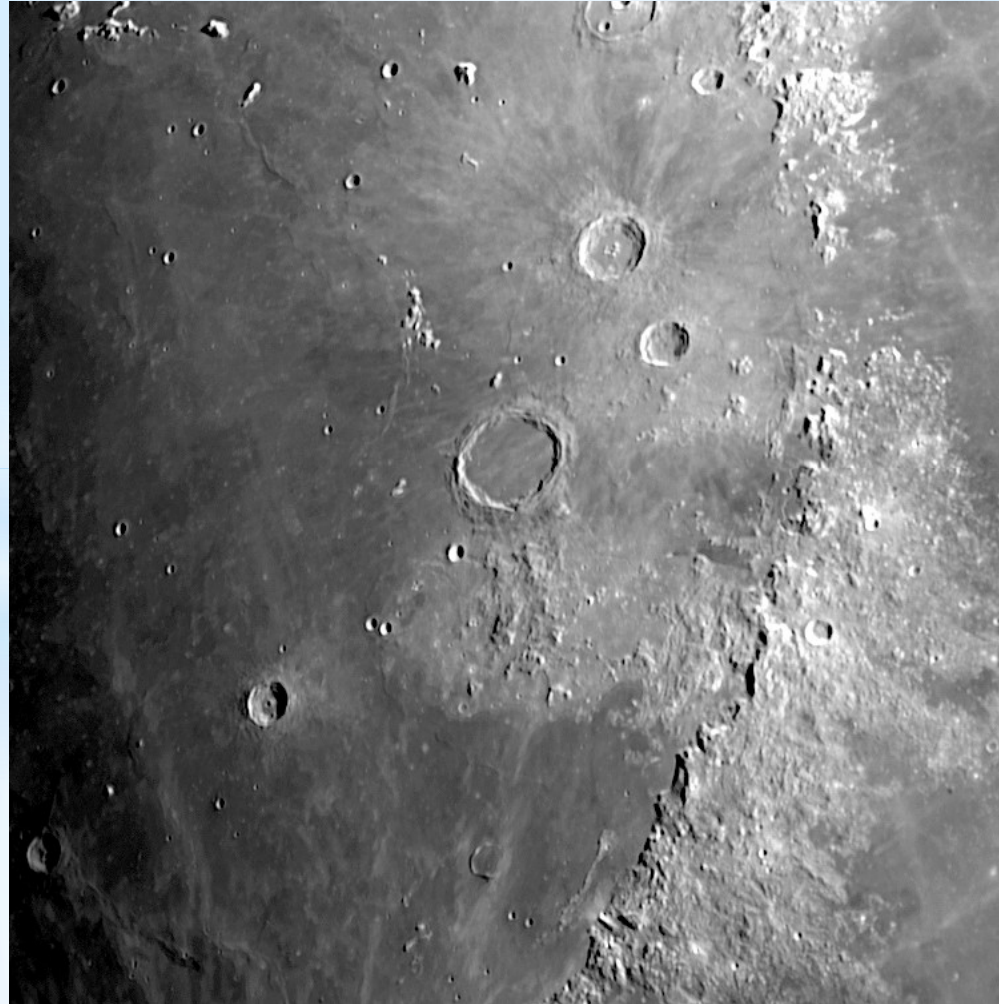


Imaging and Image Processing with a High Frame Rate Camera



Mick Jenkins and Daniel Coe
CAA June 2017

Imaging and Image Processing with a High Frame Rate Camera

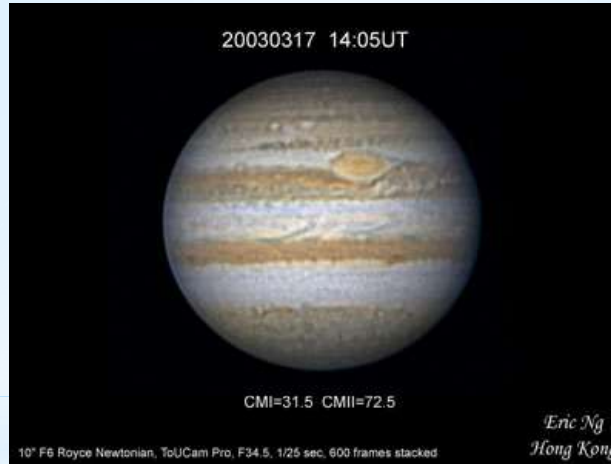
- History of webcams and high frame rate cameras
- Setting up your camera
- Camera filters
- Understanding Field of View (FOV)
- Camera Software
- Imaging
- Processing
- Creating a lunar mosaic

Mick Jenkins and Daniel Coe
CAA June 2017

History of Webcams

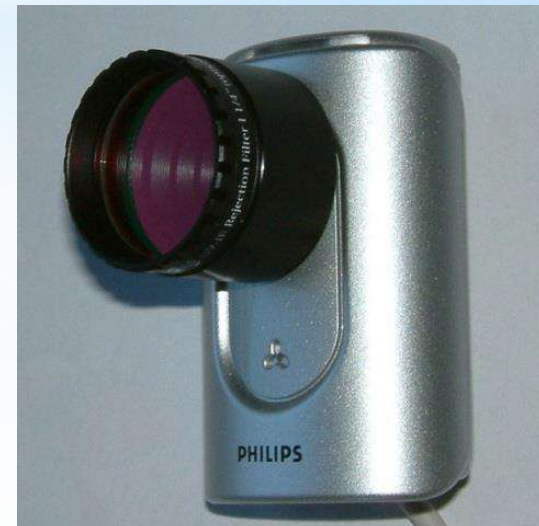
Philips Toucam Pro (2001)

Colour
640x480
CCD
30fps ? (10-15fps)



Philips Toucam Pro II (2003)

Colour
640x480
CCD (£65)
60fps ? (15fps)



History of Webcams

Meade LPI (2003)

- \$150
- 640x480
- CMOS
- 3fps
- Meade software
- Ready to use



History of Webcams

Logitech Pro 4000 (2005)

640x480
CCD
15fps



Philips SPC900 (2007)

640x480
CCD
90fps ? (15-30fps)
USB2.0
VLounge Software
Sold in 2010



History of Webcams

Imaging Source Cameras (2010)

Popular model - DMK21
 CCD - £300+
 Mono or Colour?
 60fps @ 640x480
 Own IC Capture Software
 Now Celestron Skyris



	Order Code	Type	IR Cut	Resolution	CCD	FPS	Sensor
	DMK 21AU04.AS	Monochrome	✘	640 x 480	CCD	60	Sony ICX098BL
	DMK 21AU618.AS	Monochrome	✘	640 x 480	CCD	60	Sony ICX618ALA
	DMK 31AU03.AS	Monochrome	✘	1024 x 768	CCD	30	Sony ICX204AL
	DMK 41AU02.AS	Monochrome	✘	1280 x 960	CCD	15	Sony ICX205AL
	DFK 21AU04.AS	Color	✔	640 x 480	CCD	60	Sony ICX098BQ
	DFK 21AU618.AS	Color	✔	640 x 480	CCD	60	Sony ICX618AQA
	DFK 31AU03.AS	Color	✔	1024 x 768	CCD	30	Sony ICX204AK
	DFK 41AU02.AS	Color	✔	1280 x 960	CCD	15	Sony ICX205AK
	DBK 21AU04.AS	Color	✘	640 x 480	CCD	60	Sony ICX098BQ
	DBK 21AU618.AS	Color	✘	640 x 480	CCD	60	Sony ICX618AQA
	DBK 31AU03.AS	Color	✘	1024 x 768	CCD	30	Sony ICX204AK
	DBK 41AU02.AS	Color	✘	1280 x 960	CCD	15	Sony ICX205AK

History of Webcams

ZWO Optical Cameras (2012)

Larger CMOS Sensors

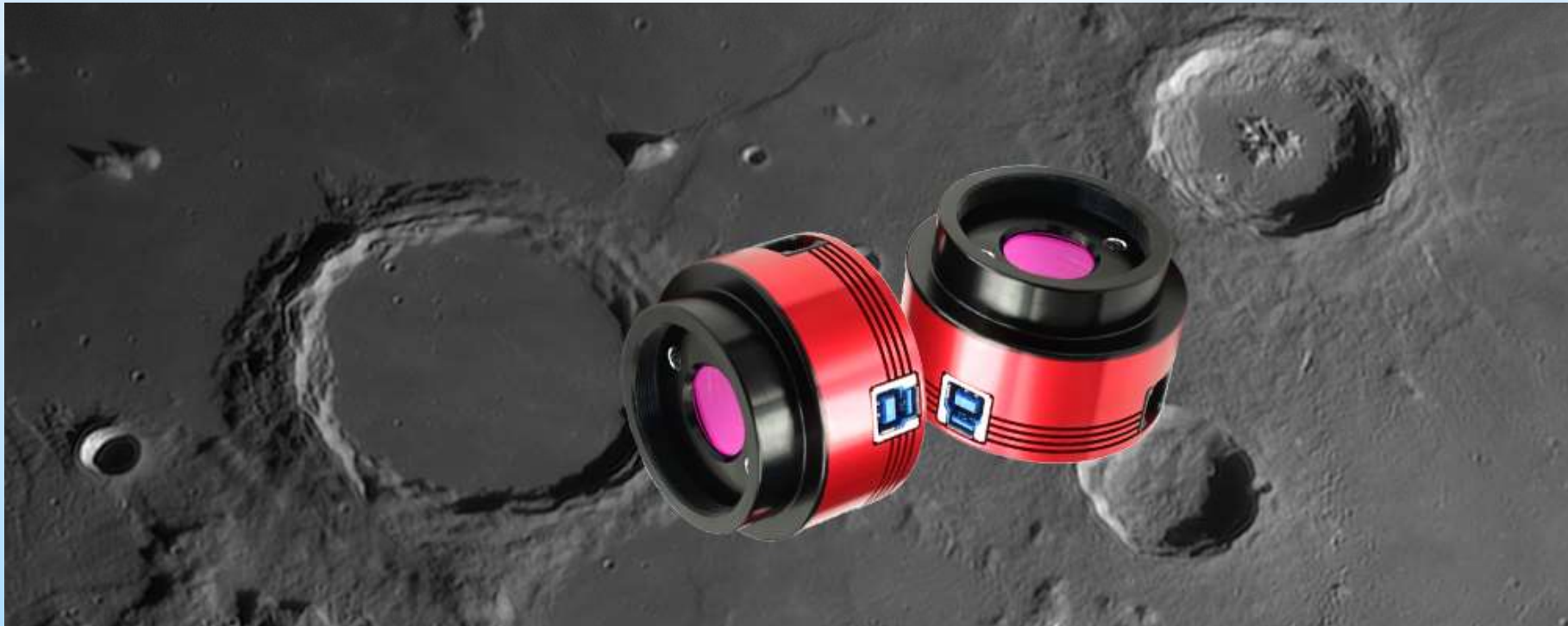
ASI120 - 30fps @ 1280x960 / 113fps @ 640x480

