

Tuesday, 30 June 2009 19:45 - Last Updated Friday, 17 July 2009 15:25

□ □ □ □ □ □ □ **24fps**

[illegible]

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Diagram illustrating the horizontal sync interval of a video signal, showing the relationship between the number of lines (rows) and the frequency (Hertz) for different standards.

The diagram shows 10 rows of boxes, representing lines. The first row contains 28 boxes, the second row contains 30 boxes, and the third row contains 28 boxes. The fourth row contains 30 boxes. The fifth row contains 30 boxes with the text "(hum bars)" in the middle. The sixth row contains 30 boxes. The seventh row contains 30 boxes. The eighth row contains 30 boxes with the text "50 (Hertz)" in the middle. The ninth row contains 30 boxes with the text "PAL" in the middle. The tenth row contains 30 boxes with the text "NTSC" in the middle.

[illegible]

[illegible]

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Written by Administrator

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24fps Why so Complicated

Written by Administrator

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NTSC 30 fps
(frame per second)

)

29.97
fps

30fps 60

FCC

(compatible)

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6 MHz

A grid of 30 empty rectangular boxes arranged in 3 rows and 10 columns, with a 4th row containing only the first box.

□□□□□ AM (Amplitude Modulation)

Written by Administrator

(synchronous)

NTSC

29.97 fps

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(Society of Motion Picture and
Television Engineers)

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15.2 ()

1080000 samples per second

1080000 samples per second

1080000 samples per second

1080000 samples per second

1080000 samples per second

1080000 samples per second 00:00:00:00

1080000 samples per second 1 second

1080000 samples per second 01:00:00:00

1080000 samples per second 30x60x60 =

108000 samples

108000 samples

NTSC 29.97

fps

108000 samples per second

108000/29.97 = 1 second

3.6 seconds

108000 samples per second

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□□□□□□□□□□ 24 x 1000 / 1001 =

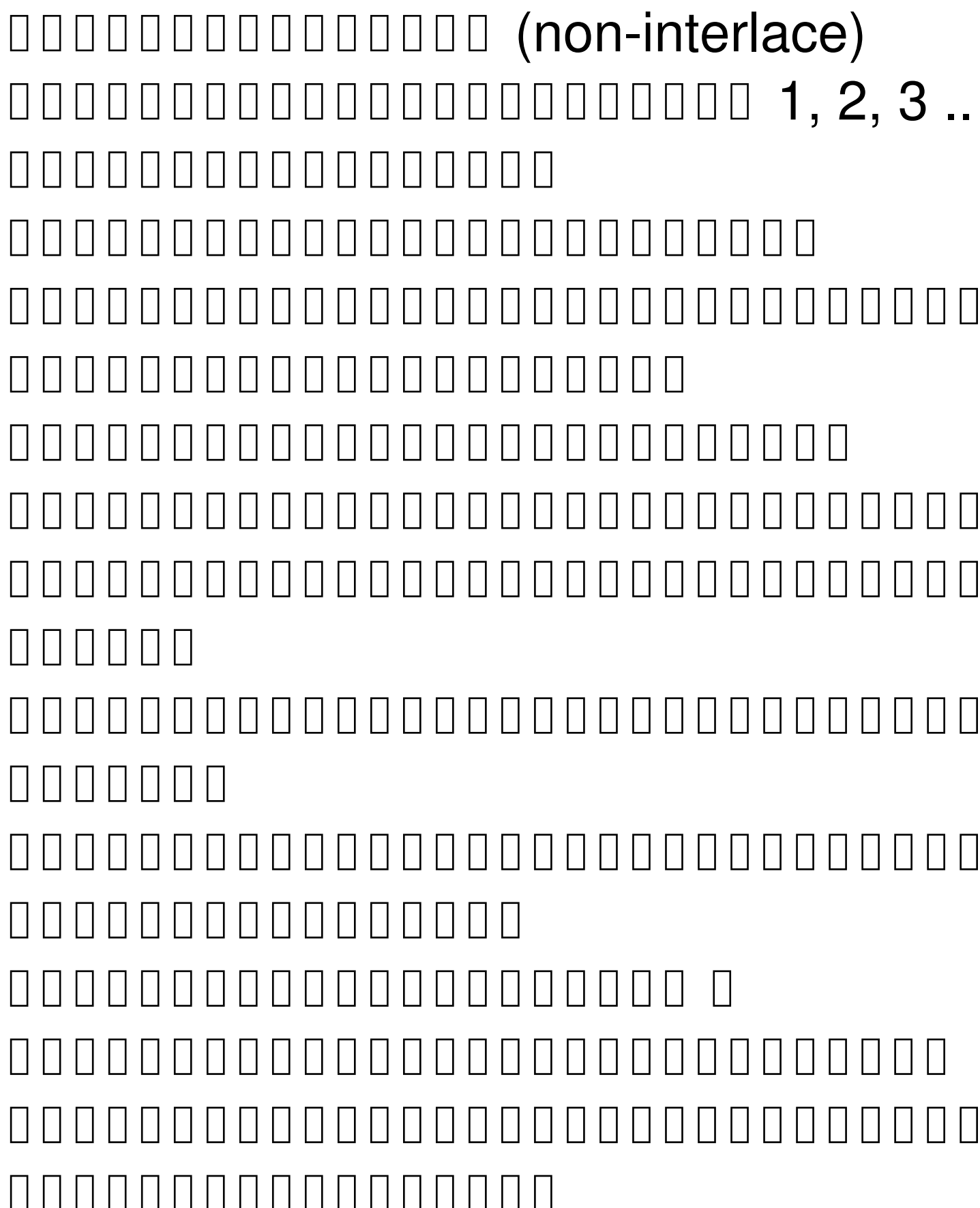
23.976 □□□□ **23.98** □□□□□□□□□□□□□□□□



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□□□□□ 29.97fps □□□□□□□□ □□□ 24fps

[illegible]



Written by Administrator

☐ ☐ ☐ ☐ ☐ ☐ (freeze)

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[illegible]

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25fps 25fps 25p

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Written by Administrator

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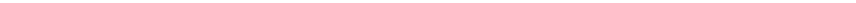


Diagram of a polymer chain consisting of 18 rectangular blocks followed by the label "PsF".

