube.com/watch?v=4IPrb5w1Zw>

Pink AF Menü (second from left) --> 4 --> Select AF area selec. mode

Here you can select which of the 7 AF area selection modes you want to use. He chooses 2, 3 and 5.

(1) Spot AF (Square with Point)	Very small, good choice if you take pictures through branches
(2) Single Point AF	This is the default setting, very precise and fast, if you manage to hold the point on the object.
(3) Expand AF area (5 Points)	Recommended method for moving objects. The center point is prioritized and if this point loses focus, then one of the neighbor points is used. Place the center point on the eye of the object.
(4) AF Expand Surround (9 Points)	Same as (3), but 8 neighbor points.
(5) Zone AF (9 or 12 Points)	All selected points have the same weight. You don't know which point is actually used. Don't use this method if you want to have the focus on the eye of the object.
(6) Large Zone	Same as (5), but more points.
(7) Auto AF Selection (all 61 Points)	This may be useful for birds in the sky, if there is sufficient depth of focus. You don't know which point is actually used. Don't use this method if you want to have the focus on the eye of the object.

Pink AF Menü (second from left) --> 4 --> Selectable AF Point

Here you can reduce the number of selectable points. His choice: 61 or 15, because then you can choose the best point very fast.

Grant Atkinson: Canon 5D Mk IV - Autofocus: Part 3/4 - Prioritizing Your Autofocus Options

<https://www.youtube.com/watch?v=VOiQs1UEI8>

Pink AF Menü (second from left) --> 2

Here you can set the priorities for the first picture and for all subsequent pictures. His choice: 1th image: RELEASE, 2nd image: 0 to -2

Focus Priority	This means the first picture is taken not before the focus is found. This may lead to pauses, if no focus is found.
----------------	---

Speed Priority	This means that less time is used for focusing.
----------------	---

Grant Atkinson: Canon 5D Mk IV - Autofocus: Part 4/4 - AF Cases

<https://www.youtube.com/watch?v=vp8sHvGArgg>

Pink AF Menü (second from left) --> 1

The "cases" contain predefined settings. He doesn't use them, however he has put the three settings (Tracking Sensitivity, Accel/decel tracking and AF pt auto switching) into "MyMenu". This can be done as follows:

Press Q, until "My Menu" is selected.

Add My Menu Tab, OK

Configure MyMenu1

Select items to register.

Now select the three items that were mentioned above. They are now available in "My Menu".

Tracking Sensitivity	This is by far the most important parameter! It describes how easily the focus can move away from the previously found focus.
Accel/decel tracking	This is difficult to understand. Best if you leave it at 0.
AF pt auto switching	This describes, how fast the camera switches from one AF point to a neighbor AF point. He leaves it at 0, which means deactivated.

Grant Atkinson: Canon 5D Mark IV - Settings For Wildlife Photography

https://www.youtube.com/watch?v=yy_72JQ-QT4

Red Camera Menu (first from left)

Page 1 --> Lens aberration correction	He switches all options off, so that the pictures can be saved faster.
Page 2 --> Auto Lighting Optimizer	OFF
Page 3 --> High ISO speed NR	OFF
Page 2 --> ISO speed settings	AUTO 100 - 12800 for both ranges
Page 1 --> Release Shutter without card	Disable

Pink AF Menü (second from left)

Page 4 --> Auto AF pt sel: EOS iTR AF	OFF
---------------------------------------	-----

Grant Atkinson: Shooting Canon 5D Mark IV in M mode with auto ISO

<https://www.youtube.com/watch?v=Xmud7-O8HNs>

You can use the M mode together with "Auto ISO". Exposure compensation is also possible in M mode.

Tony & Chelsea Northrup: How to Photograph Flying Birds

<https://www.youtube.com/watch?v=GFghMNX9zrl>

Shutter: 1/2000s TV, Auto ISO might be useful

Birds in front of trees or water	Use a single AF point and hold it on the object.
----------------------------------	--

Birds in the sky

It's easier to use all AF points.

16 Panasonic LUMIX GH5S

16.1 GH5S Record formats

Record format	Bits	Video Codec	Audio Codec	Anamorphic	VFR	HLG	Notes
AVCHD	8	?	?	no	some	no	This data format is suitable for when playing back on a high-definition TV, etc.
MP4	8	?	?	no	no	no	This data format is suitable for when playing back on a PC, etc.
MP4 HEVC (High Efficiency Video Coding)	10	h.265	?	no	no	yes	This data format is for HDR motion picture and suitable for playback on a HDR (HLG format)-compatible TV or recorder.
MP4 (LPCM)	8 or 10	h.264	LPCM (uncompressed)	possible	some	only 10 bit	The MP4 data format for image editing.
MOV	8 or 10	h.264	?	possible	some	only 10 bit	Data format for image editing.

16.2 GH5S (and other) Abbreviations

CRF = Constant Rate Factor

DAR = Display Aspect Ratio

DR = Dynamic Range

ETC = Extra Tele Conversion

ETTL = Expose To The Left

ETTR = Expose To The Right

FPS = Frames Per Second

GOP = Group of Pictures

HDR = High Dynamic Range

HLG = Hybrid Log Gamma

IRE = a measurement of composite video signals, 100IRE = the difference between black and white

LUT = Look-up-Table

NR = Noise Reduction

PQ = Perceptual Quantization

SAR = Sample Aspect Ratio

SDR = Standard Dynamic Range

SNR = Signal to Noise Ratio

VFR = Variable Frame Rate

VO = Voice-Over

There are two possible ways how to get rid of the "AF" icon in the lower right corner of the screen:

- Totally disable the touch screen as follows: Custom Menue --> Oeration --> Touch_Settings --> Touch_Screen = OFF
- Use a video mode that allows variable frame rate (VFR), switch VFR to ON and set the variable frame rate to the same value as the rec frame rate, for example 25/25. In this case the "AF" icon disappears, and the camera does record audio. However at all other variable frame rates, it doesn't record audio.

16.3 GH5S Recommended settings

	Cinelike-D	V-LOG L	HLG (Hybrid Log Gamma)
Contrast	0	[NA]	[NA]
Sharpness (1)	-5 ?	-5 ?	-5 ?
Noise Reduction (2)	-5	-5	-5
Saturation	-5	[NA]	-5
Hue	0	[NA]	0
Luminance Level	0-1023 (0-255 for 8 bit)	fixed at 32-200 (128-800 for 10 bit) (3)	fixed at 0-1023
Zebras	100%	75%	90%
Exposure compensation		+1	
Possible ISO range for "Dual Native ISO Settings" = Low	80 - 800	320 - 1600	320 - 1600
Possible ISO range for "Dual Native ISO Settings" = High	800 - 204800	1600 - 25600	1600 - 204800
Dynamic range [F-Stops]	10.5	11.58	11.5
Notes		Best choice for video post processing?	Best choice for night sky!

(1) At higher ISO values (for example 25600), the sharpness setting is quite irrelevant, as there is no big difference in videos taken with sharpness -5 and +5. I'm unsure if negative sharpness values are a low pass filter or not.

(2) Any setting larger than -5 will suppress fainter stars in the night sky!

(3) V-LOG L uses only the range [128..800] from the possible range [0..1023], which means it's closer to 9-bit than to 10-bit

16.4 GH5S Custom settings C1, C2, C3-1, C3-2, C3-2

Up to 5 settings can be saved in Menu -> Settings -> Cust.Set Mem.

They can be loaded by turning the wheel to C1, C2 or C3.

In case of C3, you must additionally press the menu button and then select C3-1, C3-2 or C3-3.

My own settings:

	Rec Format	Pixel	fps	ISO, Photo Style	Exposure Mode, Exposure time	System Frequency	Application
C1	[4K/10bit/150M/25p] 422 / 10Bit / Long GOP	3840x2160 4K	25	400, STD	M, 1/50s	50.00Hz (PAL)	For 4K videos
C2	[C4K/10bit/150M/25p] 422 / 10Bit / Long GOP	4096x2160 C4K	25	Auto, STD	M, 1/50s	50.00Hz (PAL)	For C4K videos
C3-1	[4K/A/150M/25p] 422 / 10bit / Long GOP	3328x2496 Anamorphic	25	51200 HLG, NR=-5	M, 1/25s	50.00Hz (PAL)	For meteor astronomy with SpeedBooster and Nippon Kogaku 8mm f/2.8 fisheye lens
C3-2	[FHD/8bit/100M/25p] 420 / 8Bit / Long GOP	1920x1080 FHD	125	51200, STD	M, 1/125s	50.00Hz (PAL)	For video astronomy: Variable framerate: 125 Ex.Tele Conv is OFF, but can be set to ON
C3-3	[FHD/8bit/100M/25p] 420 / 8Bit / Long GOP	1920x1080 FHD	25	51200, STD	M, 1/25s (1/2s - 1/25s)	50.00Hz (PAL)	For video astronomy: Variable framerate: off Ex.Tele Conv is OFF, but can be set to ON

My function key settings:

Fn1 Sound Rec Level Adj.

Fn2 Histogram

Fn3 Waveform Monitor

Fn4 Zebras

Fn5 Ex. Tele Conv.

16.5 GH5S Luminance level

Motion Picture > Luminance Level

Select the luminance range to match the use of video. Settings: [0-255]/[16-235]/[16-255]

- If you set Rec Quality to a 10bit motion picture setting, the available options change to [0-1023], [64-940], and [64-1023].
- This function works only for motion pictures. Still pictures (including those you take during motion picture recording) will be taken with [0-255].
- When Rec Format is set to AVCHD or MP4, [0-255] in Luminance Level will switch to [16-255].
- When Photo Style is set to Hybrid Log Gamma, setting is fixed to [0-1023]. The manual says [64-640], but I think this is wrong.
- When Photo Style is set to V-Log L, setting is fixed to [32-200] or [128-800]. The manual says [0-255], but I think this is wrong.

16.6 GH5S Master pedestal level

Creative Video > Master Pedestal Level

-	This side creates a high contrast image with a crisp atmosphere.
0	Standard
+	This side creates a slightly misty atmosphere.

This function is not available when Photo Style is set to V-Log L

16.7 GH5S Video size

Mode	Resolution	Read-out Chip Size	Diagonal Size	Number of Pixels
4K	3820 x 2160 (16:9)	18.8mm x 10.6mm	21.6mm	8251200
C4K	4096 x 2160 (17:9)	19.2mm x 10.12mm	21.7mm	8847360
Anamorphic	3328 x 2496 (4:3)	17.3mm x 13.0mm	21.6mm	8306688
FHD	1920 x 1080 (16:9)	18.8mm x 10.6mm (1)	21.6mm	2062800
FHD with 2.1x Extra Tele Conversion	1920 x 1080 (16:9)	8.95mm x 5.05mm	10.3mm	2062800

(1) Read-out chip size is smaller when frame rate is larger than 200

16.8 GH5S Mechanical / electronic shutter

Rec > Shutter Type

Shutter Type	ISO	Exposure Time Range
Mechanical shutter	100-204800	60s - 1/8000s
Electronic shutter	204800	1/30s - 1/16000s
	102400	1/15s - 1/16000s
	51200	1/8s - 1/16000s
	25600	1/4s - 1/16000s
	12800	1/2s - 1/16000s
	100 - 6400	1s - 1/16000s

16.9 GH5S Longer exposure time than framerate allows

When making a 25fps video, exposure times longer than 1/25s up to 1/2s are possible. Duplicated frames are written to the SD card.