USB2.0 and USB3.0

Include a fisheye lens

Massive range (mono/colour and cooled)

Now start at £140-£160



Setting up your Camera

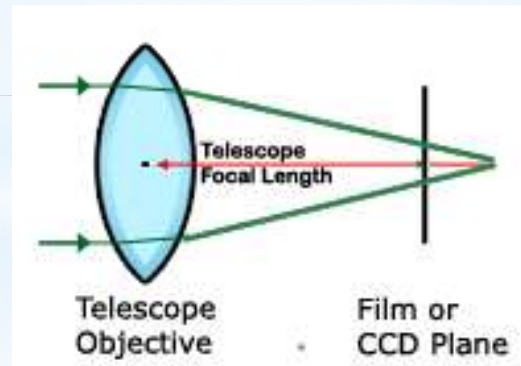
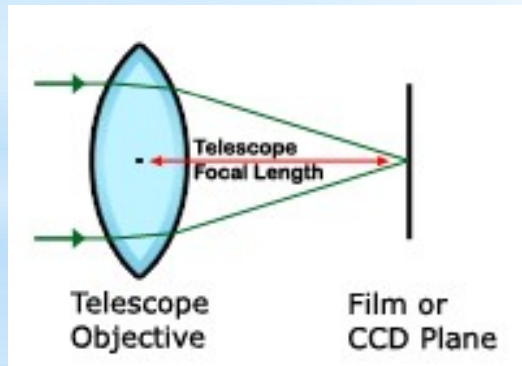
Box contents:

- Camera
- USB lead
- 1.25" nosepiece
- Software CD

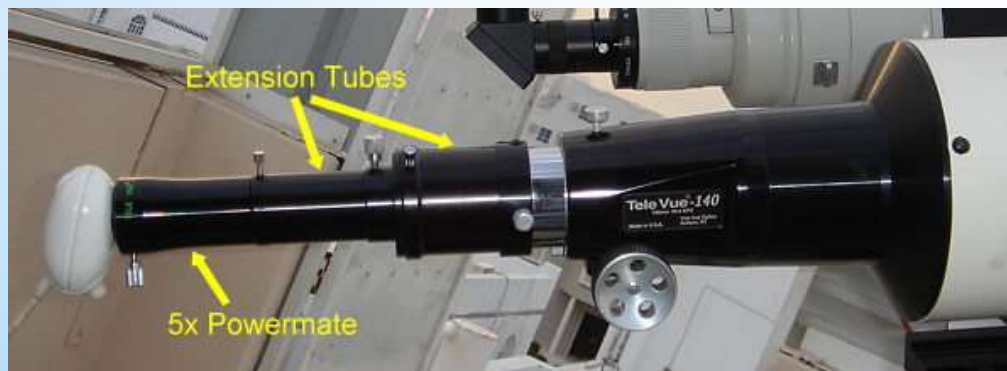
Setting up:

- Screw in 1.25" nosepiece or attach to focuser directly
- Install camera driver
- Attach USB cable to computer and camera
- Install capture software

Focusing:



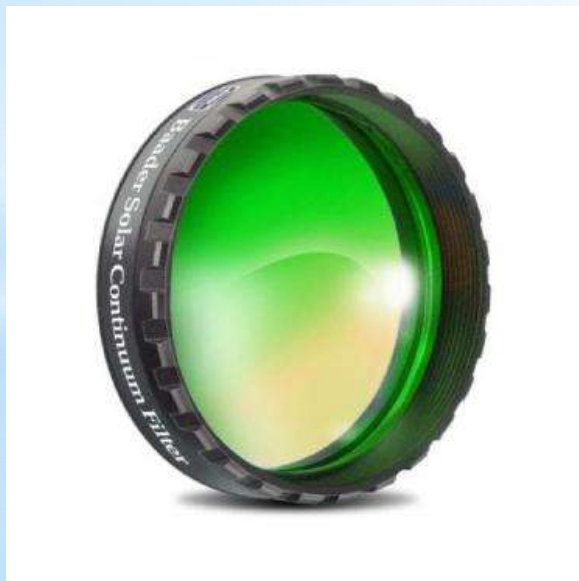
Can't get focus?
Try a Diagonal
or Extension tube



Camera Filters



UV-IR-Cut filters are a must for improving image quality with CMOS and CCD cameras to produce better quality images, as these are quite sensitive to infrared (heat) radiation of light. They will also improve sharpness of the image as most of the optics are designed for the visible.



This Baader Planetary Solar Continuum Filter works in conjunction with a primary white light solar filter (or Herschel Wedge Prism) to show more granulation and sunspot detail.

The Baader Planetary Solar Continuum Filter boosts contrast, cuts down on atmospheric disturbances but transmits at 540nm.

Good for both visual work as well as imaging, and even makes a good star test filter.

ORION[®]

Quick Guide



		#8	#11	#12	#15	#21	#23A	#23	#29	#30	#32	#38A	#44A	#46	#47	#56	#57	#58	#64	#80A	#82A
MERCURY	Planetary/sky contrast			•	•	•	•	•	•								•				
	Surface features			•				•	•												
VENUS	Planet/sky contrast						•	•	•												
	Clouds/atmospheric features										•		•	•	•			•			
	Red/blue glare							•					•	•							
MOON	Lunar detail	•												•	•	•	•				
	Feature contrast			•	•																•
	Red/blue glare		•	•	•																•
	Lunar transient phenomenon (LTP)							•					•								•
MARS	Areas of low contrast																				•
	Atmospheric clouds			•	•							•									•
	Surface plains and Maria	•			•	•	•	•	•												
	Darken Maria		•																		
	Desert regions			•										•	•						
	Blue clearing													•	•						
	Dust storms					•		•	•			•					•				
	Polar ice caps			•	•			•	•						•	•		•			•
	Melt lines																		•		
	Frost patches																	•		•	
	Surface fogs																	•		•	
	Limb hazes & terminator clouds												•		•				•		
	Ice fogs/polar hazes																			•	
	Red & blue features										•	•									
	Areas of low contrast																				
JUPITER	Comet impact		•																		
	Belts	•			•	•	•	•	•			•				•					•
	Cloud bands		•			•	•	•	•										•	•	•
	Loops					•	•	•	•										•	•	•
	Features			•		•	•	•	•										•	•	•
	Ovals					•	•	•	•		•	•							•	•	•
	Great Red Spot					•	•	•	•			•							•	•	•
	Galilean Moon transits								•	•											
	Polar regions					•	•														
	Areas of low contrast																				
SATURN	Clouds		•	•					•	•											
	Belts	•			•	•	•					•							•	•	•
	Polar regions	•				•	•												•	•	•
	Rings								•		•					•	•	•			•
	Cassini Division		•		•																
URANUS & NEPTUNE	Detail in large telescopes	•	•		•																•
	Blue/green contrast			•						•	•						•				

MISCELLANEOUS: Reduce false color in achromats: #8, #11, #15, #80A. Darken dust terrestrial viewing: #8. Viewing planets in daylight: #8. Increase structure detail in galaxies: #82A

Understanding Field of View (FOV)

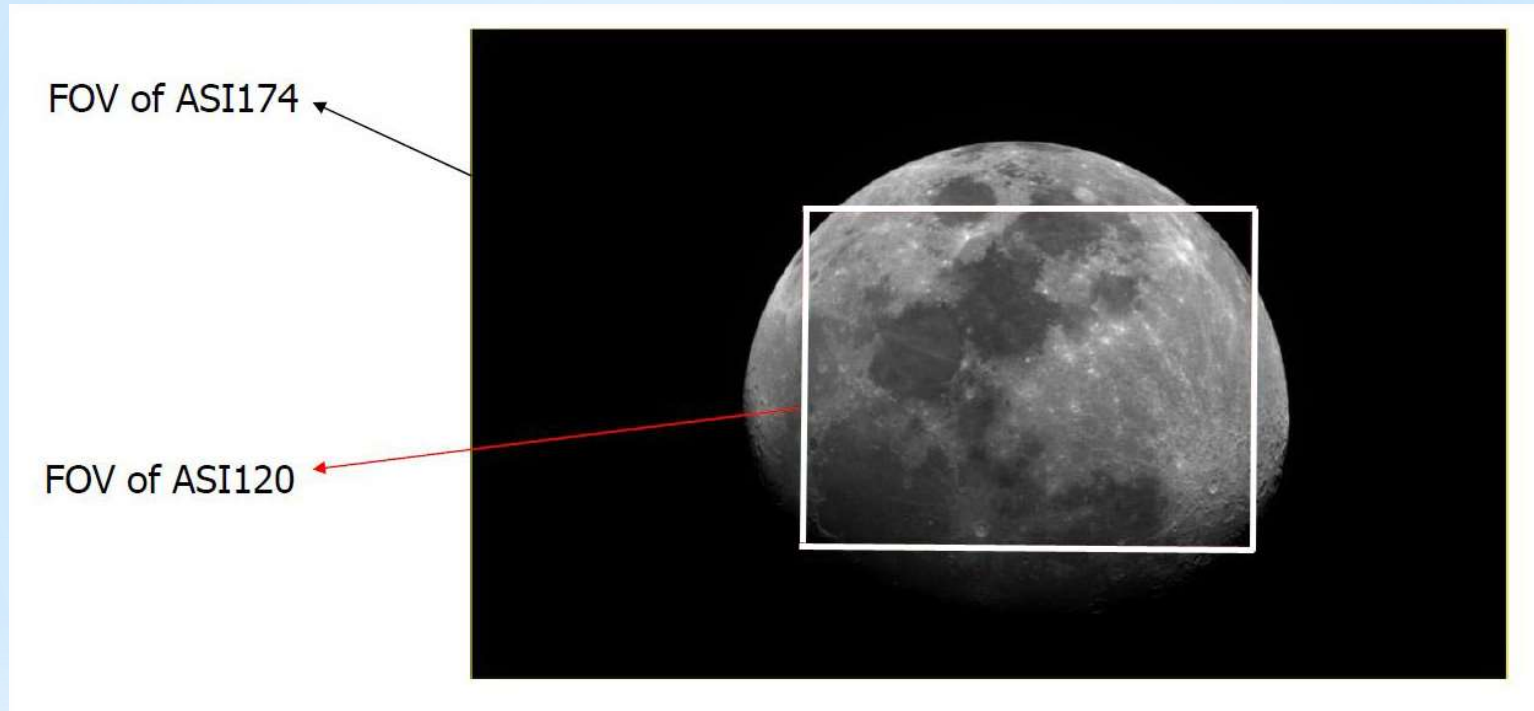


Image taken with a 600mm focal length scope, no Barlow lens added

NexImage Celestron Chip size is 640 x 480

ASI 120 Chip size is 1290 x 960 1.2 Mega pixels

ASI 174 Chip size is 1936 x 1216 2.3 Mega pixels



PowerMate



Barlow X2



Barlow X3

Barlow's are powerful tools, the negative element defining them also limits their ability.

