

□ □ □ □ □ □ □ **24fps**

[illegible]

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

Standard	Frequency (Hertz)	Number of Lines (Rows)
PAL	50	28
	60	30
NTSC	50	28
	60	30

[illegible]

[illegible]

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[illegible]

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□ □ □ □

60

(

)



25

30

[illegible]

Written by Administrator

[illegible][illegible]

11

□ □

[illegible]

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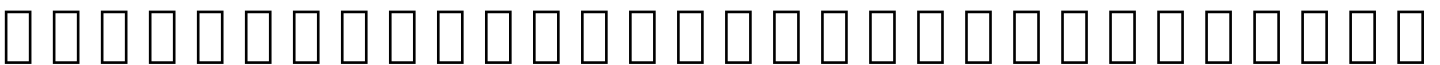
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24fps Why so Complicated

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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 100 empty boxes arranged in 4 rows and 25 columns, intended for students to write their answers.

A grid of 30 empty rectangular boxes arranged in two rows of 15.

□□□□□ AM (Amplitude Modulation)

Written by Administrator

(synchronous)

NTSC

A grid of 30 empty rectangular boxes arranged in two rows of 15.

29.97 fps

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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[illegible]

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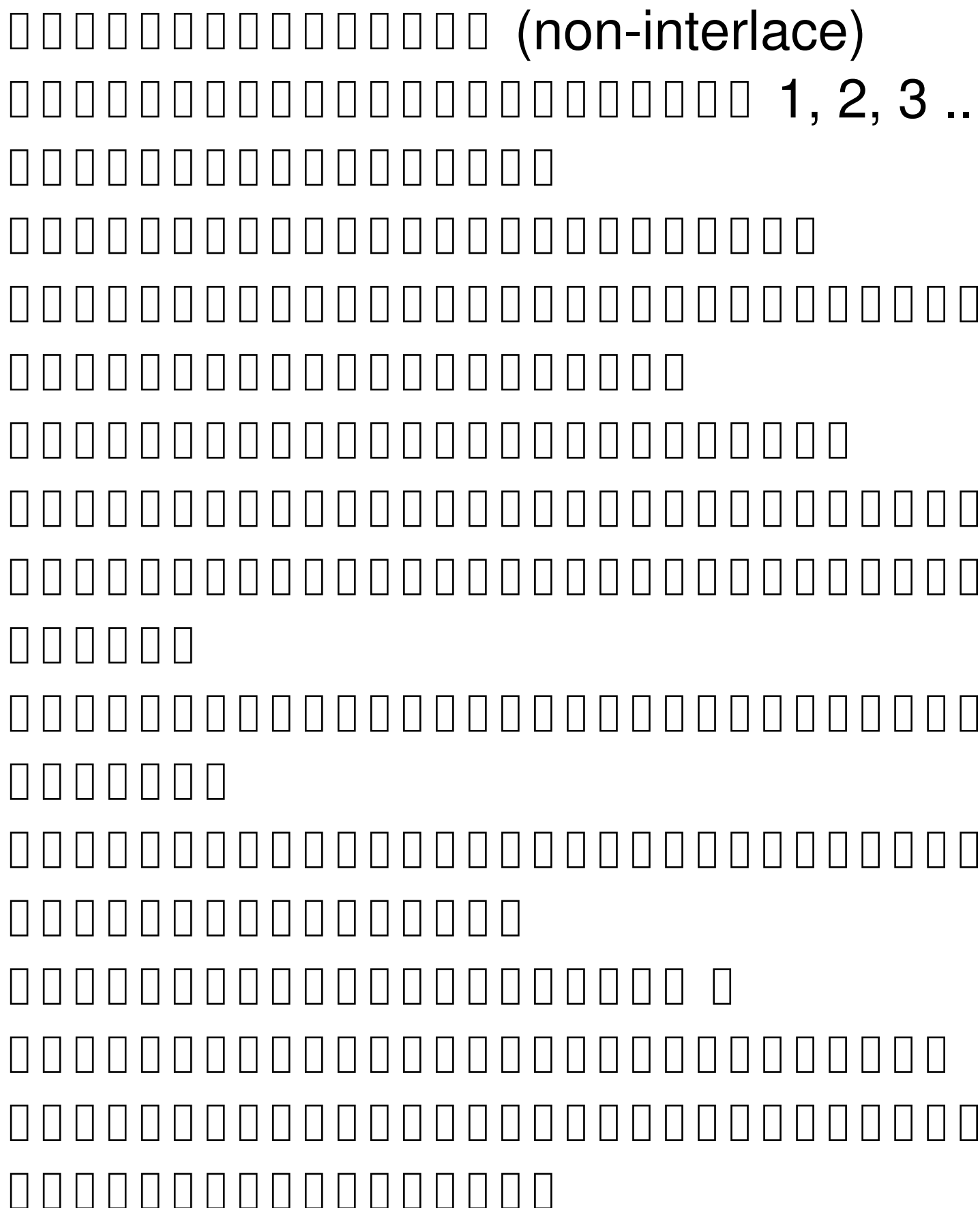
□□□□□□□□□□ 24 x 1000 / 1001 =