At least these settings are required (there may be more requirements that I don't know):

- Creative film mode
- Exposure mode "M"
- Autofocus must be switched off at the lens
- "SS/Gain Operation" must be set to "SEC/ISO"
- Not in variable framerate mode

16.10 GH5S Variable frame rate

System Frequency	Rec Quality	Available Framerates
59.94Hz (NTSC)	[4K/8bit/100M/30p] [FHD/24M/30p]	2 15 26 28 30 32 34 45 60
	[FHD/8bit/100M/60p]	2 30 56 58 60 62 64 90 120 150 180 210 240
	[FHD/8bit/100M/30p]	2 15 26 28 30 32 34 45 60 75 90 105 120 135 150 165 180 195 210 225 240
	[4K/8bit/100M/24p] [FHD/24M/24p]	2 12 20 22 24 26 28 36 48 60
	[FHD/8bit/100M/24p]	2 12 20 22 24 26 28 36 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240
50.00Hz (PAL)	[4K/8bit/100M/25p] [FHD/24M/25p]	2 12 21 23 25 27 30 37 60
	[FHD/8bit/100M/50p]	2 25 46 48 50 52 54 75 100 125 150 200 240
	[FHD/8bit/100M/25p]	2 12 21 23 25 27 30 37 50 62 75 87 100 112 125 137 150 175 200 225 240
24.00Hz (CINEMA)	[4K/8bit/100M/24p] [C4K/8bit/100M/24p]	2 12 20 22 24 26 28 36 48 60
	[FHD/8bit/100M/24p]	2 12 20 22 24 26 28 36 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240

Note: Normally the GH5S doesn't record any audio in VFR mode. But there is one exception: When you switch VFR to ON and set the variable frame rate to the same value as the rec frame rate. For example, if "Rec Quality" is set to [FHD/8bit/100M/25p] then you can record audio only if the variable frame rate is set to 25.

16.11 Recording duration on SD cards

Mbps	MB/s	MB/min	128GB card	256GB card	512GB card	640GB card (128GB + 512GB)	1024GB card (512GB + 512GB)
400	50	3000	43 min = 0.7 h	87 min = 1.4 h	174 min = 2.9 h	218 min = 3.6 h	349 min = 5.8 h
200	25	1500	87 min = 1.4 h	174 min = 2.9 h	349 min = 5.8 h	436 min = 7.2 h	699 min = 11.6 h
150	18.75	1125	116 min = 1.9 h	233 min = 3.9 h	466 min = 7.8 h	582 min = 9.7 h	932 min = 15.5 h
100	12.5	750	174 min = 2.9 h	349 min = 5.8 h	699 min = 11.6 h	873 min = 14.5 h	1398 min = 23.3 h
72	9	540	242 min = 4.0 h	485 min = 8.1 h	970 min = 16.2 h	1213 min = 20.2 h	1941 min = 32.3 h
28	3.5	210	624 min = 10.4 h	1248 min = 20.8 h	2496 min = 41.6 h	3120 min = 52.0 h	4993 min = 83.2 h
24	3	180	728 min = 12.1 h	1456 min = 24.3 h	2912 min = 48.5 h	3640 min = 60.6 h	5825 min = 97.0 h
20	2.5	150	873 min = 14.5 h	1747 min = 29.1 h	3495 min = 58.2 h	4369 min = 72.8 h	6990 min = 116.5 h
17	2.125	127.5	1028 min = 17.1 h	2056 min = 34.3 h	4112 min = 68.5 h	5397 min = 89.9 h	8224 min = 137.0 h

16.12 GH5S Cable remote trigger

The cable remote trigger has a 2.5mm connector with 4 contacts:

Tip contact	not connected
2nd contact	not connected
3rd contact	not pressed: 38.5 kOhm to ground (33 kOhm more than half pressed) half pressed: 5.5 kOhm to ground (3.3kOhm more than full pressed) full pressed: 2.2 kOhm to ground
Outer contact	ground

16.13 GH5S Cheap chinese battery adapters

If a 10kOhm resistor is soldered between the "-" and "T" contacts, the GH5S will accept all voltages from 6.5 to 8.5 Volts without any error messages. Without this resistance, the input voltage is much more critical. The original Panasonic DMW-AC10E power supply is rated 8.4V at 2.5A and the voltage is about 9.1V without load.

16.14 GH5S Telescopic effect

Set the [Ex. Tele Conv.] parameter to [ON] for a fixed 2.1x telescopic effect. This is on page 2/5 in the motion pictures menu. This function is not available when [HDR] is set to [ON], or when motion pictures size is set to [C4K] or [4K] in [Rec Quality], or when a frame rate of 150fps or higher is set for [Variable Frame Rate].

16.15 GH5S with SpeedBooster 0.64x

Lens	With SpeedBooster 0.64x
Sigma EX DG 4.5mm f/2.8	2.9mm f/1.8
Meike 6-11mm f/3.5	3.8mm-7.0mm f/2.2
Nippon Kogaku 8mm f/2.8	5.1mm f/1.8
Sigma EX DG 8mm f/3.5	5.1mm f/2.2
Canon EF 8-15mm f/4.0	5.1mm f/2.5
Canon EF 11-24mm f/4.0	7.0mm-15.4mm f/2.5
Sigma 14mm f/1.8	9.0mm f/1.1
Canon CN-E 24mm T1.5 L F	15.4mm T 0.96
Sigma 24mm f/1.4	15.4mm f/0.9
Laowa 24mm f/14	15.4mm f/9.0
Canon EF 24-70mm f/4.0	15.4mm-44.8mm f/2.5
Canon EF 50mm f/1.4	32mm f/0.9
Canon EF 100mm f/2.8	64mm f/1.8
Canon EF 100-400mm f/4.5-5.6	64mm-256mm f/2.8-3.5
Canon EF 200mm f/2.0	128mm f/1.2
Canon EF 400mm f/2.8	256mm f/1.8
Canon EF 500mm f/4.0	320mm f/2.5

16.16 GH5S, all 77 video modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[C4K/8bit/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[C4K/10bit/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/8bit/100M/30p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[C4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra
[C4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/8bit/100M/24p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3840x2160	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/ALL-I/400M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/8bit/100M/30p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	3840x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	3840x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/72M/30p]	MP4 HEVC	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	72 Mbps	4:2:0/10 bit	Long GOP
[4K/72M/24p]	MP4 HEVC	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	72 Mbps	4:2:0/10 bit	Long GOP
[4K/100M/30p]	MP4	no	no	59.94Hz (NTSC)	3840x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/100M/24p]	MP4	no	no	59.94Hz (NTSC)	3840x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/A/400M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	29.97p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/100M/30p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra

[4K/A/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/100M/24p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/60p]	AVCHD	no	no	59.94Hz (NTSC)	1920x1080	59.94p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/17M/60i]	AVCHD	no	no	59.94Hz (NTSC)	1920x1080	59.94i	17 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/30p]	AVCHD	yes	no	59.94Hz (NTSC)	1920x1080	59.94i	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	AVCHD	yes	no	59.94Hz (NTSC)	1920x1080	23.98p	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/60p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	59.94p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/60p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	59.94p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/60p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	59.94p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	29.97p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	29.97p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/30p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	23.98p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	23.98p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/60p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	59.94p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/20M/30p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	29.97p	20 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	23.98p	24 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	4096x2160	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[C4K/10bit/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	4096x2160	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/8bit/100M/25p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	4096x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3840x2160	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/ALL-I/400M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3840x2160	25.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3840x2160	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/8bit/100M/25p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	3840x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/72M/25p]	MP4 HEVC	no	yes	50.00Hz (PAL)	3840x2160	25.00p	72 Mbps	4:2:0/10 bit	Long GOP

[4K/100M/25p]	MP4	no	no	50.00Hz (PAL)	3840x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3328x2496	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/A/400M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3328x2496	25.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3328x2496	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/100M/25p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3328x2496	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/50p]	AVCHD	no	no	50.00Hz (PAL)	1920x1080	50.00p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/17M/50i]	AVCHD	no	no	50.00Hz (PAL)	1920x1080	50.00i	17 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/25p]	AVCHD	yes	no	50.00Hz (PAL)	1920x1080	50.00i	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/50p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	50.00p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/50p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	50.00p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/50p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	1920x1080	50.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	25.00p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	25.00p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/25p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	1920x1080	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/50p]	MP4	no	no	50.00Hz (PAL)	1920x1080	50.00p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/20M/25p]	MP4	no	no	50.00Hz (PAL)	1920x1080	25.00p	20 Mbps	4:2:0/8 bit	Long GOP
[C4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	4096x2160	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[C4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	4096x2160	24.00p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	4096x2160	24.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3840x2160	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3840x2160	24.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	3840x2160	24.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3328x2496	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3328x2496	24.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/100M/24p]	MP4 (LPCM) / MOV	no	no	24.00Hz (CINEMA)	3328x2496	24.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/ALL-I/200M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	1920x1080	24.00p	200 Mbps	4:2:2/10 bit	ALL-Intra

[FHD/10bit/100M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	1920x1080	24.00p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	1920x1080	24.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	MP4	no	no	24.00Hz (CINEMA)	1920x1080	24.00p	24 Mbps	4:2:0/8 bit	Long GOP

16.17 GH5S, all C4K 8 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[C4K/8bit/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/100M/30p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/100M/24p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	4096x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	4096x2160	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/100M/25p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	4096x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[C4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	4096x2160	24.00p	100 Mbps	4:2:0/8 bit	Long GOP

16.18 GH5S, all C4K 10 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[C4K/10bit/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra
[C4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	4096x2160	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/10bit/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	4096x2160	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[C4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	4096x2160	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[C4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	4096x2160	24.00p	150 Mbps	4:2:2/10 bit	Long GOP

16.19 GH5S, all 4K 8 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[4K/8bit/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3840x2160	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/100M/30p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	3840x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	3840x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/100M/30p]	MP4	no	no	59.94Hz (NTSC)	3840x2160	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/100M/24p]	MP4	no	no	59.94Hz (NTSC)	3840x2160	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3840x2160	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/100M/25p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	3840x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/100M/25p]	MP4	no	no	50.00Hz (PAL)	3840x2160	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	3840x2160	24.00p	100 Mbps	4:2:0/8 bit	Long GOP

16.20 GH5S, all 4K 10 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[4K/ALL-I/400M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/72M/30p]	MP4 HEVC	no	yes	59.94Hz (NTSC)	3840x2160	29.97p	72 Mbps	4:2:0/10 bit	Long GOP
[4K/72M/24p]	MP4 HEVC	no	yes	59.94Hz (NTSC)	3840x2160	23.98p	72 Mbps	4:2:0/10 bit	Long GOP
[4K/ALL-I/400M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3840x2160	25.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3840x2160	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/72M/25p]	MP4 HEVC	no	yes	50.00Hz (PAL)	3840x2160	25.00p	72 Mbps	4:2:0/10 bit	Long GOP
[4K/ALL-I/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3840x2160	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/10bit/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3840x2160	24.00p	150 Mbps	4:2:2/10 bit	Long GOP

16.21 GH5S, all anamorphic 8 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[4K/A/150M/60p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	59.94p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/A/100M/30p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/100M/24p]	MP4 (LPCM) / MOV	no	no	59.94Hz (NTSC)	3328x2496	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/150M/50p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3328x2496	50.00p	150 Mbps	4:2:0/8 bit	Long GOP
[4K/A/100M/25p]	MP4 (LPCM) / MOV	no	no	50.00Hz (PAL)	3328x2496	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[4K/A/100M/24p]	MP4 (LPCM) / MOV	no	no	24.00Hz (CINEMA)	3328x2496	24.00p	100 Mbps	4:2:0/8 bit	Long GOP

16.22 GH5S, all anamorphic 10 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[4K/A/400M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	29.97p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	29.97p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/400M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	23.98p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	3328x2496	23.98p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/400M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3328x2496	25.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	3328x2496	25.00p	150 Mbps	4:2:2/10 bit	Long GOP
[4K/A/400M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3328x2496	24.00p	400 Mbps	4:2:2/10 bit	ALL-Intra
[4K/A/150M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	3328x2496	24.00p	150 Mbps	4:2:2/10 bit	Long GOP