The PowerMate consists of a negative doublet plus a positive "pupil-correcting" doublet. This 4-element system provides the magnifying function of a Barlow without its limitations by restoring the field rays back to their original direction, as if the PowerMate were not there. The result is a pure magnification increase.

Camera Software

Basic Webcam's use DirectShow Video Capture by Microsoft.

Other manufacturers cameras come with recommended software which is available FREE on the internet such as:-

SharpCap Issue 3



Fire Capture v2.5



Some camera's come with dedicated software designed by the manufacturer.



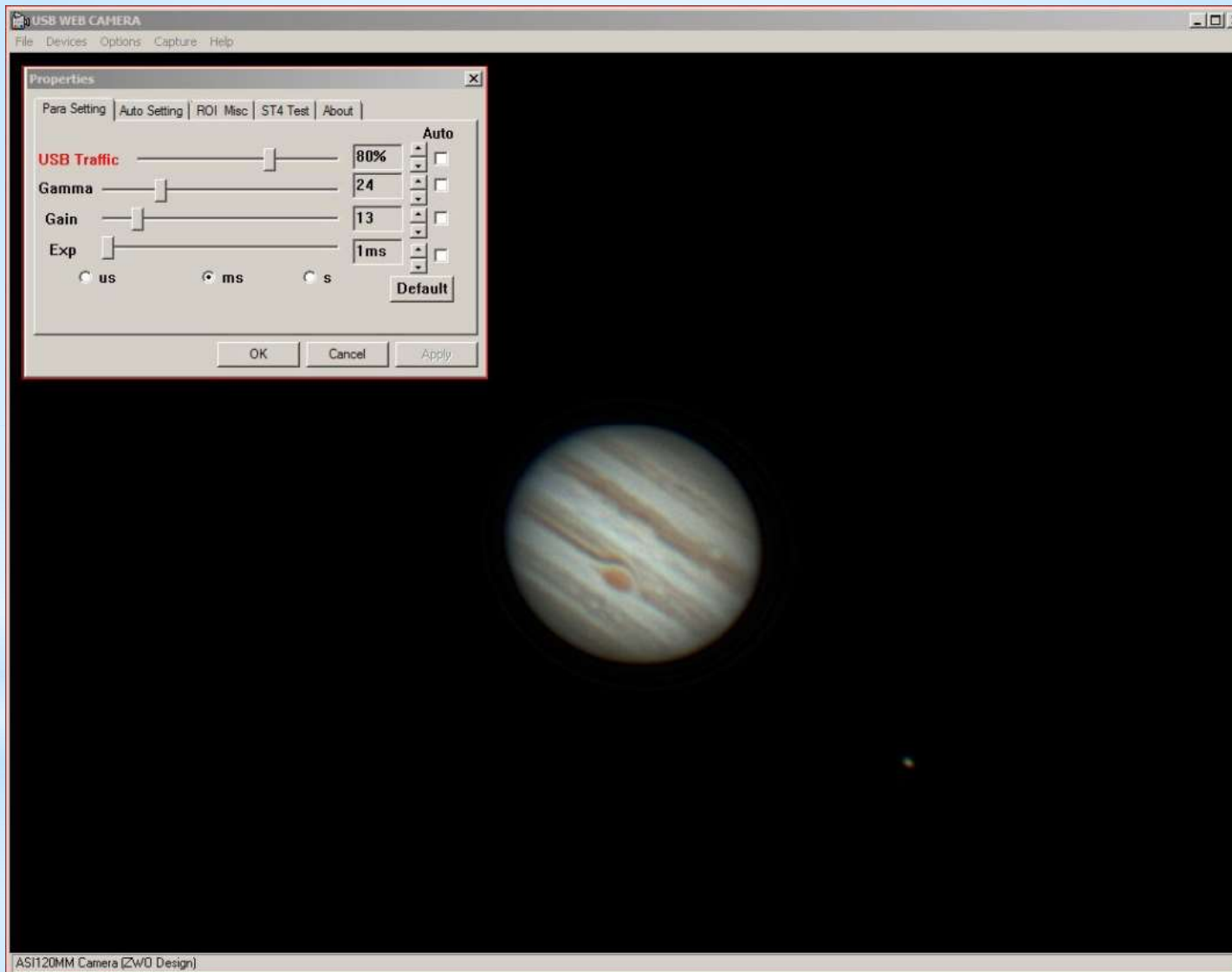
Basic WebCam

**QHY 132 Colour
Camera**

**ZWO ASI 120
Mono Camera**

**ZWO ASI 174
Mono Cooled Camera**

DirectShow Video Capture by Microsoft



SharpCap V3 - Camera Software

The screenshot displays the SharpCap V3 software interface. The main window shows a live video feed of the Moon, with a control panel on the right side. The control panel includes sections for Capture Profiles, Video Format, Camera Control, Video Proc Amp, Video Capture Filter, and Image Controls. The status bar at the bottom indicates 32 frames (2 dropped) in 0:00:44, current exposure 9.5s, last frame 0.0s, and exposure ~ 9.5s. The frame counter shows 9.6/-0.1.

SharpCap - ASI120MM Camera (ZWO Design) - C:\Users\User\Desktop\SharpCap Captures

File Cameras Options Capture Tools Scripting Help

Start Capture Quick Capture Stop Capture Pause Snapshot Live Stack Object Name : FX : None Zoom: 50%

Camera Control Panel

^ Capture Profiles

Load Save New Set Default

^ Video Format

Colour Space MONO8

Frame Rate (fps) Maximum

Resolution 1280x960

Frame Divisor 1

^ Camera Control

Exposure 3.6 ms LX Mode

Quick Picks Auto

^ Video Proc Amp

Gain Auto 13

Gamma Auto 24

Brightness 2

^ Video Capture Filter

Filter Options Show...

^ Image Controls

Timestamp Frames Off

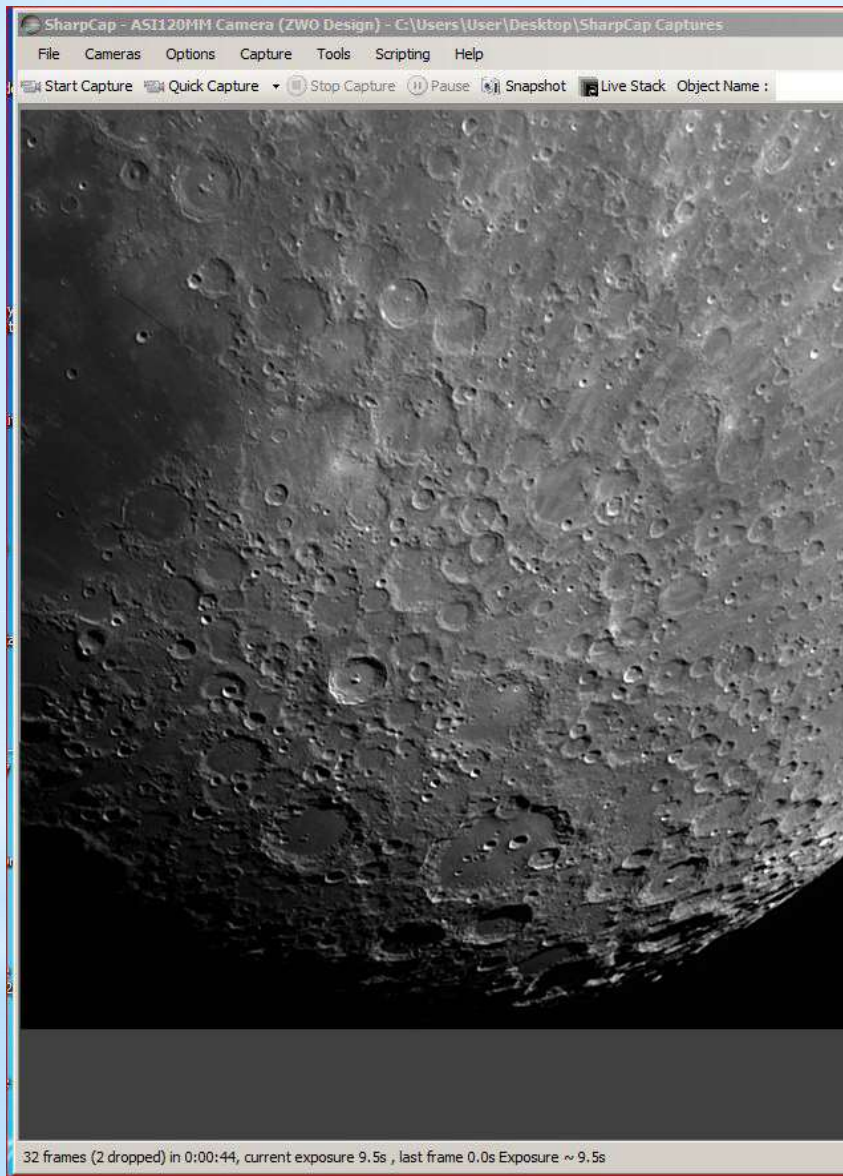
SharpCap is supported by

ZWO

And Other Fine Astronomy Suppliers

32 frames (2 dropped) in 0:00:44, current exposure 9.5s, last frame 0.0s Exposure ~ 9.5s