PsF

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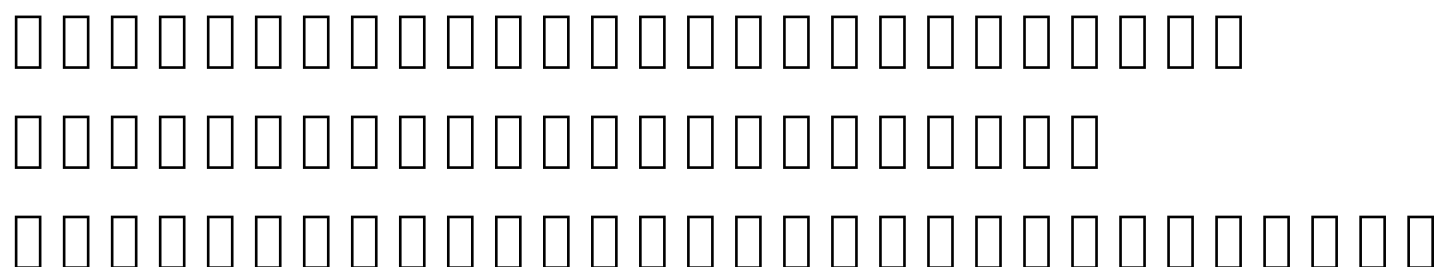
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Written by Administrator

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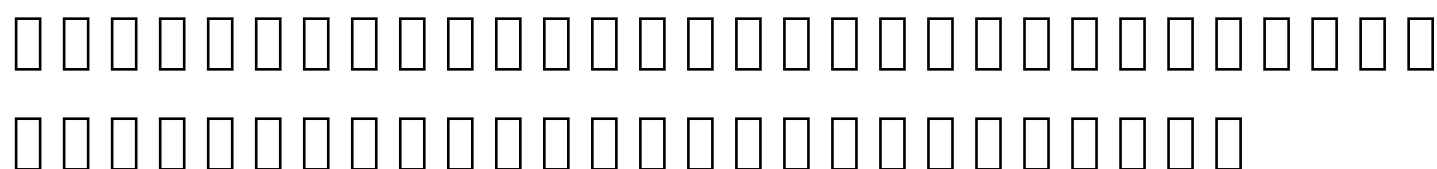
- Basic Frame Rate Conversion



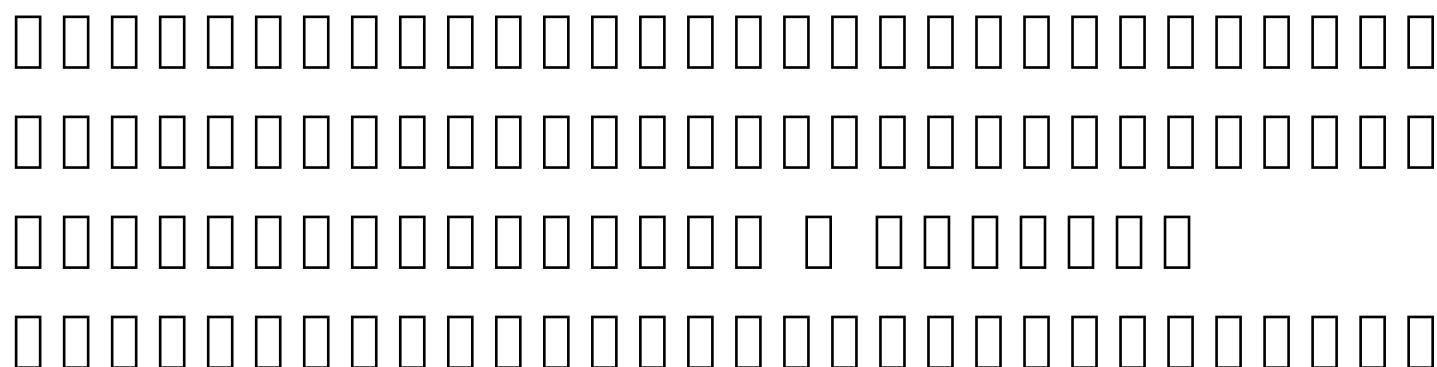


Linear Frame Rate
Conversion

- Motion Compensated Frame
Rate Conversion



Motion Adaptive Frame Rate
Conversion



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[ulty/krause/t436/week7.html](#)

[http://www.burnworld.com/dvd/prime
r/ntsc.htm](#)

[http://dvinfo.net/conf/archive/index.p
hp/t-49261.html](#)

[http://en.wikipedia.org/wiki/NTSC](#)

[http://groups.google.fi/group/sci.engr
.advanced-tv/msg/108815e3089c4d
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[http://www.adamwilt.com/DV-FAQ-e
diting.html](#)

[http://www.paradiso-design.net/vide
ostandards_en.html](#)

[http://www.spatz-tech.de/spatz/pdfs/
Whatis24P.pdf](#) {/reg}