16.23 GH5S, all FHD 8 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[FHD/28M/60p]	AVCHD	no	no	59.94Hz (NTSC)	1920x1080	59.94p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/17M/60i]	AVCHD	no	no	59.94Hz (NTSC)	1920x1080	59.94i	17 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/30p]	AVCHD	yes	no	59.94Hz (NTSC)	1920x1080	59.94i	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	AVCHD	yes	no	59.94Hz (NTSC)	1920x1080	23.98p	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/60p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	59.94p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/30p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	29.97p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	59.94Hz (NTSC)	1920x1080	23.98p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/60p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	59.94p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/20M/30p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	29.97p	20 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	MP4	no	no	59.94Hz (NTSC)	1920x1080	23.98p	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/50p]	AVCHD	no	no	50.00Hz (PAL)	1920x1080	50.00p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/17M/50i]	AVCHD	no	no	50.00Hz (PAL)	1920x1080	50.00i	17 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/25p]	AVCHD	yes	no	50.00Hz (PAL)	1920x1080	50.00i	24 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/50p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	1920x1080	50.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/25p]	MP4 (LPCM) / MOV	yes	no	50.00Hz (PAL)	1920x1080	25.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/28M/50p]	MP4	no	no	50.00Hz (PAL)	1920x1080	50.00p	28 Mbps	4:2:0/8 bit	Long GOP
[FHD/20M/25p]	MP4	no	no	50.00Hz (PAL)	1920x1080	25.00p	20 Mbps	4:2:0/8 bit	Long GOP
[FHD/8bit/100M/24p]	MP4 (LPCM) / MOV	yes	no	24.00Hz (CINEMA)	1920x1080	24.00p	100 Mbps	4:2:0/8 bit	Long GOP
[FHD/24M/24p]	MP4	no	no	24.00Hz (CINEMA)	1920x1080	24.00p	24 Mbps	4:2:0/8 bit	Long GOP

16.24 GH5S, all FHD 10 bit modes

Rec Quality	Rec Format	VFR	HLG	System frequency	Size	Frame rate	Bit rate	YUV/bit	Image compression
[FHD/ALL-I/200M/60p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	59.94p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/60p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	59.94p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/ALL-I/200M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	29.97p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/30p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	29.97p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/ALL-I/200M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	23.98p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/24p]	MP4 (LPCM) / MOV	no	yes	59.94Hz (NTSC)	1920x1080	23.98p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/ALL-I/200M/50p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	50.00p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/50p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	50.00p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/ALL-I/200M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	25.00p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/25p]	MP4 (LPCM) / MOV	no	yes	50.00Hz (PAL)	1920x1080	25.00p	100 Mbps	4:2:2/10 bit	Long GOP
[FHD/ALL-I/200M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	1920x1080	24.00p	200 Mbps	4:2:2/10 bit	ALL-Intra
[FHD/10bit/100M/24p]	MP4 (LPCM) / MOV	no	yes	24.00Hz (CINEMA)	1920x1080	24.00p	100 Mbps	4:2:2/10 bit	Long GOP

17 PanoView XDV360 camera

This is a very cheap chinese camera with a 200° 1.1mm f/2.0 fisheye lens.

Some hints for using:

Change the mode (Video / Photo / Timelapse / Settings) by short pressing the "on/off" button.

You can go directly to the settings by pressing the "arrow down" button.

Scroll in the settings with "arrow down" and "arrow up" buttons.

Switch to the right for the next menu with the "on/off" button.

Select and confirm with "start/stop" button.

Possible square video resolutions: 2448 / 2048 / 1440 / 1072 with 30 fps or 1440 / 1072 with 60 fps

Recommended exposure correction for video:

- If the sun is in the field of view, use 0
- In the woods, but sun is not directly visible: use 0 to +3
- If in doubt, you aren't wrong if you use 0.

Table with crop values for different field of view:

Field of View	Top and left border	Width and height
180°	176	2104
185°	144	2168
190°	116	2224
195°	88	2280
200°	60	2336

18 Kodak PIXPRO SP360 4K camera

This is a small camera with a 235° 0.85mm f/2.8 fisheye lens. The maximum video size is 2880 x 2880 pixels and in this mode the filesize is about 7.5MB per second.

English instruction manual: <https://kodakpixpro.com/support/downloads/resources/cameras/360-vr/sp360-4k//docs/sp360-4k-usermanual-en.pdf>

Possible video resolutions in fisheye mode:

2880x2880	2048x2048	1440x1440	1072x1072	720x720
30fps	30fps	30fps or 60fps	30fps or 60fps	120fps

Crop values for different field of view, for 2880x2880 video:

Field of View	Top and left border	Width and height
180°	210	2456
185°	174	2528
190°	142	2592
195°	106	2664
200°	74	2728

Charging the battery with the external battery charger: Lamp is red while charging and becomes green when battery is full. The charging time is at least 4 hours for a completely empty battery.

Charging the battery in the camera: Just plug in the USB cable and don't switch the camera on. The lamp is blinking orange while charging and goes off when the battery is full.

Error in instruction manual: The lamp is not continuously orange when the battery is charging.

Warning: The battery is always empty when you need it. Charge before using!

When recording, the LED is blinking red.

Test report (german): https://www.digitaleyes.de/Tests/Testbericht_Kodak_Pixpro_SP360_4K_360-Grad-Actioncam/9819

19 Chinese 360° Panoramic camera



This is a very cheap chinese panoramic camera with two 220° fisheye lenses.

Video resolution: 1920x960@30fps, 2880x1440@25fps, 3840x1920@15fps

Lenses: f=0.88mm F/2.0, distance between the two lenses is about 26mm

Audio: 44.1kHz, 16-bit, stereo

After downloading the video from the Micro SD card, it is already an equirectangular video and can be viewed as-is with the VLC player. The stitching is already done in the camera and there is no postprocessing required.

Charging via USB: Blue lamp is on while charging, and goes off when battery is full.

If you mount this camera on a selfie stick, the stick itself isn't visible in the video. But its shadow is visible! So it's a good idea to choose the diameter of the stick as small as possible.

This camera has no exposure compensation setting.

20 Color temperature test with chinese L4500 video lights

The L4500 video lights have an adjustable color temperature from 3200K to 5600K in 13 steps. At each color temperature I did take a picture of a white piece of paper with a Canon 5D-MK4, which was set to the same color temperature as the two lamps. Exposure time was 1/125s, f/5.6, ISO800. The lamps were set to 100% brightness. The CR2 images were converted with IrfanView to 8-bit PNG and then the average value for the R, G and B channels were calculated with Fitswork.

Color Temperature	R	G	B	S = R + G + B	R / S	G / S	B / S
3200 K	140.4	132.5	137.3	410.2 (Minimum)	34.2% (Minimum)	32.3% (Maximum)	33.5%
3400 K	149.1	138.1	145.9	433.1	34.4%	31.9%	33.7% (Maximum)
3600 K	156.5	143.5	152.7	452.7	34.6%	31.7%	33.7% (Maximum)
3800 K	161.9	145.9	155.1	462.9	35.0%	31.5%	33.5%
4000 K	165.8	149.2	158.6	473.6	35.0%	31.5%	33.5%
4200 K	169.8	151.5	160.6	481.9	35.2%	31.4% (Minimum)	33.3%
4400 K	172.5	153.9	162.7	489.1	35.3%	31.5%	33.3%
4600 K	174.1	154.9	163.1	492.1	35.4%	31.5%	33.1%
4800 K	175.9	156.5	163.3	495.7	35.5% (Maximum)	31.6%	32.9%
5000 K	175.9	156.9	162.6	495.4	35.5%	31.7%	32.8% (Minimum)
5200 K	175.4	157.8	163.9	497.1 (Maximum)	35.3%	31.7%	33.0%
5400 K	174.5	158.0	164.5	497.0	35.1%	31.8%	33.1%
5600 K	169.8	156.1	164.5	490.4	34.6%	31.8%	33.5%

Hint: L4500 lights can be operated with one NP-F970 battery. It's not required to connect two batteries simultaneously.

21 TASCAM DR-70D

Main Menu	Sub Menu	Recommended Setting	Notes
BASIC	RECORD	ON / OFF	Choose the channels you want to use
	PAN		Balance for monitoring the inputs, this doesn't affect the record
	GAIN	LOW / MID / HIGH / HI+PLUS	Choose the input gain
	INPUT	XLR/TRS	Choose the input
MONITOR	MIX		Dont't care, this is only for the monitor output
INPUT	INPUT GAIN	MIC+PHANTOM	
	LIMITER	OFF	
	LOWCUT	OFF	High pass filter
	DELAY	0	Delay time to channel 1
	PHASE	OFF	Reverses the polarity
RECORD	FILE TYPE	STEREO	One or two stereo files will be written
	FORMAT	WAV 24bit	Best quality
	SAMPLE	44.1kHz / 48kHz / 96kHz / 192kHz	Use 96kHz for ultrasound conversion
	DUAL REC	OFF or -1db to -12dB	This is only possible if channels 3 and 4 are deactivated
SLATE			Slate signal
MIC	MS MODE 1/2	OFF	
	MS MODE 3/4	OFF	
	PHANTOM VOLT	48V	Phantom voltage for Rode MT-1 microphones
OTHERS	SYSTEM --> FORMAT		Formatting the SD card
	BATTERY	NIMH / ALKAL	Battery type
	DATE / TIME		Setting date and time

I typically make either 4-channel records, or 2-channel records with DUAL REC -10dB. These settings must be changed:

Application:	BASIC --> RECORD CH3+4	RECORD --> DUAL RECORD
4-Channel Recording	ON	OFF
2-Channel Recording with DUAL REC -10dB	OFF	-10dB

WAV 24bit 44.1 kHz, maximum recording length with 2GB SD card: 3h 22m

Always power the recorder with an external powerbank. The internal batteries are much too small, especially if phantom voltage is used.

22 TASCAM DR-701D

Menue	Recommended Setting	Notes
1/19 INPUT	GAIN: LINE / LOW / MID / HI / HI+ SEL: IN 1-2 IN 3-4	Choose the input gain and which inputs are used LOW: +20dB, MID: +40dB, HI: +52dB, HI+: +64dB
2/19 MIXER	LVL: 100, 100, 100, 100 PAN: L12, R12, L12, R12 MS: OFF	Important: If you set PAN to "C", both stereo channels are equal!
3/19 PHASE / DELAY	0, OFF	Reverse the polarity, set a delay time
4/19 LEVEL CONTROL	OFF	
5/19 TRIM GANG	GRP 1: all ON GRP2: all OFF	Adjust all channels simultaneously with channel 1 knob
6/19 OUTPUT LEVEL	CAMERA: 30db LINE: 0db	Set the output levels
7/19 MIC POWER	PHAN: all ON, VOLTAGE : 48V PLUGIN: OFF	Use 48V for RODE NT1 microphones PLUGIN is the supply voltage for microphones at the EXT IN 1/2 input
8/19 RECORD	CH1, CH2, CH3, CH4: ON MIX: OFF DUAL: OFF or 1-2, -12dB	When DUAL mode is used, channels 3 and 4 are automatically deselected
9/19 REC SETTING	FILE TYPE: STEREO FORMAT: WAV 24bit SAMPLE: 44.1kHz / 48kHz / 96kHz / 192kHz	One or two stereo files will be written Use 44.1kHz or 48kHz for normal sound, or 96kHz for ultrasound
10/19 FILE	NAME TYPE: DATE WORD: TASCAM	
11/19 MEDIA	FORMAT	Here you can format the SD card
12/19 TIME CODE		
13/19 SLATE TONE	AUTO: OFF OSCILLATOR	Use the OSCILLATOR feature for generating a -20dB test tone

14/19 HDMI AUDIO ASSIGN	OFF	
15/19 AMBISONICS	OFF	
16/19 METER/TRIM	PEAK HOLD: 2sec TRIM MIN: MIN	
17/19 POWER MANAGEMENT	BATTERY TYPE: ALKALI AUTO PWR SAVE: 30min BACKLIGHT: 10sec	
18/19 REMOTE		
19/19 SYSTEM	DATE / TIME	Setting date and time

I typically make either 4-channel records, or 2-channel records with DUAL REC -10dB. For toggling between these modes, only one setting must be changed: Set RECORD / DUAL to OFF or 1-2.

Always power the recorder with an external powerbank. The internal batteries are much too small, especially if phantom voltage is used.

Pinout of 3.5mm stereo connectors: Tip contact is left channel, middle contact is right channel, outer contact is ground.

22.1 Matching the DR-701D's output level to the GH5S' input level

The output level of the TASCAM DR-701D camera output can be set in the menu OUTPUT LEVEL / CAMERA in the range -24dB to +42dB. There are hardware switches between 0dB and 1dB, between 12dB and 13dB and between 30dB and 31dB.