Frame: 9.6/-0.1



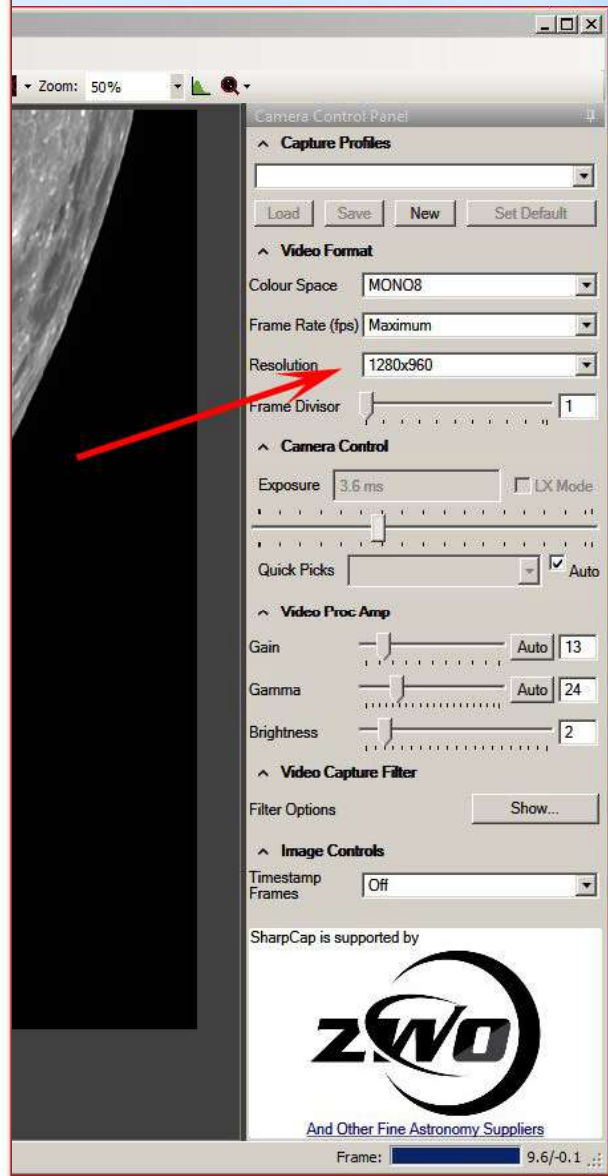
Supported resolution

Binning 1x1:

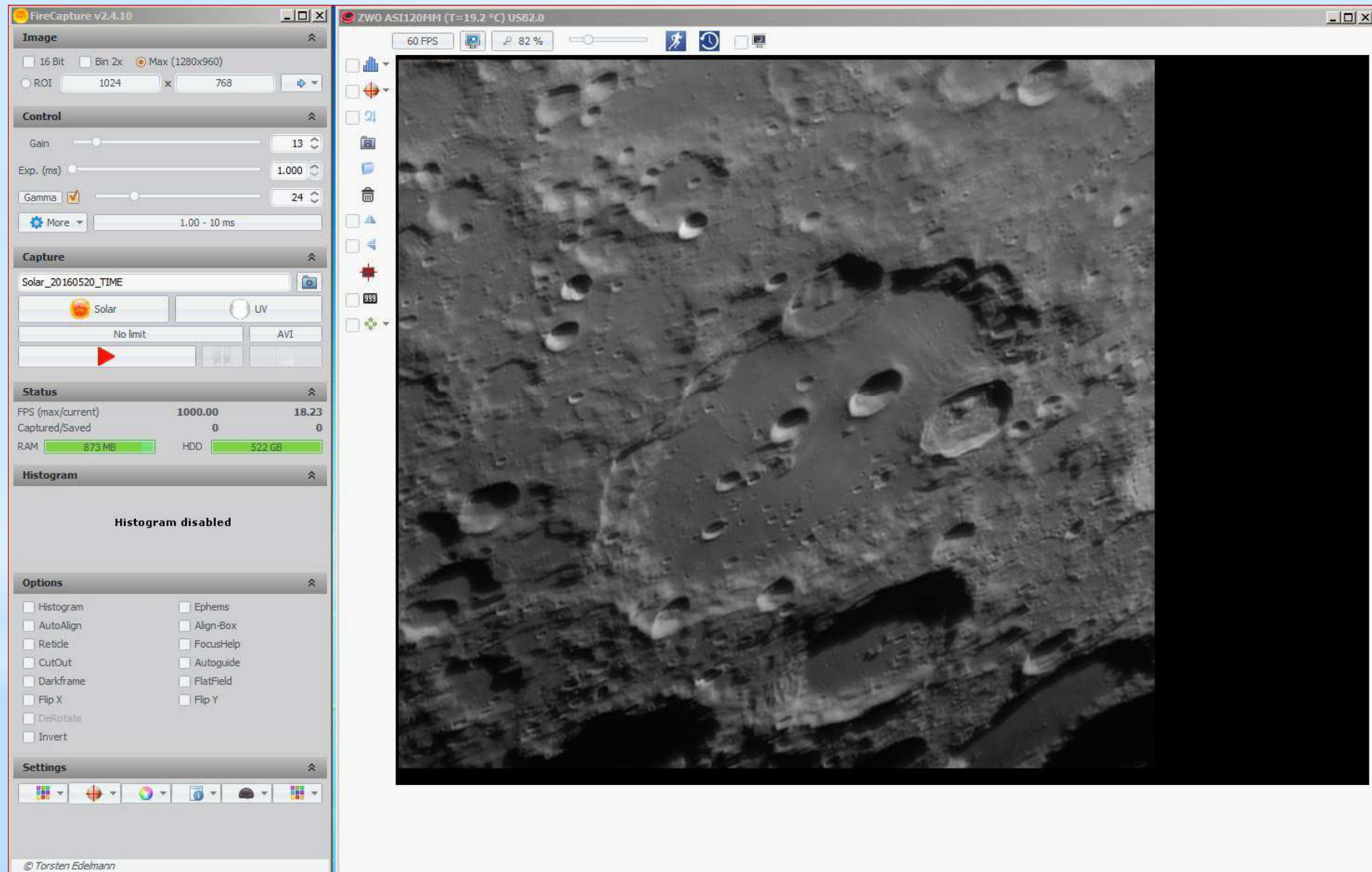
- 1280X960@35FPS
- 1280X720@46FPS
- 1280X600@55FPS
- 1280X400@80FPS
- 960X960@46FPS
- 1024X768@54FPS
- 1024X600@69FPS
- 1024X400@101FPS
- 800X800@66FPS
- 800X640@74FPS
- 800X512@102FPS
- 800X400@108FPS
- 800X320@158FPS
- 640X560@98FPS
- 640X480@113FPS
- 512X440@123FPS
- 512X400@135FPS
- 480X320@165FPS
- 320X240@215FPS

Binning 2x2:

- 640X480@35FP



FireCapture - Camera Software



FireCapture v2.4.10

Image

16 Bit | Bin 2x | Max (300x300)

ROI: 1024 x 768

Control

Gain: 3600

Exp. (ms): 93.00

Gamma: 338

More: 1.00 - 200 ms | 0 FPS

Capture

Solar_20160529_Exposure=93.0ms_TIME

Solar | UV

Limit: 500 frames | AVI

Status

FPS (max/current): 10.75 | 10.75

Captured/Saved: 0 | 0

RAM: 884 MB | HDD: 514 GB

Histogram

Histogram disabled

Options

Histogram Ephems
 AutoAlign Align-Box
 Retide Focus-Help
 CutOut Autoguide
 Darkframe FlatField
 Flip X Flip Y
 Debayer DeRotate
 Invert

Settings

© Torsten Edelmann

DummyCam (T=20.0 °C)

60 FPS | 100 %

Settings: Settings

Search:

System

- General
- Layout
- Filters
- Profiles
- Shortcuts
- Log

Capture

- Settings**
- Logfile
- AVI
- Ringbuffer

Hardware

- Telescope
- Focuser
- Motorized Filterwheel
- Autoguiding

Preview

- Display
- Histogram

Image

- Debayer
- Hotpixel
- AutoAlign
- Derotate
- PreProcessing

Misc

- Software-Update
- Performance
- Observer
- Tutorials

Capture root directory: C:\Users\User\Astronomy\Solar Observing SPA and BAA\Reports Year 2016

Current filename: Solar Observing SPA and BAA\Reports Year 2016\Solar\20160529\Solar_20160529_Exposure=93.0ms_11_37_05.avi

Filename properties

- Object
- Filter
- Date
- Use Universal Time
- Camera (model name)
- Camera (gain)
- Camera (exposure)
- Camera (gamma)
- Capture counter
- RGB counter
- Debayer algorithm

Date format: yyyyMMdd

Time format: HHmmss

Capture counter: 1

WinJUPOS file naming (overrules selected prop...)
 Print timestamp into data
 Zip captured files
 Save first AVI/SER frame as JPG preview

Auto-create subfolders

- Object
- Filter counter
- RGB counter

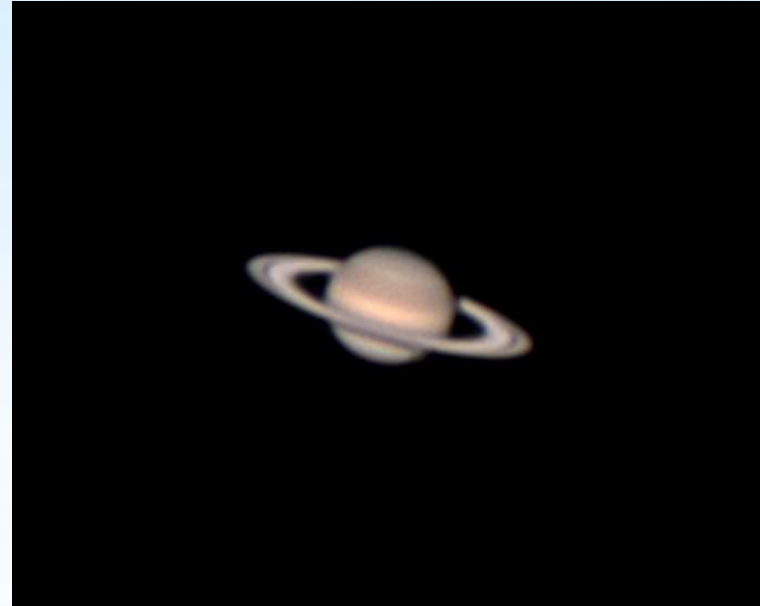
Imaging - Taking a Good Image

- Good Optics
- A Tracking mount for long exposures
- Filters selections for the target (UV/IR recommended)
- Camera setting - frames/second - image size - number of capture frames - file location
- Local weather conditions
- Position of object - low in the sky can cause poor images
- Cat and Mouse! Watch the image on the screen and wait until the image is stable then press record
- Take a number of AVIs files

Capturing and Using AVI files

Take a minimum of 10 AVI's at different settings this will improve your chances of achieving a good sharp image.