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



□ □ □ □ □ □ 30fps □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

□□□□□ 29.97fps □□□□□□□□ □□□ 24fps



24fps Why so Complicated

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□ □

□ □

□ □ □ □ □ □ (freeze)

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□ □

□ □

□ 25p □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

25fps □ □ □ 25fps □ 25p

□ □

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□□□ 1 □□□□□□□□□□ 2.5 □□□□

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4%

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ 24.00p □ □ □

23.97p

0.1%

□ □ 40 □ □ □ □ □ □ □ □ □ □

□ □ □ □ **24p** □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □



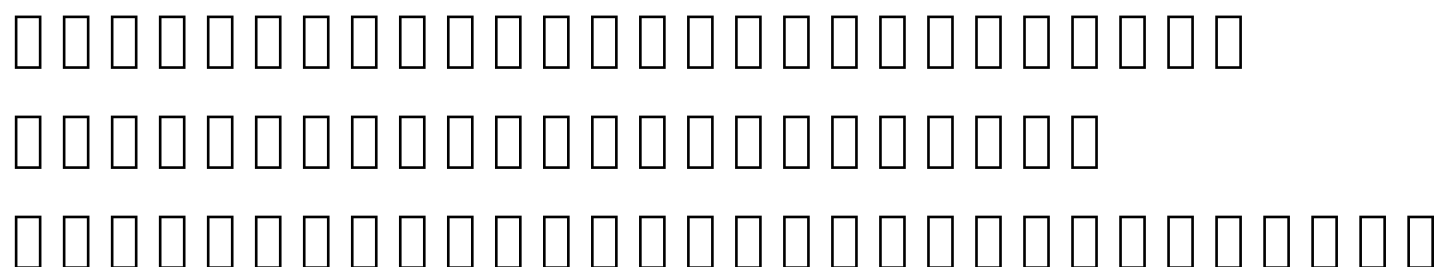
□ □ □ 24p

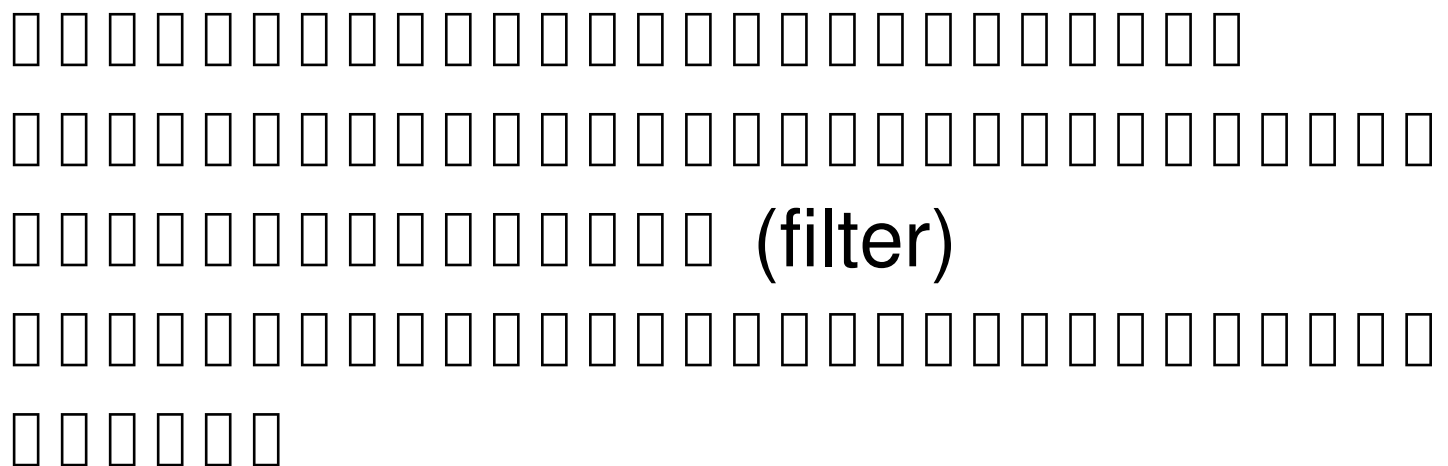
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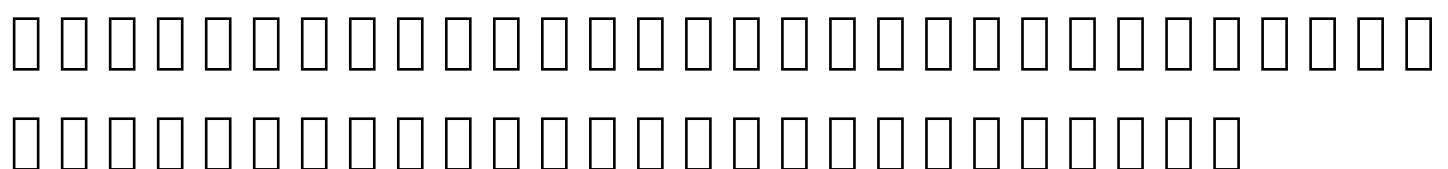
- Basic Frame Rate Conversion



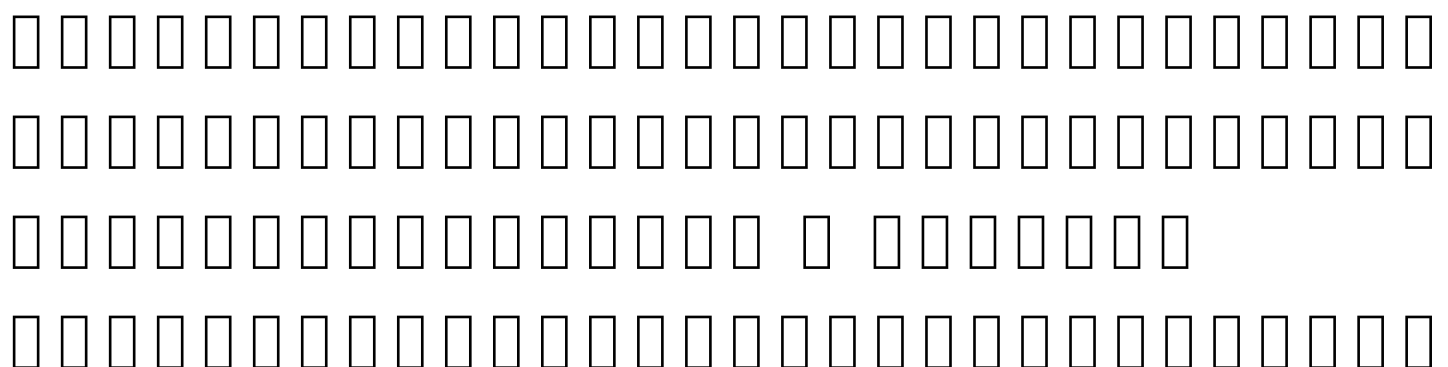


Linear Frame Rate
Conversion

- Motion Compensated Frame
Rate Conversion



Motion Adaptive Frame Rate
Conversion



Written by Administrator

A 7x25 grid of empty boxes for writing, organized into 7 rows and 25 columns.

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References

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