A 1kHz test tone can be generated in the menu SLATE TONE / OSCILLATOR, with level -18dB or -20dB. The reference level seems to be about 62mV without load.

Output level at the TASCAM's **camera output** (measured with high impedance):

OUTPUT LEVEL / CAMERA	Output voltage (OSCILLATOR = -18dB)	Output voltage (OSCILLATOR = -20dB)	Maximum 1kHz sine output voltage, just before clipping occurs in the output signal.
0dB	7.5 mV_rms	6.2 mV_rms	62 mV_rms
12dB	30.3 mV_rms	24.0 mV_rms	240 mV_rms
20dB	79.0 mV_rms	62.0 mV_rms	620 mV_rms
30dB	249.6 mV_rms	200.0 mV_rms	2.00 V_rms
40dB	795 mV_rms	622 mV_rms	3.35 V_rms
42dB	993 mV_rms	795 mV_rms	3.35 V_rms

The output level of the TASCAM DR-701D line output can be set in the menu OUTPUT LEVEL / LINE in the range -12dB to +12dB. There is a hardware switch between 0dB and 1dB.

Output level at the TASCAM's **line output** (measured with high impedance):

OUTPUT LEVEL / LINE	Output voltage (OSCILLATOR = -18dB)	Output voltage (OSCILLATOR = -20dB)	Maximum 1kHz sine output voltage, just before clipping occurs in the output signal.
-12dB	62 mV_rms	49 mV_rms	0.5 V_rms
-3dB	175 mV_rms	139 mV_rms	1.41 V_rms
0dB	248 mV_rms	197 mV_rms	2.0 V_rms
12dB	990 mV_rms	785 mV_rms	3.27 V_rms

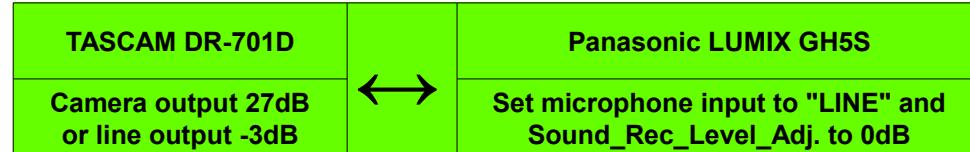
The input level of the Panasonic LUMIX GH5S can be set to "LINE" in the menu Motion_Picture --> Mic_Socket.

The Motion_Picture --> Sound_Rec_Level_Adj. parameter can be set in the -12dB to +6dB range.

For measuring the clipping voltage, make sure that Motion_Picture --> Sound_Rec_Level_Limiter is OFF.

Sound Rec Level Adj.	Input voltage when level indicator is at -12dB mark	Maximum sine voltage before clipping occurs	Maximum peak voltage before clipping occurs
-12dB	1050 mV_rms	4.88 V_rms	+/- 6.90 V
-6dB	525 mV_rms	2.44 V_rms	+/- 3.45 V
0dB	262 mV_rms	1.22 V_rms	+/- 1.73 V
+6dB	131 mV_rms	0.61 V_rms	+/- 0.86 V

So after all these measurements, what's a good match between the output level of the TASCAM and the input level of the GH5S?



Or alternatively:



With these settings both recorders get the same amplitude and clipping occurs at the same level.

23 The Apprehension Engine: Sound effects for horror films

This is a machine for creating sound effects for horror films. It was envisioned by movie composer Mark Korven and created by guitar maker Tony Duggan-Smith. <http://apprehensionengine.com/>

The apprehension engine was used to make the sounds for the movie "The Witch": [https://en.wikipedia.org/wiki/The_Witch_\(2015_film\)](https://en.wikipedia.org/wiki/The_Witch_(2015_film))

Some videos by Jakob Balogh showing what you can do with this engine:

The Apprehension Engine - First Look Part 01 (Horror Machine) <https://www.youtube.com/watch?v=dSVzFD6bDwQ>

The Apprehension Engine - First Look Part 02 (Horror Machine) <https://www.youtube.com/watch?v=61Cw5vApw-o>

The Apprehension Engine - First Look Part 03 (Horror Machine) <https://www.youtube.com/watch?v=n5nAXLdBc40>

Other videos showing how to use the engine and similar instruments:

The Apprehension Engine - Horror Suite Part 1 <https://www.youtube.com/watch?v=QUYFMHM3wns>

The Apprehension Engine - Horror Suite Part 2 <https://www.youtube.com/watch?v=K9xE1UHDoLU>

Apprehension Engine: Sound check in Chicago <https://www.youtube.com/watch?v=cgp76wROgxY>

Horror Musical Instrument - The Apprehension Engine <https://www.youtube.com/watch?v=lzk-l8Gm0MY>

DIY Apprehension Engine 1 - Metallic Bones (Rulers) https://www.youtube.com/watch?v=_q-yMKs1NYg

DIY Apprehension Engine 2 - Glass Shards (Wine Glass) <https://www.youtube.com/watch?v=1arnzEoAuAk>

DIY Apprehension Engine 3 - Gates of Hell (Spring Reverb) <https://www.youtube.com/watch?v=vV7ygTQu1Eo>

DIY Apprehension Engine 4 - Heavy Metal (Guitar) <https://www.youtube.com/watch?v=gh7TbusFy-4>

Latest build: "Horror Box 1.0" - (demo) - spring box w/ piezo microphone <https://www.youtube.com/watch?v=tEgUXJiDEIg>

Here is a series of "How to Build The Apprehension Engine" videos by Michael Freudenberg on Youtube:

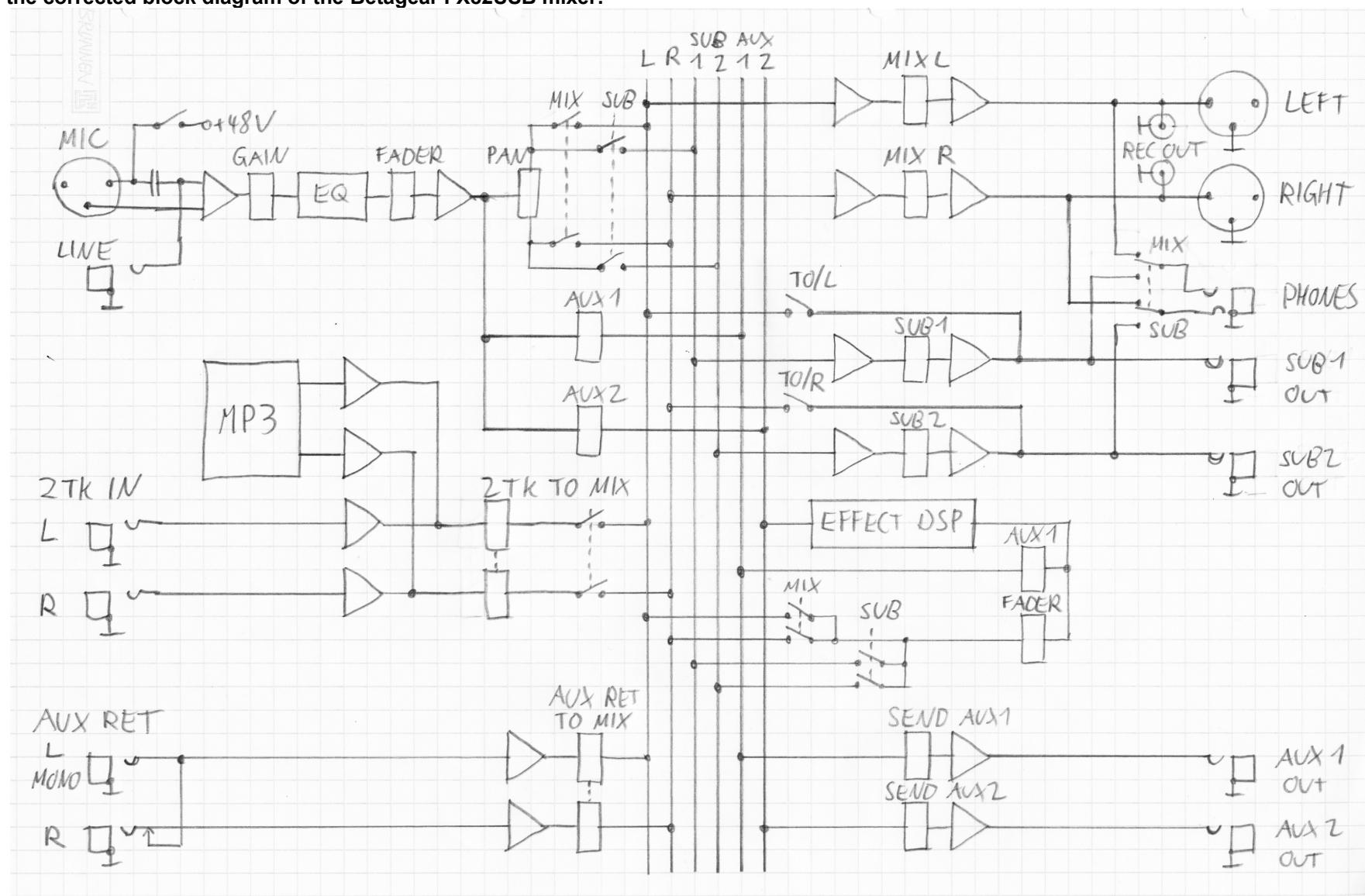
Chapter	Youtube Link	Material needed
#1 - HISTORY	https://www.youtube.com/watch?v=xHXUEycuAMY	
#2 - The Base	https://www.youtube.com/watch?v=uwZmU4l4P10	5 Ply board: (for the base) Width 40cm x Length 1.2 meters Pine wood: Width 4.2 cm x Depth 1.9 cm x Length 1.2 meters
#3 - The Sides	https://www.youtube.com/watch?v=eZXM-Dj7IQw	
#4 - Finishing the Sides	https://www.youtube.com/watch?v=JfEjMSTJ_Ts	
#5 - Attaching rear support	https://www.youtube.com/watch?v=SkLuiXLvTgw	
#6 - The Hurdy Gurdy Wheel	https://www.youtube.com/watch?v=cLI_YBDax5s	MDF 16mm thick
#7 - The Hurdy Gurdy bearing	https://www.youtube.com/watch?v=xU8ES5OLxak	

#8 - Installing the Front Frame	https://www.youtube.com/watch?v=3tSBeRqQSOE	
#9 - Installing the Rear Frame	https://www.youtube.com/watch?v=XWddPilneco	
#10 - Guitar Neck Supports	https://www.youtube.com/watch?v=az5uFla6gBg	
#11 - Left side Soundboard	https://www.youtube.com/watch?v=HhuUxrRji5E	
#12 - Front and Right side Soundboard	https://www.youtube.com/watch?v=wIzUkMgLDhM	
#13 - Installing Top Soundboard	https://www.youtube.com/watch?v=DBW_x_KKEdM	3 mm to 5 mm Ply wood (3 ply) 18mm x 18mm square pine wood
#14 - Installing the Hurdy Gurdy	https://www.youtube.com/watch?v=t1JzJRfPtW0	
#15 - Making the Guitar Necks	https://www.youtube.com/watch?v=84oymSJ6L1w	Hard wood 65mm x 18mm x 1.2m Hard wood 40mm x 18mm x 1.2 meters
#16 - Making the Guitar Necks Part II	https://www.youtube.com/watch?v=lrAJwj0ZpoU	
#17 - FINISHING THE BOX	https://www.youtube.com/watch?v=OJtZyos_ZaE	
#18 – The Electronics and parts	https://www.youtube.com/watch?v=Kel4onBniTs	Two cello strings (G and C) for the large neck, and either three electric guitar strings or violin strings for the small neck. A pack of rosin. A bow with horsehair. An adjustable rosewood bridge for mandolin. A cigar box hard tail bridge saddle for 3 string guitar. Two 6" metal rulers and two 12" metal rulers. Blend 301 piezo preamp pickup mic EQ tuner for acoustic guitar. Pickup piezo transducer prewired volume. 3 guitar pickup piezo for acoustic guitar / ukelele / violin / mandolin.
#19 - Installing The Guitar Tuners	https://www.youtube.com/watch?v=oNs79OUh3AU	3 left and 3 right Guitar tuners, 3 string cigar box guitar bridge
#20 - The String Bridges	https://www.youtube.com/watch?v=8h9N7T8jA50	
#21 - Installing the Humbucker pickup	https://www.youtube.com/watch?v=mRA0JK5aCFk	Circuit Wiring Harness Twin-coil Pickup HUMBUCKER 3-way switch Electric Guitar ebay has them for \$11 or buy a 3 string cigar box pickup (like one shown in video). https://www.ebay.com.au/itm/Circuit-Wiring-Harness-Twin-coil-Pickup-HUMBUCKER-3-way-switch-Electric-Guitar/332103308294
#22 - Installing the Piezo Contact Pickup	https://www.youtube.com/watch?v=N1BU6MSp8Xs	