For the Planets I use a X2 Barlow or a 2.5 X PowerMate to get a good size image on the chip



Effects of Frames per second

Depending on the conditions and the object chosen the faster the frame rate the clearer and sharper the image.

Camera rates can vary from 15 to 200 frames/second with modern USB 3 camera's

Aim to take 1000 frames of video, if conditions are poor try 2000 at a faster frame rate



Image Processing

Registax 6

- Select video
- Set align points
- Align
- Limit the frames
- Stack the best frames
- Use wavelets to sharpen

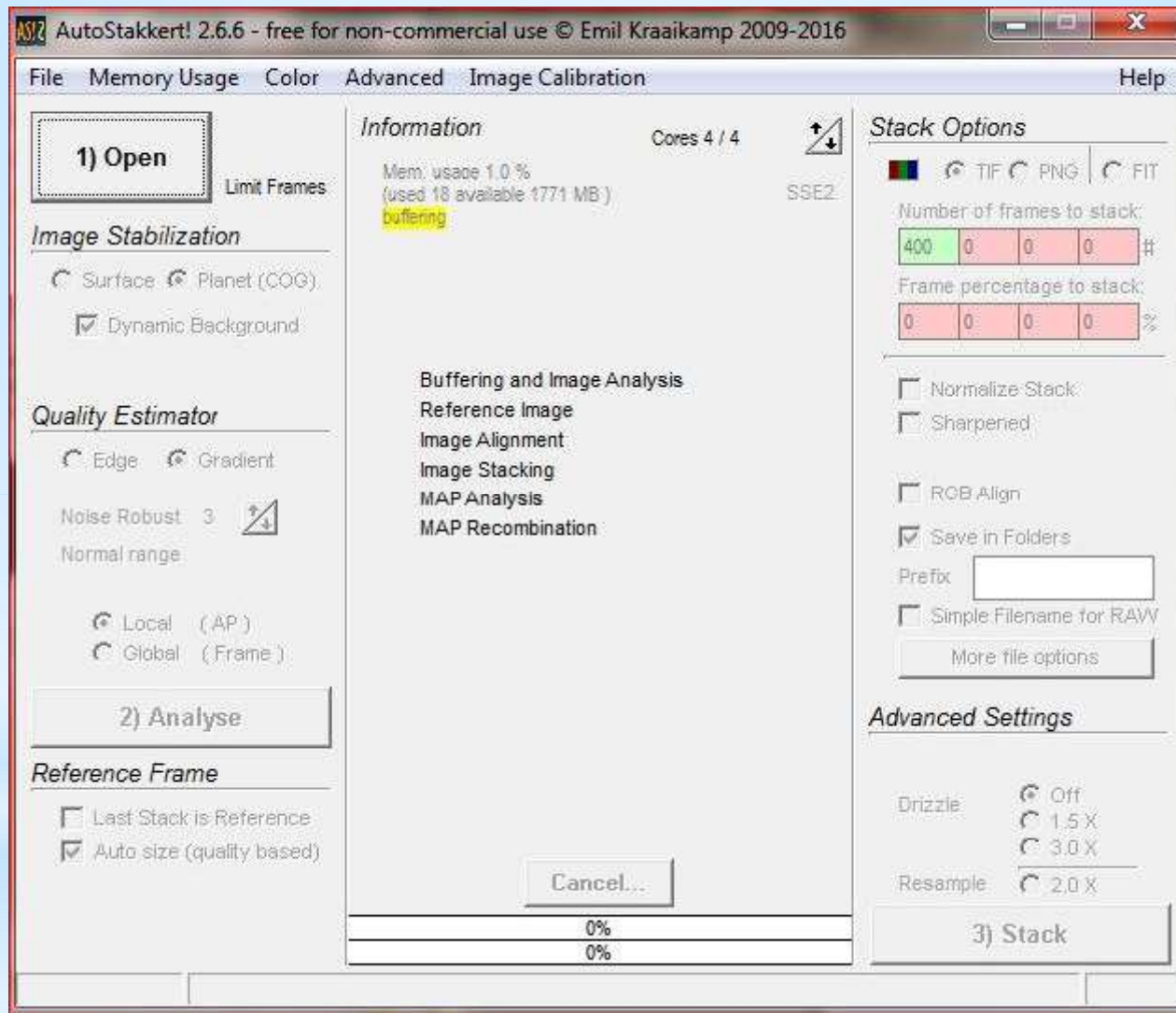
Move to image editing program to tweak brightness, contrast, sharpening etc.

Autostakkert

- 'Open' video
- Set Stack options
- Set stabilisation point
- Analyse
- Set alignment points
- Stack

Move to Registax for sharpening the images using wavelet processing and then image editing program.

