

## Useful scripts and command line options

### **To convert an image sequence to an mp4:**

convert2mpeg4

Create an MPEG4 from sequences of individual image files found in the input directory.

Usage: convert2mpeg4 [options]

#### Options

- b bitrate (ffmpeg -b opt. default: 25Mb/s)
- c codec (ffmpeg -vcodec opt. video output format. default: mpeg4)
- f (fast option, fewer passes, faster encoding with reasonable quality/size tradeoff)
- h (help)
- o outfile (output file name. example mymovie.mp4. default inputdir.mp4)
- q [1-31] (ffmpeg -qscale opt. 1 best/biggest 31 worst/smallest quality/filesize. default: 2)
- r fps (ffmpeg -r opt. input/output frame rate: default: 30 (use 29.97 for traditional movies))
- s scalefactor (ffmpeg -s opt. scale factor. default: no scale. example '-s 2048x1024')
- t numthreads (ffmpeg -threads opt. number of threads to use. default no -threads)
- v (verbose output ffmpeg -v 1 opt. default no -v)
- y (force file overwrite. ffmpeg -y opt)
- n (quiet mode. redirect the output of ffmpeg to /dev/null, default is to not be quiet)

#### Examples:

```
convert2mpeg4 -i raw -s 2048x1024 -o mynewfile.mp4
```

Makes an mpeg4 from sequence images from raw folder, scaled to 2048x1024, output mynewfile.mp4

```
convert2mpeg4 -b 10Mb -q1 -f -r 5 -y -i jpegdir -o coolanimation.mp4
```

Makes an mpeg4 from sequence images in jpegdir, no scaling, use fast encoding options,

set bitrate to 10Mb/s, use 1 for qscale option (high quality), framerate is 5 fps, force overwrite of existing output file, output file is coolanimation.mp4

### **To convert one movie format to another:**

```
ffmpeg -v 2 -i old_movie.wav -b 25000 -s size -qscale 1 new_movie.mp4
```

- v verbose control amount of logging
- i input the old movie that you want to convert
- b bitrate set video bitrate (in kbit/s) (default is 200, but higher bitrates make higher quality movies that play smoothly)
- s size widthxheight standard for SOS 2048x1024
- qscale Use fixed video quantizer scale (VBR) The available qscale values range from 1 (highest quality) to 31 (lowest quality)

The very last thing you include is the name for the new video with the proper video extension that you want

## **To convert file format of a directory of images and/or resize them:**

`rtResizeDir.sh`

Usage: `prog size quality destType srcDir dstDir`

This can be used to either resize a directory of images and/or to convert the file type.

Example

```
rtResizeDir.sh 2048x1024 85 png images_jpg images_png
```

The suggested quality to use is at least 85

Supported file formats include jpeg, png, tiff, gif, and ppm

In this example `images_jpg` is the directory of original images and `images_png` is the directory of where the new images will be put. If the new directory doesn't exist, it will automatically be generated

## **To resize a single image:**

```
convert -resize 2048x1024 original.jpg resized.jpg
```

where 2048x1024 is the new size that the image will be (should only be used to reduce the size of an image, enlarging pictures reduces the quality).

If you use the same file name for the input and output, it will overwrite the input

## **To convert file format of a single image:**

```
Convert image.jpg image_new.png:
```

Where the first file is the original image and the second is what you want to create

The you can use the same name with different extensions

## **To list the dimensions of an image:**

```
identify image.jpg
```

The output looks like this:

```
image.jpg JPEG 8000x4000 DirectClass 8.4mb 0.000u 0:01
```

If you use `identify -verbose image.jpg`, you get much more information

## **To list information about a movie (can be used for audio files as well):**

```
mplayer -identify video.mp4 -frames 0
```

The output is lengthy, but the helpful part looks like this:

```
VIDEO: [avc1] 2048x1024 24bpp 15.000 fps 0.0 kbps ( 0.0 kbyte/s)
ID_FILENAMES=video.mp4
ID_DEMUXER=mov
ID_VIDEO_FORMAT=avc1
ID_VIDEO_BITRATE=0
ID_VIDEO_WIDTH=2048
ID_VIDEO_HEIGHT=1024
ID_VIDEO_FPS=15.000
ID_VIDEO_ASPECT=0.0000
ID_LENGTH=80.00
```

**To list information about an audio file:**

*sox file.wav -e stat*

The output looks like this:

```
Samples read:      17904600
Length (seconds):  203.000000
Scaled by:        2147483647.0
Maximum amplitude: 0.734467
Minimum amplitude: -0.507111
Midline amplitude: 0.113678
Mean  norm:       0.032595
Mean  amplitude:  -0.001058
RMS   amplitude:  0.052694
Maximum delta:    0.117004
Minimum delta:    0.000000
Mean  delta:      0.001281
RMS   delta:      0.003606
Rough  frequency:  480
Volume adjustment: 1.362
```

**If sox doesn't work, the mplayer example above works with audio files as well**