#23 - Installing the Reverb Tank	https://www.youtube.com/watch?v=keRG7eUaOww	Contact Piezo Pickups with volume and balance knobs Reverb Tank (two spring) Long 2 Spring Long Decay Reverb tank model (4FB3A1A). \$23.50 USD https://www.amplifiedparts.com/products/reverb-tank-mod-4fb3a1a-long-decay-2-spring
#24 - The Final Tutorial	https://www.youtube.com/watch?v=QSJOtxwgd8Y	
Learn how to add the cotton to the Hurdy Gurdy strings here:	https://www.youtube.com/watch?v=0TTi5FoNKw8	

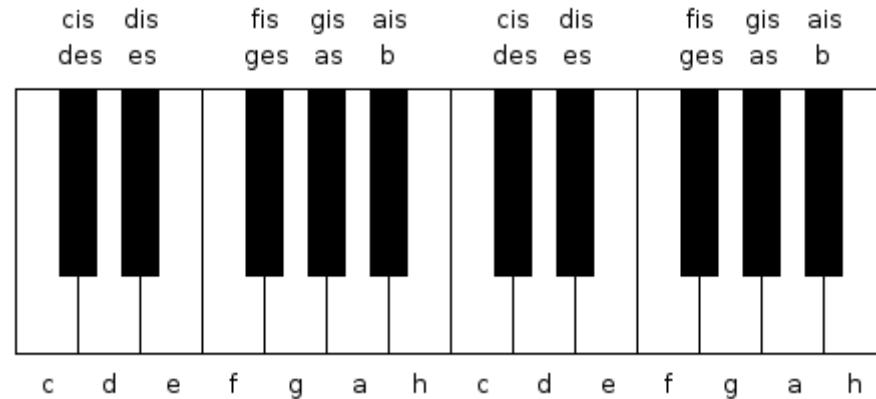
Reverb tank 4FB3A1A: Input 1475 Ohm, Output 2250 Ohm, Long decay 2.75s - 4s, Input grounded, Output grounded

This is the corrected block diagram of the Betagear FX82USB mixer:



24 Synthesizers and Midi

24.1 The keyboard



24.2 Frequencies of the keys

Factor between two notes: $2^{(1/12)} = 1.05946$

Octave	c	cis/des	d	dis/es	e	f	fis/ges	g	gis/as	a	ais/b	h
	C	CSharp	D	DSharp	E	F	FSharp	G	GSharp	A	ASharp	B
	4.0879	4.3310	4.5885	4.8614	5.1504	5.4567	5.7812	6.1249	6.4891	6.8750	7.2838	7,7169
-1	8.1768	8.6620	9.1770	9.7227	10.301	10.913	11.562	12.250	12.978	13.750	14.568	15.434
0	16.352	17.324	18.354	19.445	20.602	21.827	23.125	25.000	25.957	27.500	29.135	30.868
1	32.703	34.648	36.708	38.891	41.203	43.654	46.249	48.999	51.913	55.000	58.270	61.735
2	65.406	69.296	73.416	77.782	82.407	87.307	92.499	97.999	103.83	110.00	116.54	123.47
3	130.81	138.59	146.83	155.56	164.81	174.61	185.00	196.00	207.65	220.00	233.08	246.94
4	261.63	277.18	293.66	311.13	329.63	349.23	369.99	392.00	415.30	440.00	466.14	493.88
5	523.25	554.37	587.33	622.25	659.26	698.46	739.99	783.99	830.61	880.00	932.33	987.77
6	1046.5	1108.7	1174.7	1244.5	1318.5	1396.9	1480.0	1568.0	1661.2	1760.0	1864.7	1975.5
7	2093.0	2217.5	2349.3	2489.0	2637.0	2793.8	2960.0	3136.0	3322.4	3520.0	3727.3	3951.1
8	4186.0	4434.9	4698.6	4978.0	5274.0	5587.7	5919.9	6271.9	6644.9	7040.0	7458.6	7902.1
9	8372.0	8869.8	9397.3	9956.1	10548	11175	11840	12544	13290	14080	14917	15804
	16744											

Matrixbrute: 4.0879 Hz – 16744 Hz

Subsequent 37: 8.1768 Hz – 8372.0 Hz

Microbrute: 32.703 Hz – 2093.0 Hz

Midi numbers: from 0 (C-1) to 127 (G9)

In electronic music, pitch is often given by MIDI number m, which is 69 for note A4 and increases by one for each equal tempered semitone, so this gives us these simple conversions between frequencies and MIDI numbers:

$$m = 12 \cdot \log_2(f_m/440 \text{ Hz}) + 69 \quad f_m = 440 \text{ Hz} \cdot 2^{(m-69)/12} \quad \log_2(x) = \ln(x) / \ln(2)$$

24.3 Midi

There are 128 midi controllers. Controllers from 0 to 31 are 14-bit, the MSB is at addresses 0-31 and the LSB is at addresses 32-63.

24.4 USB/MIDI Adapters

The device name can be different, for example “UBB2.0-MIDI” or “USB A”.

Connect the “OUT” connector to “IN” at the synthesizer, and vice versa.

In rare cases I had transmission errors with the “USB2.0-MIDA” adapter. It seems better to use the direct USB cable to the MatrixBrute.

24.5 Synthesizer Abbreviations

CV = Control Voltage

DAW = Digital Audio Workstation

ENV = Envelope

LFO = Low Frequency Oscillator

MCC = Midi Control Center

PW = Pulse Width

VCA = Voltage Controlled Amplifier

VCO = Voltage Controlled Oscillator

VCF = Voltage Controlled Filter

24.6 Presets / Patches

	Matrixbrute	Subsequent 37
Initialize a preset with a basic sound	Hold PANEL and then press PRESET.	
Load a preset	Press PRESET if it's not already illuminated, then press one of the matrix buttons.	Press the "BANK" button and then one of the 16 "PRESET" buttons to select a bank. Then press one of the 16 "PRESET" buttons to load a preset.

24.7 Potentiometer behaviour

Behaviour	Matrixbrute	Subsequent 37	Notes
Absolute mode, the value changes immediately when you turn the potentiometer.	In MIDI Control Center, device tab: Set 2pot mode2 to "Jump". On MatrixBrute: Press PRESET+SEQ+MOD, then press G1.	Press "GLOBAL", scroll down to "POT MODE", then select "ABS".	Recommended for creating new sounds.
Value changes, when you turn the potentiometer past the current setting.	In MIDI Control Center, device tab: Set 2pot mode2 to "Hook". On MatrixBrute: Press PRESET+SEQ+MOD, then press G2.	Press "GLOBAL", scroll down to "POT MODE", then select "THRU".	Recommended for live performance.
Value changes relative to potentiometer adjustment. x Then you must first turn it to the other extreme position.	In MIDI Control Center, device tab: Set 2pot mode2 to "Scaled". On MatrixBrute: Press PRESET+SEQ+MOD, then press G3. Drawback: If the potentiometer is at the extreme position, you cannot move it further.	Press "GLOBAL", scroll down to "POT MODE", then select "RLTV".	Recommended for live performance.

24.8 MatrixBrute: Oscillator tuning

Wait at least 5 minutes after warm-up. Hold "Panel" and then press "Kbd Track". You should see "Tun" in the display.

24.9 MatrixBrute power saving mode

In the system settings editor (PRESET + SEQ + MOD), row “P”, column “4” is “OFF” and column “5” is “ON”.

24.10 MatrixBrute AUDIO MOD Section

It's unclear what type of modulation the “VCO1>VCO2” and “VCO1<VCO3>VCO2” potentiometers are doing. It appears to be a combination of amplitude, frequency and phase modulation.

24.11 MatrixBrute Control Voltages I/O

VCO1 Pitch	0 - 10V
VCO1 Ultra Saw	+ - 5V
VCO1 Pulse Width	+ - 5V
VCO1 Metalizer	+ - 5V
VCO2 Pitch	0 - 10V
VCO2 Ultra Saw	+ - 5V
VCO2 Pulse Width	+ - 5V
VCO2 Metalizer	+ - 5V
Steiner Cutoff	0 - 10V
Ladder Cutoff	0 - 10V
LFO1 Amount	0 - 10V
VCA	0 - 10V

24.12 MatrixBrute: Which Modules are unused?

Module ...	is unused, if ...
VCO1	([VCO1>VCO2] == 0 and ([MIXER_VCO1] == 0 or [MIXER_VCO1_Filter] == none)) or ([VCO1_Sub] == 0 and [VCO1_Saw] == 0 and [VCO1_Square] == 0 and [VCO1_Tri] == 0)
VCO2	[VCO_SYNC] == off and ([MIXER_VCO2] == 0 or [MIXER_VCO2_Filter] == none) or ([VCO2_Sub] == 0 and [VCO2_Saw] == 0 and [VCO2_Square] == 0 and [VCO2_Tri] == 0)
VCO3-LFO3	[VCO1<VCO3>VCO2] == 0 and [VCF1<VCO3>VCF2] == 0 and (Row_G has no active elements) and ([MIXER_VCO3] == 0 or [MIXER_VCO3_Filter] == none)
NOISE	[VCO1<Noise>VCF1] == 0 and ([MIXER_Noise] == 0 or [MIXER_Noise_Filter] == none)
VCF1_STEINER	[Steiner_Out] == 0
VCF2_LADDER	[Ladder_Out] == 0
LFO1	Row_E has no active elements
LFO2	Row_F has no active elements
ENV1	[VCF1_STEINER_Env_Amt] == 0 and [VCF2_LADDER_Env_Amt] == 0 and (Row_A has no active elements)
ENV2	(ENV2 is always used)
ENV3	Row_C has no active elements
ANALOG_EFFECTS	[Dry/Wet] == 0

25 Timelapse duration table

This table lists the number of pictures and the video duration at 30fps, depending on interval and recording time.

Interval	Recording time in hours																	
	1h		2h		3h		4h		5h		6h		8h		12h		24h	
2s	1800	60s	3600	120s	5400	150s	7200	240s	9400	300s	10800	360s	14400	480s	21600	720s	43200	1440s
3s	1200	40s	2400	80s	3600	120s	4800	160s	6000	200s	7200	240s	9600	320s	14400	480s	28800	960s
4s	900	30s	1800	60s	2700	90s	3600	120s	4500	150s	5400	180s	7200	240s	10800	360s	21600	720s
5s	720	24s	1440	48s	2160	72s	2880	96s	3600	120s	4320	144s	5760	192s	8640	288s	17280	576s
6s	600	20s	1200	40s	1800	60s	2400	80s	3000	100s	3600	120s	4800	160s	7200	240s	14400	480s
8s	450	15s	900	30s	1350	45s	1800	60s	2350	75s	2700	90s	3600	120s	5400	180s	10800	360s
10s	360	12s	720	24s	1080	36s	1440	48s	1800	60s	2160	72s	2880	96s	4320	144s	8640	288s
12s	300	10s	600	20s	900	30s	1200	40s	1500	50s	1800	60s	2400	80s	3600	120s	7200	240s
15s	240	8s	480	16s	720	24s	960	32s	1200	40s	1440	48s	1920	64s	2880	96s	5760	192s
20s	180	6s	360	12s	540	18s	720	24s	900	30s	1080	36s	1440	48s	2160	72s	4320	144s
24s	150	5s	300	10s	450	15s	600	20s	750	25s	900	30s	1200	40s	1800	60s	3600	120s
30s	120	4s	240	8s	360	12s	480	16s	600	20s	720	24s	960	32s	1440	48s	2880	96s
40s	90	3s	180	6s	270	9s	360	12s	450	15s	540	18s	720	24s	1080	36s	2160	72s
60s	60	2s	120	4s	180	6s	240	8s	300	10s	360	12s	480	16s	720	24s	1440	48s
120s	30	1s	60	2s	90	3s	120	4s	150	5s	180	6s	240	8s	360	12s	720	24s

26 Timelapse+ View

This is a small device that connects to a camera and controls the exposure time, aperture and ISO automatically, so that day-to-night or night-to-day timelapses are possible.