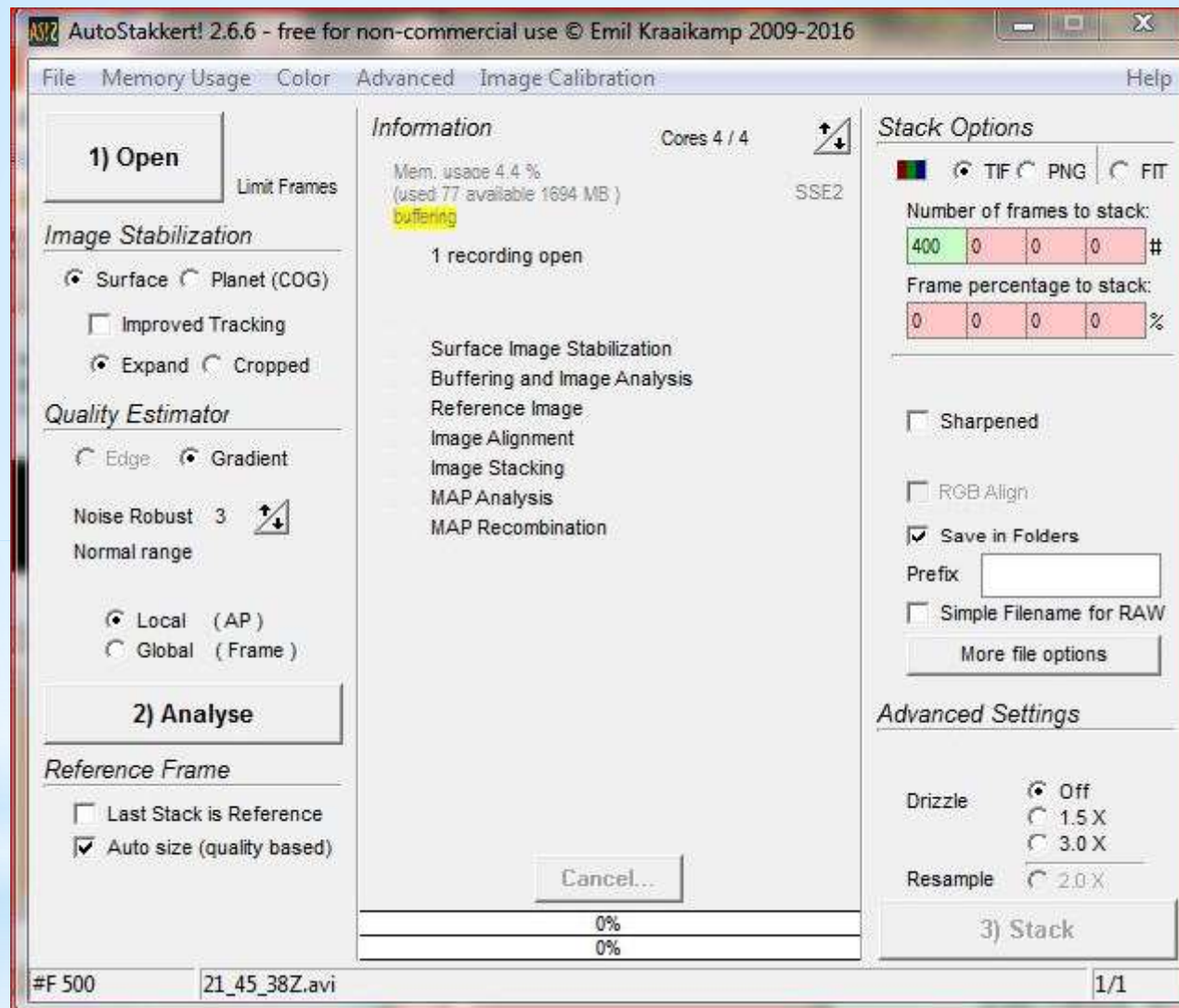
Image Processing with AutoStakkert



Select the
AVI File

Select
Surface or
Planets

Press
Analyse



AutoStakkert second window showing alignment points and image

22-25-56-328.avi Done

Frames

Image Size Width Height offset 0, 0 remember

Visualisation Details Draw AP's

Scaling (FIT/SER) Auto Range 0 - 65535

Alignment Points 50 APs

Manual Draw

Click in image to add an alignment point

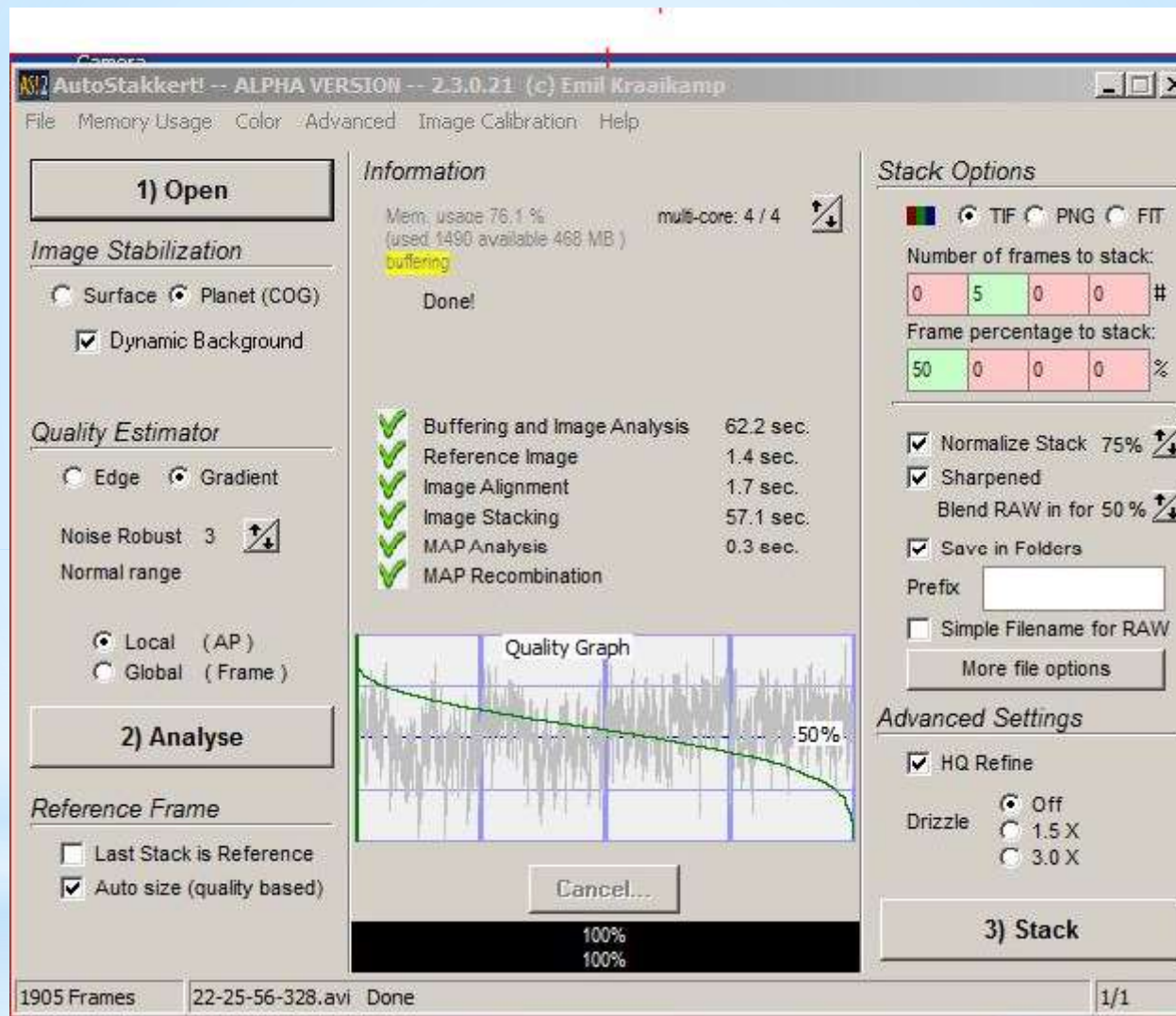
AP Size

25 50 100 200

Auto AP

Replace

rgb (, ai)
frame % 0.0 (1/1905) #1369
quality % 100.0 (17.0)
brightness: 128.0



Wavelets - Sharpening the Image

In the Wavelet screen move the 6 sliders - starting from the bottom or the top watch the image carefully to see the improvement in the image sharpness.

Do not over do this or artefacts will start appearing.

Only part of the image is processed so after each adjustment click the **Do All** Button.

The screenshot displays the Wavelet processing software interface. The main window shows a Saturn image being processed. The interface includes a menu bar (Select, MRU, Flat/Dark/Reference, Tools, Settings), a toolbar (Process, Do All, Save, Realign_with Processed, Stack Again, Show Full Image, Show Processing Area, Show AlignPoints), and a main panel with various settings. The 'Wavelets' section is active, showing a 'Wavelet scheme' of 'Linear' and 'Wavlet filter' of 'Gaussian'. The 'Use Linked Wavelets' checkbox is checked. The 'Initial Layer' is set to 1, and the 'Step Increment' is 0.2. The 'Available schemes' section has 'Load Scheme' and 'Save Scheme' buttons. The 'Functions' panel on the right includes options like Histogram, Gamma, Colour Mixing, View Zoomed, View Compare, View Stacksize, Flip and Rotate, RGB Align, RGB Balance, Resize Image, Denoise/Deriving, Wavelet Filter, Masking, Show Linegraph, and Cropping Area. The 'Contrast/Brightness' panel shows 'Contrast' at 100 and 'Brightness' at 0. The 'Copy To' panel has 'Current Image' selected. The status bar at the bottom shows '100%' zoom, 'layer setting changed', and coordinates 'X=0 Y=250 Stack=154 PT=6 RGB=raw(0 0 0) user(2 2 2)'. A separate inset window on the left shows a detailed view of the 'Use Linked Wavelets' section with columns for 'Layer', 'Denoise', 'Sharpen', and 'Preview'. It lists six layers with their respective Denoise and Sharpen values and preview values.

Layer	Denoise	Sharpen	Preview
1	0.20	0.100	20.2
2	0.10	0.100	31.2
3	0.05	0.100	36.8
4	0.05	0.100	39.2
5	0.05	0.100	38.6
6	0.10	0.100	38.6

Demonstrations

AVI file of the Moon

SharpCap

AutoStakkert processing

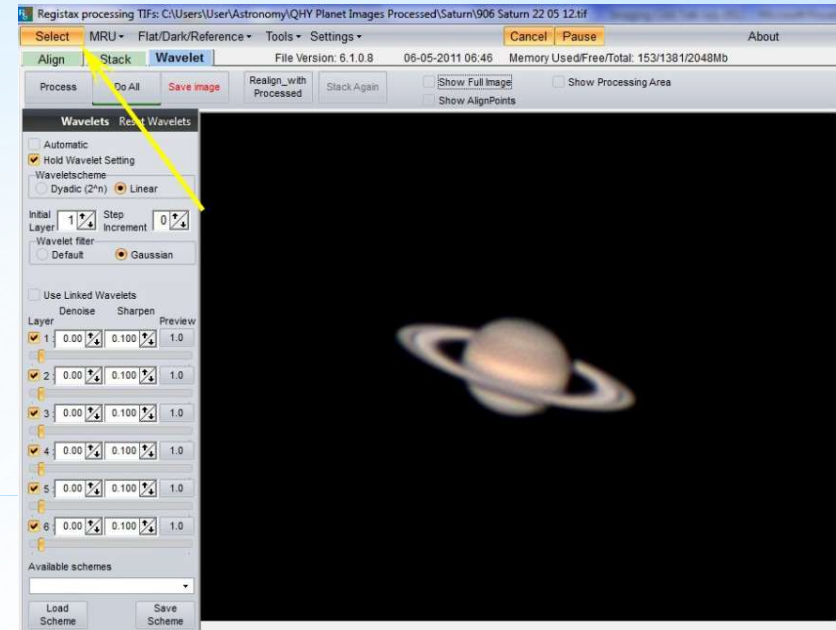
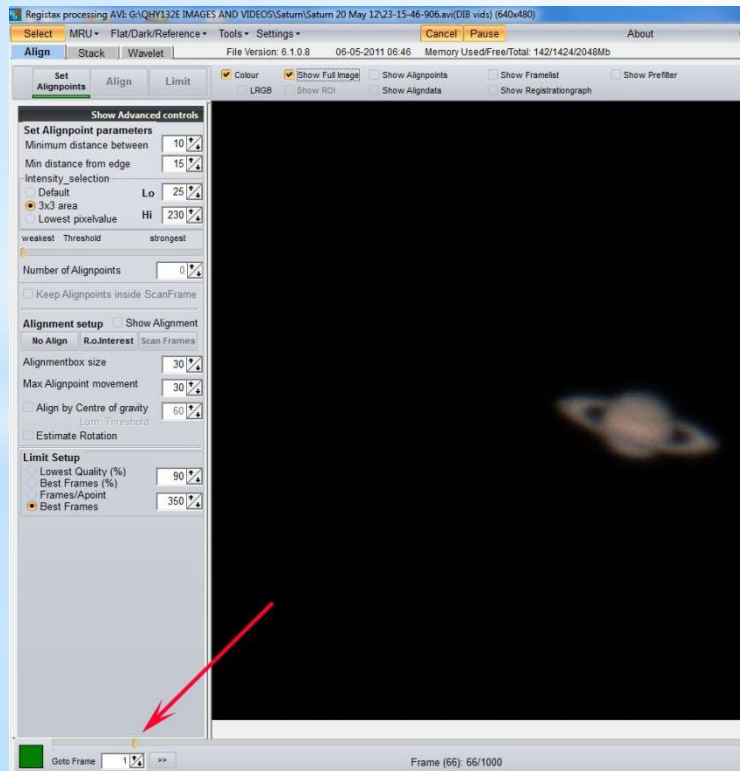
RegiStax Sharpening

Image Processing with Registax

Stacking in RegiStax 6

RegiStax 6 is the brain child of Cor Berrevoets

The Software is available free on the internet



Choose the best AVI file and load it into RegiStax

Next move the slider to find the sharpest video frame - this is used as the master frame to which all the frames are stacked.