<https://www.timelapseplus.com/>

Important notes:

- Set the camera to manual (M) mode
- Use a native ISO setting (not Auto ISO)
- Save as RAW (not RAW + JPG)
- Manual focus (no autofocus)
- Disable image stabilization
- Check all parameters before using
- Don't rely on the internal battery, use an external powerbank
- Save the images in the camera, not in the Timelapse+ View
- The "Night Exposure" parameter describes how much darker the video shall become at night. Typical values are -0.5 to -0.75. Please note that the unit of this parameter isn't specified. These are not exposure compensation values! I did try -2 and the resulting video was much too dark in the night (about -11 exposure values).

27 Guide 9.1

This chapter may be a little bit off-topic in this document, because Guide 9.1 is an astronomy program. But I didn't want to create a new document for my notes about it.

Website: <https://www.projectpluto.com/>

27.1 Install Guide 9.1

- Insert the Guide 9.0 DVD and open the folder, then run "setup.exe". This will install Guide 9.0 very fast, but most of the data is still on the DVD. Which means it does only work if you let the DVD in the drive.
- If you have enough space on the harddisk, it's recommended to install all on the harddisk. Run Guide 9.0 and click on Extras / Install_on_hard_drive. It's best if you select all, except those languages that you don't need.
- It's highly recommended to install the upgrade to Guide 9.1, which is available here: <https://www.projectpluto.com/> This upgrade is required for communication with a telescope over the serial port, and also for downloading the latest comet orbit data.

27.2 Control a LX200-compatible telescope

- If your computer doesn't have a RS232 port, then use a USB / RS232 adapter. Plug this adapter into a free USB port and find out which COM number was assigned to the adapter, e.g. COM10. Use always the same USB port. Otherwise the COM number will change.
- In Guide 9.1 click on Settings / Scope_Control. here you choose the COM number and as telescope type you use "LX200". Then click on "OK".
- Now there is a new menu "Scope Pad". When you click on it, a small window opens. Here you can control the telescope. It's described in the FS2 manual.
- USB adapters don't work with Guide 9.0. You must install the Guide 9.1 upgrade.

27.3 Add new comets to Guide 9.1

The "Add MPC Comets / Asteroids" function does no longer work. You can use this workaround:

Go to <http://astro.vanbuitenen.nl/cometelements?format=guide>

and save this file in your Guide folder as soft02cm.txt (this is used for Guide) and also as comets.dat or cometg.dat (this is used for Charon, use the filename that already exists).

The broken "Add MPC Comets / Asteroids" function in Guide9.1 can be repaired if you copy and paste the following content to the "add_mpc.hee" file. In german installations the filename may be "add_mpc.hed". This doesn't work with Guide 9.0, the upgrade to Guide 9.1 is required. (Thanks to Larry Wood who posted this in the Guide user group, September 18, 2019)

```
The ^Minor Planet Center (MPC) //xhttps://www.minorplanetcenter.net/cfa/ps/mpc.html^ and the
^IMCCE//xhttp://www.imcce.fr/fr^
provide orbital elements for comets. Guide updates its list of comets
using both sources; MPC gives currently-observable comets, IMCCE all
comets since about 1995. (Data for historical comets is already built
into the Guide DVD.) You can click on the following to download
some of these files, getting orbital data for newly-found objects and
improving orbits for already known objects. About 600 KBytes will be
downloaded.
```

```
^Click to download updated comet data and add it to Guide//dhttp://astro.vanbuitenen.nl/cometelements?format=guide
soft02cm.txt;dhttps://www.projectpluto.com/eltdat.txt eltdat.txt;a2789^
```

```
Guide can also import other orbital elements if they're provided in
the "eight-line format", or the "one-line format" used for Daily Orbit
Updates. You wouldn't normally do this, but if you have generated an
orbit using Find_Orb, for example, you could import the resulting file
of orbital elements using the following command.
```

```
^Add MPC asteroids/comets//!2052^
```

Please note that the long line in the middle must be written in one line and there is a space character between "guide" and "soft02cm".

27.4 Add ephemerides to Guide 9.1

The path of those comets or asteroids which have a close encounter with other objects (e.g. planets) can't be described by orbital elements for a longer time. If you want to add the ephemeride of such an object point-wise into Guide 9.1, follow these instructions:

Go to this MPC website: <http://www.minorplanetcenter.net/iau/MPEph/MPEph.html>

and write the name of the object in the large white field (e.g. 2012DA14). Then fill in some more fields (use your own data, of course):

Ephemeris start date: e.g. 2013 02 15 19:00

Number of dates to output: e.g. 400

Ephemeris interval: e.g. 1 minute

Longitude: e.g. 10.3454

Latitude: e.g. 51.3829

Altitude: e.g. 257

Display R.A./Decl. positions in: full sexagesimal

Tick the box "Suppress output if sun above local horizon" if that makes sense for your object.

Then click on "Get Ephemerides/HTML page". Now copy and paste the data lines (without the header) to an editor. It should look like this:

2013 02 15 190000 12 01 19.4 -31 18 25 0.00026 0.988 127.0 52.9 8.4 2279.58 003.5 285 -29 -23 0.31 147 +36 44 359.0 / Map / Offsets
2013 02 15 190100 12 01 30.2 -30 40 19 0.00026 0.988 127.5 52.5 8.3 2300.72 003.5 284 -29 -24 0.31 147 +35 44 359.3 / Map / Offsets
2013 02 15 190200 12 01 41.1 -30 01 52 0.00025 0.988 128.0 52.0 8.3 2321.73 003.5 284 -28 -24 0.31 147 +35 44 359.5 / Map / Offsets
2013 02 15 190300 12 01 51.9 -29 23 04 0.00025 0.988 128.5 51.5 8.3 2342.59 003.5 283 -28 -24 0.31 148 +35 44 359.8 / Map / Offsets
2013 02 15 190400 12 02 02.7 -28 43 55 0.00025 0.988 128.9 51.1 8.3 2363.24 003.4 283 -27 -24 0.31 148 +35 44 000.1 / Map / Offsets
and so on...

Save this file as "2012DA14.dat" to your Guide folder (e.g. C:/GUIDE9).

It's absolutely required that all data are in the correct columns, as shown above.

Now create another file "2012DA14.tdf" and save it in the same folder. This is the content:

```
file 2012DA14.dat
title Asteroid 2012DA14
RA H 19 2
RA M 22 2
RA S 25 4
de d 30 3
de m 34 2
de s 37 2
mag 70 4
text 12 4
pref 2012DA14
epoch 2000
type scl;e0,0,30;      #green circle, 30 pixels diameter
shown 1
end
```

That's all. Start Guide and the positions will be shown.

27.5 Update the position of Jupiter's great red spot

The longitude of Jupiter's great red spot must be updated from time to time. To do this, open the file "grs_long.txt" from the Guide folder with an editor. Then insert a new line near the top, for example:

```
2019 6 1 311 (user)
```

In this example the longitude is 311° for date 2019 June 1th.

Save the file with the same filename.

27.6 Add a user-defined horizon

Either measure the horizon heights with a azimuthal telescope, or make a 180° fisheye image of your location. The lens is pointing to the zenith. Convert this image to an equirectangular image as follows:

```
set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=s3.jpg"                :: Input fisheye image, south at the bottom
set "SQ=3648"                  :: Height of input image (width doesn't care)
set "OUT=s3.png"                :: Stereographic output image 360x90 pixel,
                                :: north at the left, south in the center, horizon at the top, zenith at the bottom

%FF% -i %IN% -lavfi
"crop=ih:ih,scale=180:180,pad=w=2*iw,v360=input=dfisheye:output=e:rorder='rpy':roll=180:pitch=90,crop=iw:ih/2:y=0,vflip"
-y %OUT%

pause
```

Open the output image with IrfanView. The X coordinate is the azimuth angle in degrees, and the Y coordinate is the height over the horizon in degrees. Now you can manually read out the pixel positions of the horizon line for all azimuth angles in 5- or 10-degree steps.

Then you can insert the horizon line at the beginning of the horizon.dat file:

```
hor 32 0 0 ; these are the RGB colors
0 25
10 21
20 20
30 16
40 22
50 18
60 16
70 22
80 19
90 16
100 22
110 20
120 15
```

```
130 6
140 10
150 6
160 6
170 6
180 7
190 8
200 8
210 7
220 7
230 9
240 9
250 8
260 14
270 16
280 8
290 12
300 17
310 21
320 24
330 26
340 28
350 29
360 25
hend

i N_for_North 0 .5 .5
i N_for_North 43 .5 .4
i E_for_East 47 .5 .4
i E_for_East 90 .5 .5
i S_for_South 133 .5 .4
i E_for_East 137 .5 .4
i S_for_South 180 .5 .5
i S_for_South 223 .5 .4
i W_for_West 227 .5 .4
i W_for_West 270 .5 .5
i N_for_North 313 .5 .4
i W_for_West 317 .5 .4
```

27.7 Switch between several user-defined horizon files

If you have several horizon files and you want to switch between them, you can create one batch file for each horizon, with this content:

```
copy d:\guide9\my_horizon_1.dat d:\guide9\horizon.dat
```

Put the batch files on the desktop and execute one of them by double-clicking. It will automatically overwrite the horizon.dat file with your own horizon file. You can change the horizon file while Guide is running. After overwriting the horizon file, just click in the Guide window to refresh the graphics and then you see the new horizon.

27.8 Install the Gaia2 catalog for Guide 9.1

Thanks to Jost Jahn who made it possible to download the Gaia2 catalog for Guide 9.1 here:

<http://www.gaia2.de/index.html>

Simply follow the instructions there.

27.9 Set up Guide 9.1 to show only the Gaia2 catalog

This is useful for making realistic timelapse videos of the proper motion of stars over 10000's of years. The trick is to create a second Guide folder which contains a minimal installation of Guide 9.1, with only those files that are absolutely required. No star catalogs are present in this folder.

- Create a new folder "guide_gaia_only"
- Copy the following files and folders from the original guide folder to the new folder: cache (folder), ngcic (folder), astnum, bitfont, cometg.dat, constbnd.ove, constlab.ove, gaia-std.tdf, gscdata2.idx, guide.dat, guide9.exe, hotkey.dat, lunar.dll, marks.nam, maximum.dat, messier.hee, overlays.nam, startup.mar, strings.dat, tdf_list.dat, temp_mar.txt, vsop.bin, win_meng.dat and win_menu.dat
- Open the file "gaia-std.tdf" with an editor and search/replace "file !:\STD!" to "file D:\Guide\STD\" using the actual path to the Gaia catalog. You don't want to have this catalog on your harddisk twice. There are 180 instances in the file that must be changed.
- Start Guide in the new folder.

28 Stellarium

www.stellarium.org

How to create equirectangular images of the night sky:

<http://paulbourke.net/dome/stellariumsphere/>

29 DeepSkyStacker 4.2.3

DeepSkyStacker 4.2.3 can be downloaded here: <http://deepskystacker.free.fr/english/index.html>

Support group: <https://groups.io/g/DeepSkyStacker>

A big advantage of version 4.2.2 and later is that it can read the RAW files from the Canon 5D-MK4.

The language used by DeepSkyStacker is automatically set from the language used in the operating system. If you want to force another language you can change it from the "About" box.

Known problems:

When you open the light / dark / flat / offset images, unfortunately DSS always opens by default the folder from the last session. Same problem when you save the file list. Take care that you don't accidentally overwrite the file list from the last session! There is no known workaround to fix this problem. You have to select five times the same new folder!

29.1 How to align images without stacking them

Let's assume you want to align several images of star fields, for example if you want to make a timelapse from them.