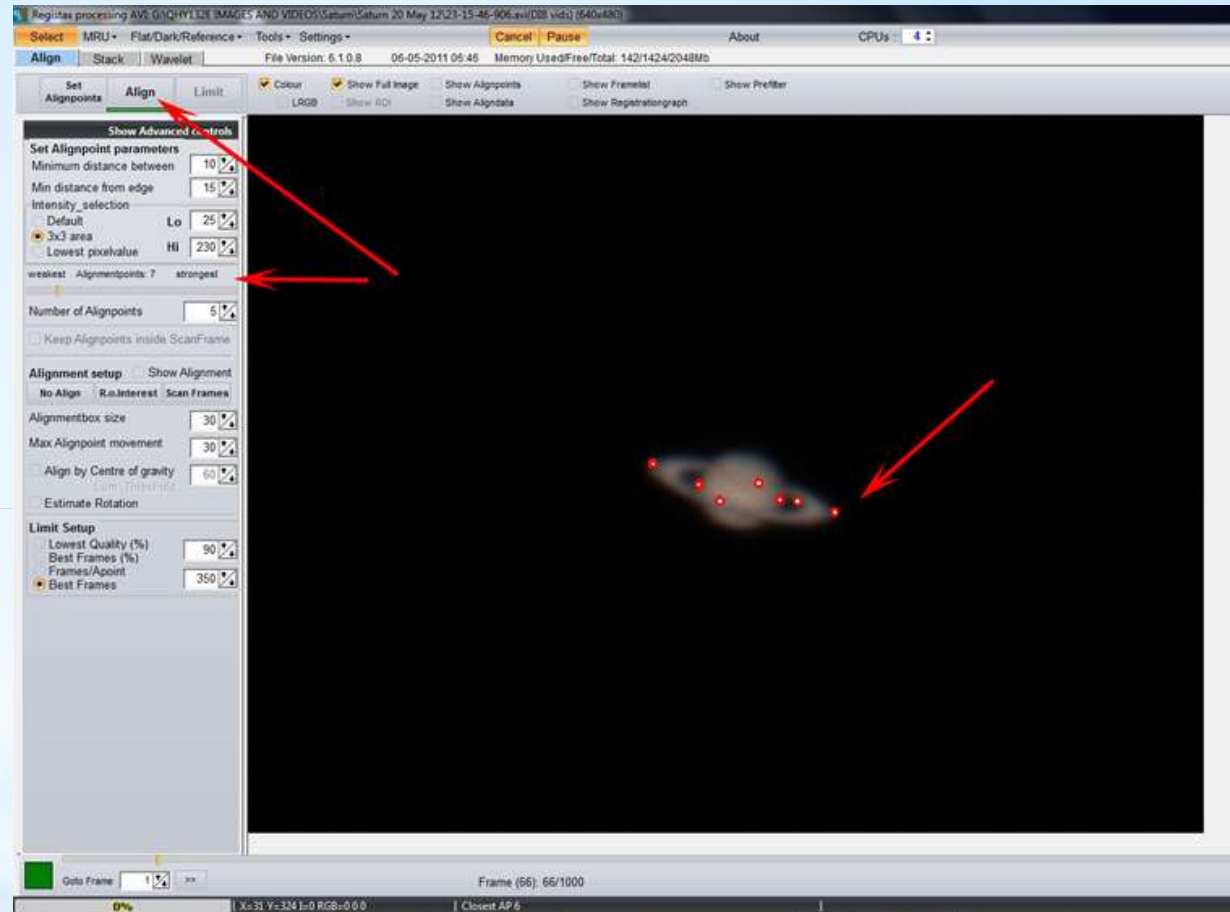
Alignment

Select the alignment points by clicking the **Align** button

The software chooses the Alignment points for you -To reduce the numbers move the Alignment Point slider

Or you can use Centre of Gravity setting

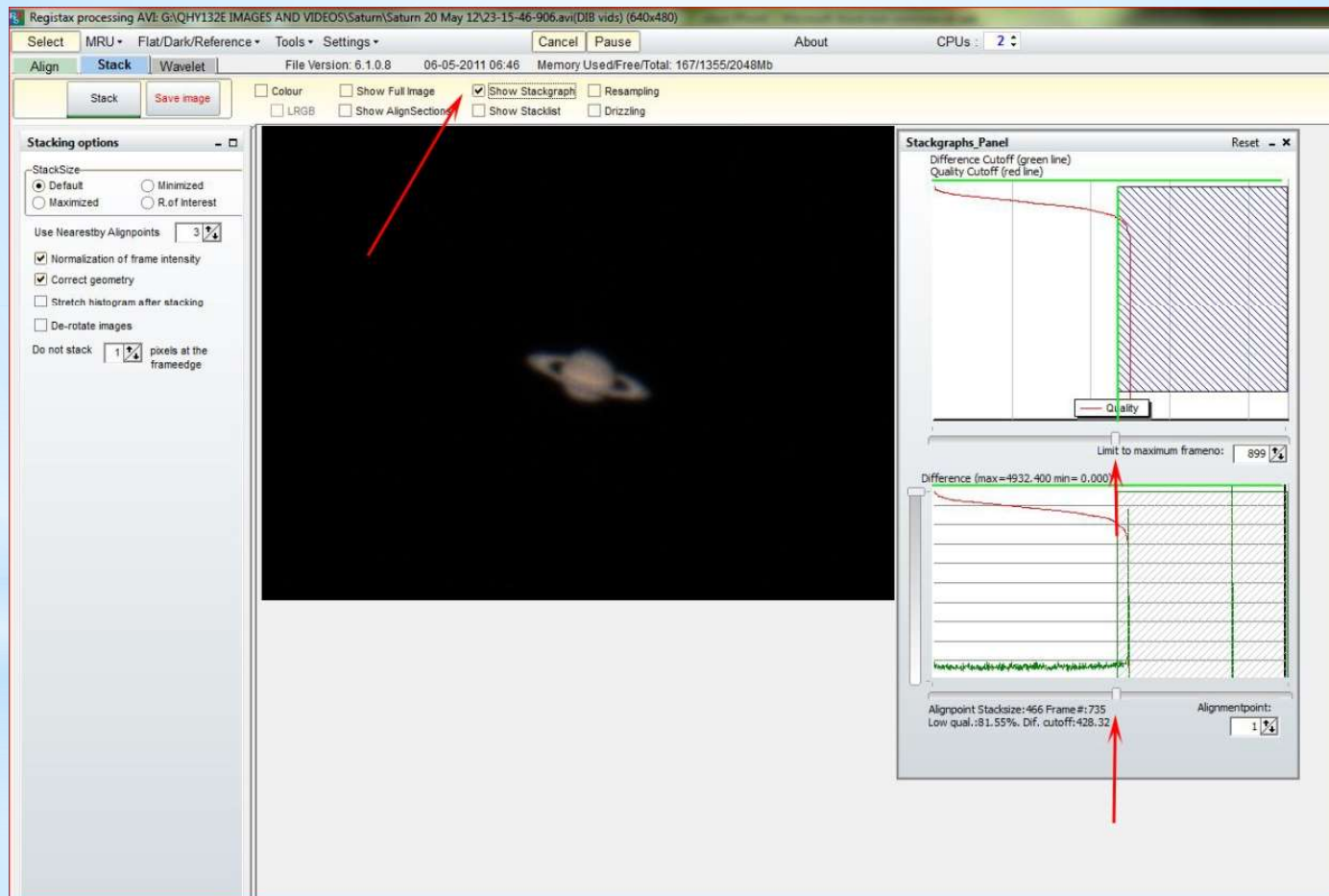
Not too many points because this will slow the program down.



Stackgraph

Tick the Stackgraph box. Then move the slider to improve the quality and registration this will set the number of frames used in the final image.

Then click the Limit tab.



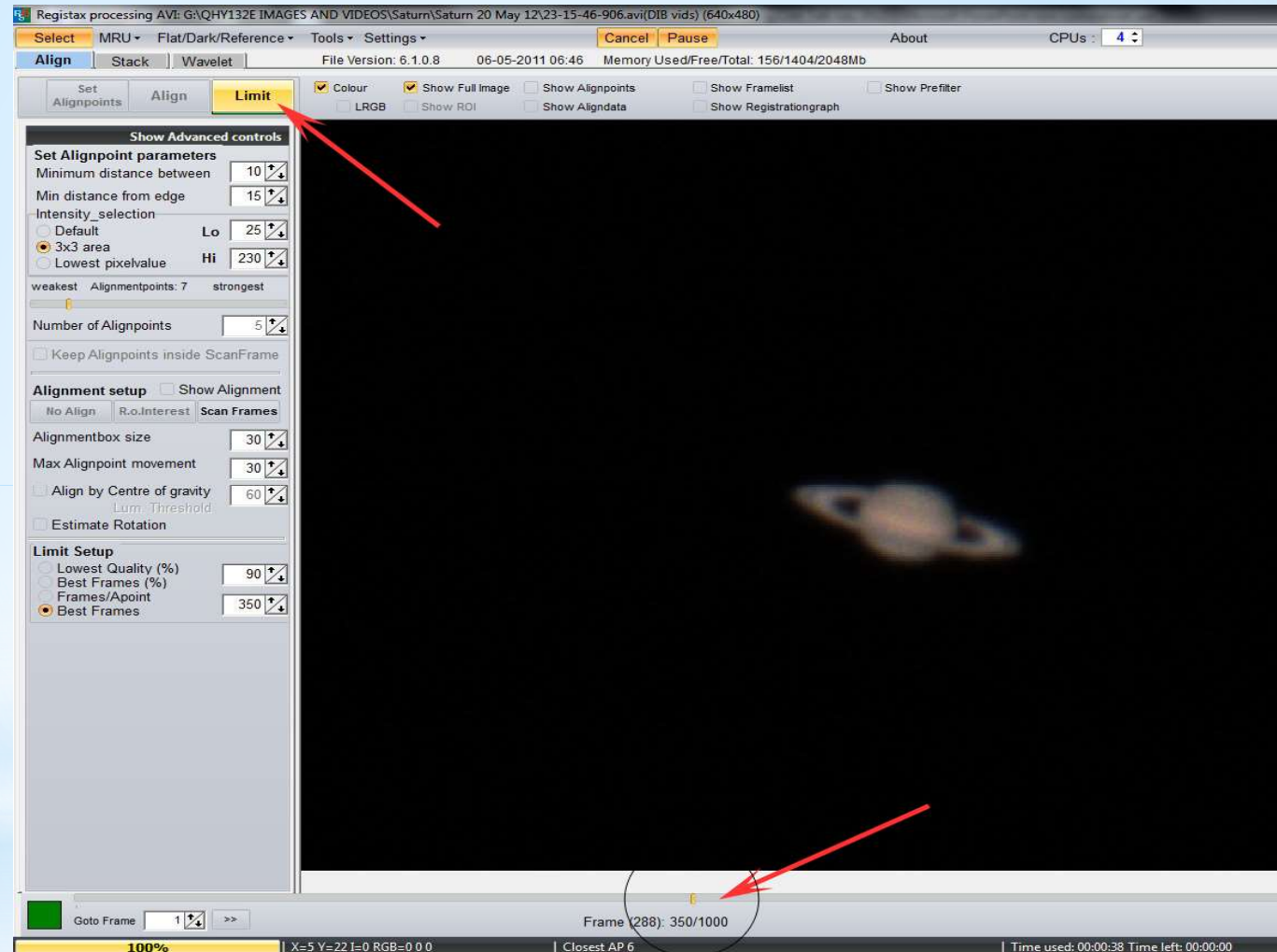
Limiting Numbers

Next starting from the far right hand side move the slider and watch the image.