This is possible with DSS if you go to Options --> Settings --> Stacking settings --> Intermediate Files and then tick the box at "Create a registered / calibrated file for each light frame". The resulting intermediate images are calibrated, shifted and de-rotated. You can use FFmpeg to make a timelapse from them.

29.2 How to stack on comets with known motion

Normally the comet must be marked in at least 3 images: The first, the last and the reference image. If the first or last image is the reference image, then two images are sufficient. Marking the comet is simple if the comet is clearly visible in the images.

However things are getting difficult if either the comet is invisible (because it's too faint and hidden in the noise) or if the comet is so diffuse that it's difficult to define its center. In these cases you can proceed as follows:

- It's required that north is up in all images, and that all images are already registered.
- Use the first or the last image as reference image. Use that one with the higher score. That means you have to mark the comet only in two images.
- Mark the same star as a comet in the first and last image. It's best to choose a star near the comet.
- These two images must also be checked in the leftmost column in the file list.
- Save the file list. It's not required to close DSS.
- The motion of a comet can be found for example in Guide9.1, if you make a right click on the comet and then click on "More info". The RA and DE motions are given in the last line in degrees/day. Example: "Motion is -0.42 degrees/day in RA, -0.36 degrees/day in dec"
- Calculate the time difference between the first and last image in the unit "days". Example: $2h55m37s - 2h40m57s = 0.0102d$
- Calculate how far the comet has moved in RA and De during this time. Example: $-0.42^\circ/d * 0.0102d = -0.00428^\circ$, $-0.35^\circ/d * 0.0102d = -0.00367^\circ$
- Calculate the image scale in degrees/pixel. Example for a full frame camera with 36mm image width, 6744 horizontal pixels and a 400mm lens: $\arctan(36mm / (6744 * 400mm)) = 0.000765^\circ/\text{pixel}$
- Now you can calculate how many pixels the comet has moved between the two images. Example: $X = 0.00428^\circ / 0.000765^\circ/\text{pixel} = -5.60 \text{ pixel (to the left)}$, $Y = -0.00367^\circ / 0.000765^\circ/\text{pixel} = -4.80 \text{ pixel (downwards)}$
- Open the file "last_image.info.txt" with an editor. In the 6th line from the top is the position of the comet, for example: Comet = 4022.09, 1957.80
- Now modify these coordinates. To the X coordinate you add the value that you calculated above $4022.09 + (-5.60) = 4016.49$ and from the Y coordinate you subtract the value from above. That's because the direction of the Y axis is top down. $1957.80 - (-4.80) = 1962.60$
- Save the file with the same filename.
- Open the file list in DSS.
- Check that in the first image the comet is still marked at the same star as before. However in the last image the violet circle must have moved with respect to the star. Check that it has moved in the correct direction of the comet's movement.

- Check if under Settings / Stacking_Settings / Comet the box at "Comet Stacking" is ticked, and then start stacking.

Print out this form for the calculations:

RA_speed = RA comet motion in degrees per day =

DE_speed = DE comet motion in degrees per day =

T1 = Time of first image =

T2 = Time of last image =

dT = Time difference in days = T2 - T1 =

RA_deg = RA comet movement in degrees = RA_speed * dT =

DE_deg = DE comet movement in degrees = DE_speed * dT =

S = Image scale in degrees per pixel =

For Canon 5D-MK4 with 400mm lens: 0.000765°/pixel

RA_pix = RA comet movement in pixels = RA_deg / S =

DE_pix = DE comet movement in pixels = DE_deg / S =

X_old = Original X value in info.txt =

Y_old = Original Y value in info.txt =

X_new = New X value in info.txt = X_old + RA_pix =

Y_new = New Y value in info.txt = Y_old - DE_pix =

30 C# Programming project / Digital maps and elevation data

From time to time I have to deal with C# programming to stay in practice. This year's task is: A digital topographic map is available for an area of approx. 10km x 10km. In addition, digital elevation data is available, which is to be superimposed on the map. Virtual noise sources are to be placed along the roads on the map. Then those places should be found that are affected as little as possible by the noise sources. It should be assumed that the sound propagates in a straight line and can be shadowed by mountains. We are therefore looking for places from which all noise sources are hidden behind mountains. These are the places where I want to record nature sounds.

30.1 Where is the best place for recording nature sounds?

That's more difficult than you might think, because you have to find a place without any disturbing noise:

- Road and rail traffic requires a distance of several kilometres. It's helpful if there is no direct line of sight, i.e. mountains in between are advantageous.
- If you don't want to record the sound of running water, you have to avoid valleys.
- Wind noise is disturbing already at quite small wind speeds despite fur windshield. Wind noise can be attenuated by a high pass filter. However on days with strong wind it's wasted time to make a record.
- Airplanes cause that approx. 50% of the sound recordings are unusable (even in the Harz Mountains in Germany, where there is no large airfield within a radius of 80km).

30.2 Digital topographic maps

A very good source for free digital topographic maps is OpenTopoMap, the web version is here: <https://opentopomap.org/#map=13/51.66473/10.42482>

On this page is briefly mentioned (in german) how tiles of size 256x256 pixels can be downloaded: <https://opentopomap.org/about>

This is a sample download of one tile (this is the place where I live): <https://a.tile.opentopomap.org/13/4331/2718.png>

In this case the zoom level is 13, the X value is 4331 and the Y value is 2718.

This page contains very detailed explanations about the folder structure and mathematics of the zoom levels and coordinates:

https://wiki.openstreetmap.org/wiki/Slippy_map_tilenames

Coordinate transformation from latitude and longitude to X and Y:

```
n = 2 ^ zoom
x = n * ((lon_deg + 180) / 360)
y = n * (1 - (log(tan(lat_rad)) + sec(lat_rad)) / pi)) / 2
```

Coordinate transformation from X and Y to latitude and longitude:

```
n = 2 ^ zoom
lon_deg = x / n * 360.0 - 180.0
lat_rad = arctan(sinh(pi * (1 - 2 * y / n)))
lat_deg = lat_rad * 180.0 / pi
```

This returns the north west (top left) corner of the tile. Use X+1 and/or Y+1 to get the other corners. Use X+0.5 and Y+0.5 to get the coordinates of the tile's center.

Calculate the resolution:

```
resolution = 156543.03 meters/pixel * cos(latitude) / (2 ^ zoom)
```

Note: You can create your own layers in the french version of OpenStreetMap: <umap.openstreetmap.fr>

30.3 Digital elevation data

I found several sources for free digital elevation data:

- Bundesamt für Kartografie und Geodäsie, elevation data on a 200m grid is free, and higher resolution data must be paid (too expensive for my project): <https://gdz.bkg.bund.de/index.php/default/catalog/product/view/id/756/s/digitales-gelandemodell-gitterweite-200-m-dgm200/category/8/>
- NASA Earthdata Search: <https://search.earthdata.nasa.gov/search> After registering you can download free elevation data with 1 arcsec resolution (which is about 27m in latitude, and less than 27m in longitude). Search for the ASTER Digital Elevation Model (AST14DEM): <https://lpdaac.usgs.gov/products/ast14demv003/> However the elevation data seems to be inaccurate, as I found some peaks in the mountains about 40m too low.
- https://opendem.info/download_srtm.html This is a very large 272MB GeoTiff file of Germany with 13201x10801 pixels. The resolution is 1200 pixels per degree. You can choose between surface data (including buildings and vegetation) and terrain data (without buildings and vegetation). The elevation data isn't perfect, as I found some peaks in the mountains up to 17m too low. But for my project that's good enough and I did use the terrain data file.

This really large 16-bit GeoTiff file contains Germany from longitude 5° to 16° and from latitude 47° to 56°. It covers a 11° longitude range with 13201 pixels and a 9° latitude range with 10801 pixels. The top left corner is at 5° longitude and 56° latitude. Please note that the resolution (in Meter) is different for longitude and latitude. The pixels aren't square. The pixel size is about 92.63m x 149.74m.

Of course we need only a small part of the map, so how to crop it? GeoTiff's can be read the same way as Tiff's, but the software must be able to read and write 16-bit data.

- IrfanView can read 16-bit Tiff, but converts it internally to 8-bit.
- Fitswork can read and write 16-bit Tiff and crop the region, but it can't write PGM files.
- Gimp can read and write 16-Bit Tiff. You can crop the region as follows: Make a double click on the "Rectangle Select Tool". Draw a rectangle in the picture. Now fill in the values for position and size. Then use "Image / Crop_to_Selection". Gimp can also save the output image as 16-bit ASCII PGM (P2 Portable Gray Map) file, which is easy to read by C# code.
- FFmpeg can read and write 16-bit Tiff and also crop the region. It can write binary PGM (P5) files, but unfortunately it can't write ASCII PGM (P2) files.

Here is an example for cropping a region of the GeoTiff with FFmpeg:

```
rem Crop a large GeoTiff file and save it as Tiff or binary PGM file

set "FF=c:\ffmpeg\ffmpeg"      :: Path to FFmpeg
set "IN=srtm_germany_dtm.tif"  :: Input GeoTiff file
set "WIDTH=264"                :: Width
set "HEIGHT=131"               :: Height
set "LEFT=6340"                :: Left edge
set "TOP=5128"                 :: Top edge
set "OUT=elevation.tif"        :: Output Tiff or binary PGM file; it isn't possible to write an ASCII PGM file

%FF% -i %IN% -vf format=pix_fmts=gray16le,crop=%WIDTH%:%HEIGHT%:%LEFT%:%TOP% -y %OUT%
pause
```

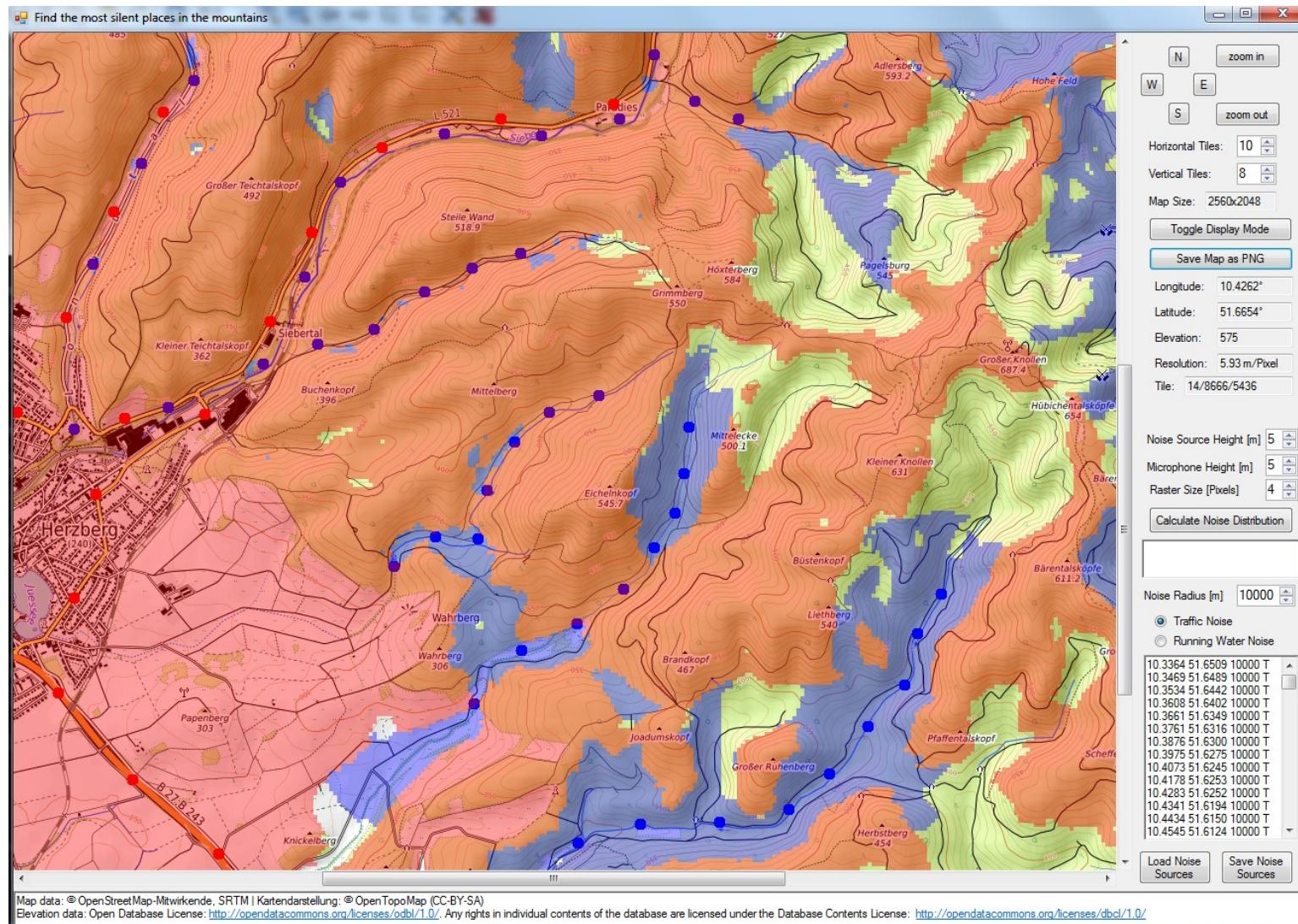
However, it's also possible to read the GeoTiff file directly with C# code, using the external BitMiracle.LibTiff.NET library. I did use this library in my C# code.

I found useful instructions here: <http://build-failed.blogspot.com/2014/12/processing-geotiff-files-in-net-without.html>

This is the link to the library: <https://bitmiracle.com/libtiff/>

30.4

Noise map (red = traffic noise, blue = running water noise)



31 Astronomy

31.1 What's the best time for moon observing?

That depends on the moon's phase as follows:

Moon phase:	Largest altitude:	When has the ecliptic the steepest angle to the horizon?
New Moon	(not during darkness)	
Waxing crescent	(not during darkness)	Spring, March 20, at sunrise
First quarter	Spring, March 20, 18:00 o'clock	
Waxing gibbous	Winter, February 5, 21:00 o'clock	
Full moon	Winter, December 20, 0:00 o'clock	
Waning gibbous	Autumn, November 5, 3:00 o'clock	
Last quarter	Autumn, September 20, 6:00 o'clock	
Waning crescent	(not during darkness)	Autumn, September 20, at sunset

The given dates are a rough estimate plus or minus one month, only valid for observers on the northern hemisphere.

31.2 Limiting magnitude for video astronomy

Lens	Camera	Video mode	ISO	Limiting magnitude	Notes
Canon EF 400mm f/2.8 + SpeedBooster 0.64x	Panasonic GH5S	FHD 25fps, [Ex. Tele Conv.] = 2.1x	25600	about 12.2 mag	Sky wasn't perfectly clear, with 4x contrast enhancement, no noise reduction

31.3 Limiting magnitude for stacked exposures

Lens	Camera	Exposure	ISO	Limiting magnitude	Notes
Canon EF 400mm f/2.8	Canon 5D MK4	173 x 30s = 86.5 min	3200	about 18.5 mag	Stacked with DeepSkyStacker, sky wasn't perfectly clear

31.4 Useful calculations for Magnitudes

Convert magnitude m_v [mag] to illuminance E_v [Lux]:

$$E_v = 10^{-14.18 - M_v} / 2.5$$

Convert illuminance E_v [Lux] to magnitude m_v [mag]:

$$M_v = -14.18 - 2.5 \cdot \log_{10} E_v$$

Convert illuminance E_v [Lux] to irradiance E_E [W/m^2], for wavelength 555nm:

$$E_E = E_V / 683 \text{ lx/W}$$

Convert irradiance E_E [W/m²] to illuminance E_V [Lux], for wavelength 555nm:

$$E_V = E_E * 683 \text{ lx/W}$$

31.5 Crab Pulsar

The crab pulsar is a supernova remnant and consists of a neutron star which is rapidly spinning with a frequency of about 30 Hz. It emits pulses in radio, visual, X-ray and gamma spectral range.

https://en.wikipedia.org/wiki/Crab_Nebula#Central_star

The frequency is slowly decreasing and the latest measurement results can be found here:

<https://heasarc.gsfc.nasa.gov/W3Browse/all/crabtime.html>

<http://www.jb.man.ac.uk/~pulsar/crab/crab2.txt>

In the book "Paul Horowitz, Winfield Hill: The Art of Electronics, Second Edition, Page 1030ff" is described how to measure the light curve with a 60" telescope, a photomultiplier and a signal averager. They used 5 million sweeps which is more than 41 hours of sampling time.

When averaging the signal, three effects must be considered:

1. The pulsar's frequency decreases by about 1.326μHz per hour.
2. The Doppler effect due to earth's rotation. The velocity of the observer is: $V = 2 * \pi * 6370\text{km} / 86400\text{s} * \cos(\text{latitude})$
For 51.5° latitude the velocity is 0.288 km/s towards the east point of the local horizon.
The Doppler frequency shift is $f_D = f * V / c$ where c is the speed of light 300000 km/s.
For f = 30Hz the Doppler frequency shift is 28.8μHz at the east horizon and -28.8μHz at the west horizon. The frequency shift is 0 at the meridian.
Near the meridian the Doppler frequency shift decreases by 7.5μHz per hour.
3. The Doppler effect due to earth orbiting around the sun. The velocity of the observer is: $V = 2 * \pi * 149.6e6 \text{ km} / 365.25d / 86400\text{s} = 29.786 \text{ km/s}$ towards a point on the ecliptic which is about 90° west of the sun.
The Doppler frequency shift is $f_D = f * V / c$ where c is the speed of light 300000 km/s.
For f = 30Hz the Doppler frequency shift is 99.3μHz on the ecliptic 90° west of the sun and -99.3μHz on the ecliptic 90° east of the sun. At midnight in winter the pulsar is approximately 180° away from the sun, so that the Doppler frequency shift is small. Under these conditions the frequency

shift decreases by $2.13\mu\text{Hz}$ per hour.

Adding these three effects, the observed pulsar frequency decreases by about $11\mu\text{Hz}$ per hour (valid only in winter at midnight, when the pulsar is in the south near the meridian).

An error Δf in the reference frequency will produce after time t a phase error Δp with respect to the pulsar phase as follows: $\Delta p / 360^\circ = t * \Delta f$

Example: If the reference frequency is off by $10\mu\text{Hz}$, after 2 hours there will be a phase error of 25.92° .

The latest exact frequency of the pulsar is from December 15, 2019:

$f = 29.6122791665 \text{ Hz} - 0.000001326 \text{ Hz/hour}$

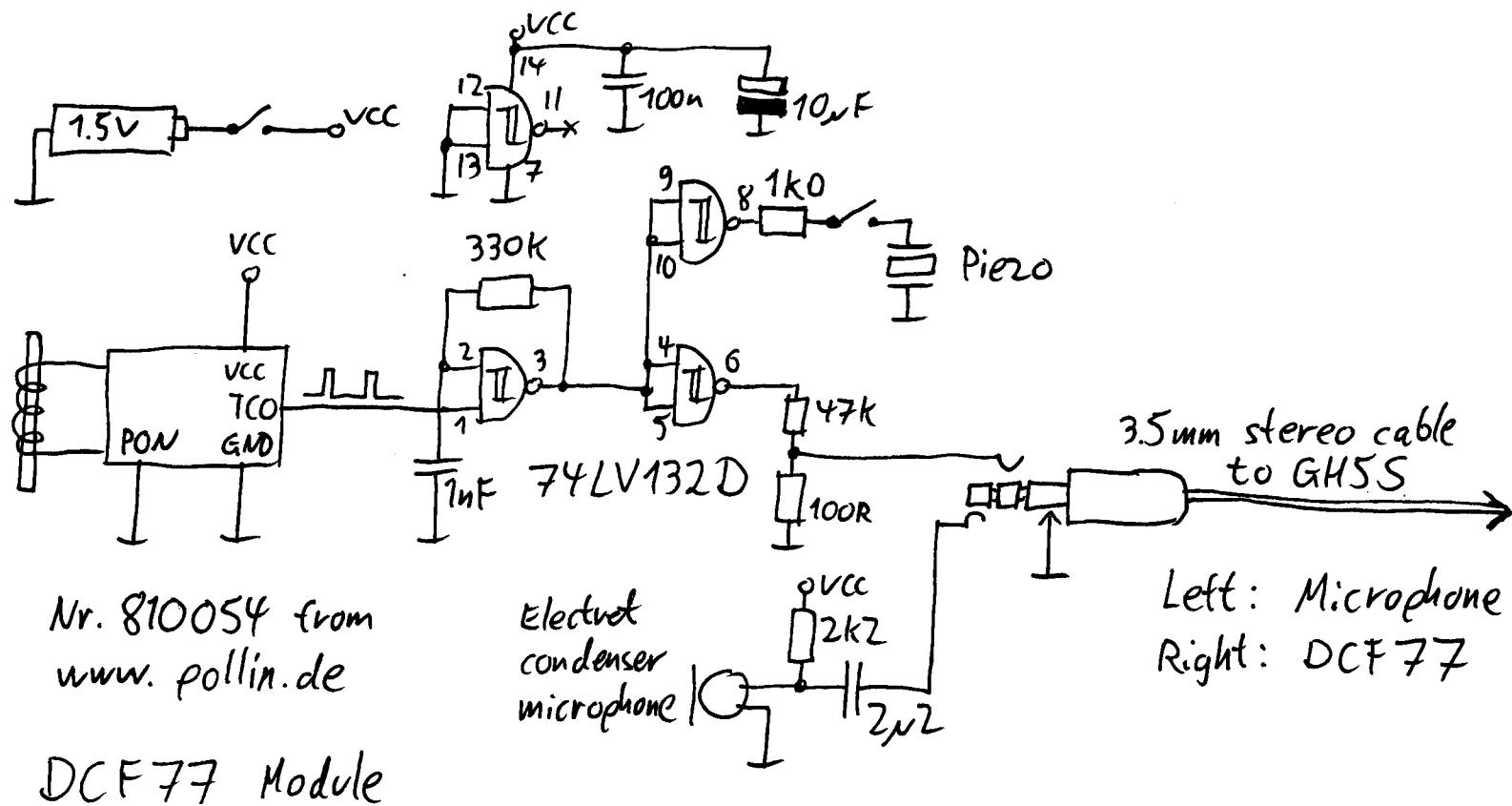
32 DCF77 Decoding

DCF77 is a 77.5kHz longwave time signal transmitter in Germany. The time signal is coded with 59 short (100ms = "0") or long (200ms = "1") impulses as follows:

Bit	Description
0	Start of minute, is always 0
1-16	Civil warning bits and other informations
17	CET: 0 CEST: 1
18	CET: 1 CEST: 0
19	Leap second announcement
20	Always 1
21	Minutes 1
22	Minutes 2
23	Minutes 4
24	Minutes 8
25	Minutes 10
26	Minutes 20
27	Minutes 40
28	Even parity over minute bits 21-2

Bit	Description
29	Hours 1
30	Hours 2
31	Hours 4
32	Hours 8
33	Hours 10
34	Hours 20
35	Even parity over hours bits 29-35
36-41	Day of month
42-44	Day of week
45-49	Month number
50-57	Year within century
58	Even parity over the date bits 36-58
59	No impulse
0	Previous defined time is valid at the beginning of this impulse (which is always 0)

Schematic diagram of a DCF77 receiver which produces 2kHz beeps for recording with the GH5S camera:



33 My To Do List

- Find out how to compile FFmpeg with options (difficult...)
- Learn how GIT works (difficult...)
- Find out how to process videos with DaVinci Resolve
- Build the invisible tripod
- I know that the Windows scripts in this book need some modifications if they are to be used on MAC or Linux computers. But I have no experience with MAC and Linux. Who wants to write a short chapter about the differences of Windows/MAC/Linux scripts? I'd like to add it to this book, of course with proper credit to the author.
- Stitching 360° videos from two or more cameras
- How to show different videos synchronously on multiple beamers, for example in a dome where each beamer illuminates only a segment of the dome?

34 Acknowledgements

I found many of the FFmpeg hints and examples somewhere in the internet. Thanks to all who posted them!

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