Until the image looks reasonable, aim to finish with 60% of the frames

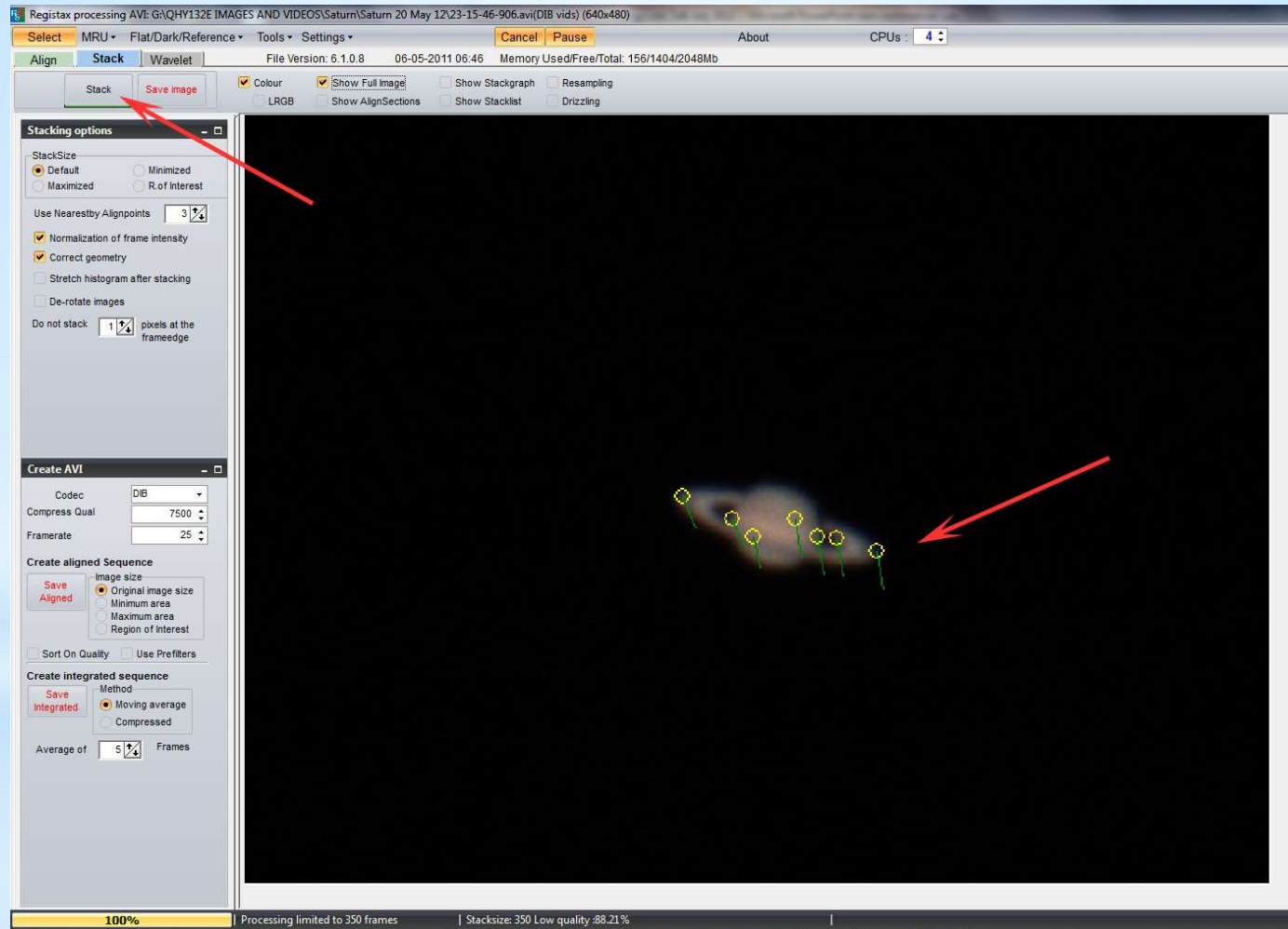
Then press the **Limit** button.

300 frames will give a good image.



Stacking the Frames

Next press the Stack Button and the software will stack the frames



Wavelets - Sharpening the Image

In the Wavelet screen move the 6 sliders - starting from the bottom or the top watch the image carefully to see the improvement in the image sharpness.

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Only part of the image is processed so after each adjustment click the **Do All** Button.

The screenshot displays the Wavelet processing software interface. The main window shows a Saturn image being processed. The interface includes a menu bar (Select, MRU, Flat/Dark/Reference, Tools, Settings), a toolbar (Process, Do All, Save, Realign_with Processed, Stack Again, Show Full Image, Show Processing Area, Show AlignPoints), and a main panel with several sections:

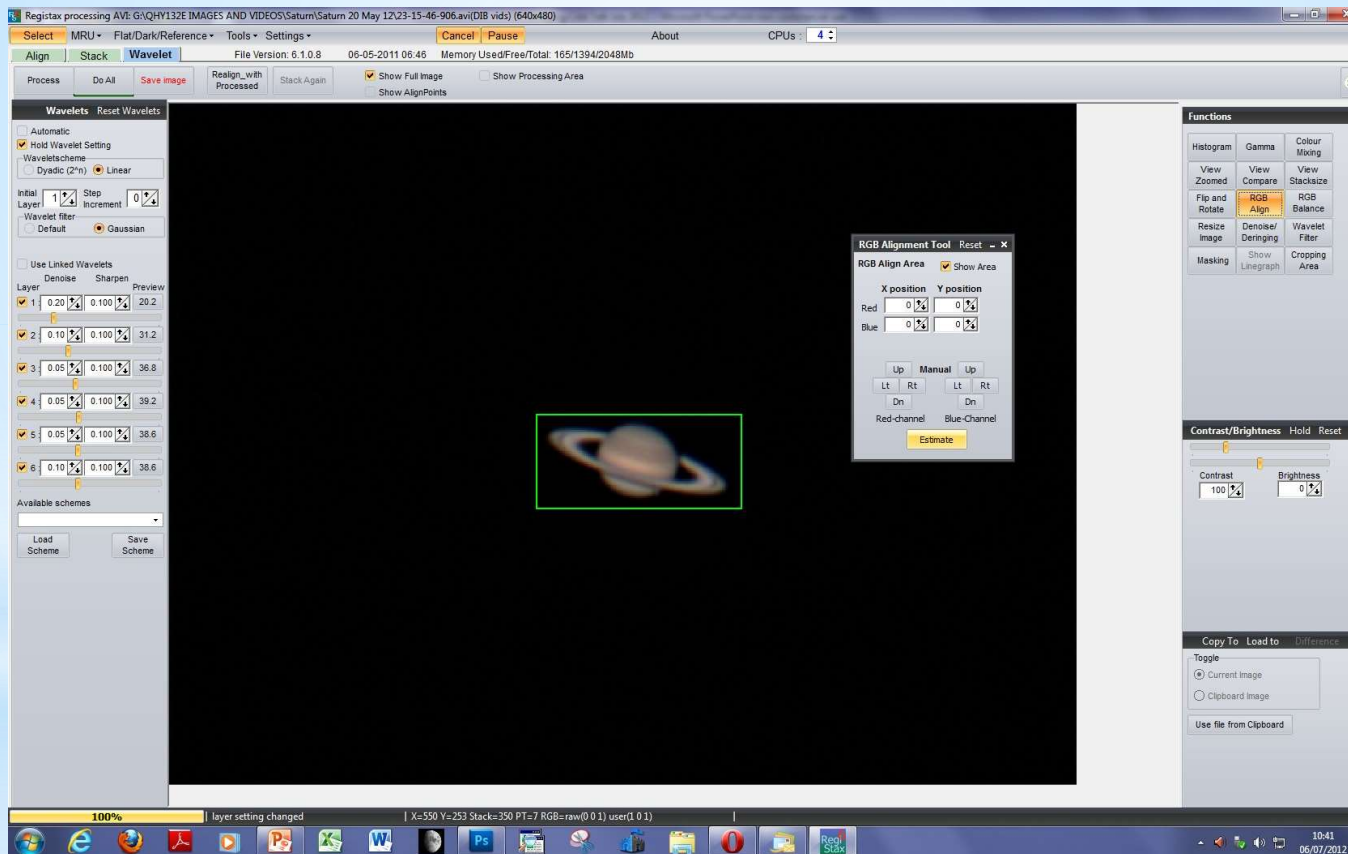
- Wavelets**: A section with a "Reset Wavelets" button and a "Wavelet Setting" section. It includes a "Wavelet scheme" dropdown (Dyadic (2^n), Linear), "Initial Layer" (1), "Step Increment" (0.2), and "Wavelet filter" (Default, Gaussian).
- Use Linked Wavelets**: A section with a "Use Linked Wavelets" checkbox and a table of sliders for "Denoise" and "Sharpen" across 6 layers. The "Preview" column shows the resulting sharpness values.
- Available schemes**: A section with "Load Scheme" and "Save Scheme" buttons.
- Functions**: A section with a grid of function buttons (Histogram, Gamma, Colour Mixing, View Zoomed, View Compare, View Stacksize, Flip and Rotate, RGB Align, RGB Balance, Resize Image, Denoise/Deriving, Wavelet Filter, Masking, Show Linegraph, Cropping Area).
- Contrast/Brightness**: A section with "Hold" and "Reset" buttons and sliders for "Contrast" (100) and "Brightness" (0).
- Copy To**: A section with "Load to" and "Difference" buttons and a "Toggle" section (Current Image, Clipboard Image, Use file from Clipboard).

Two red arrows point to the "Do All" button and the "Wavelet Setting" section. The status bar at the bottom shows "100%", "layer setting changed", and "X=0 Y=250 Stack=154 PT=6 RGB=raw(0 0 0) user(2 2 2)".

RGB Alignment

In some colour images fringing can some time be present, if so use the RGB Align function to correct the balance.

Draw a frame around the image and press Estimate



Other Processing Tweaks

Its best to save the image as a Tiff file and do the rest of the processing in a Photographic software program such as Photoshop.

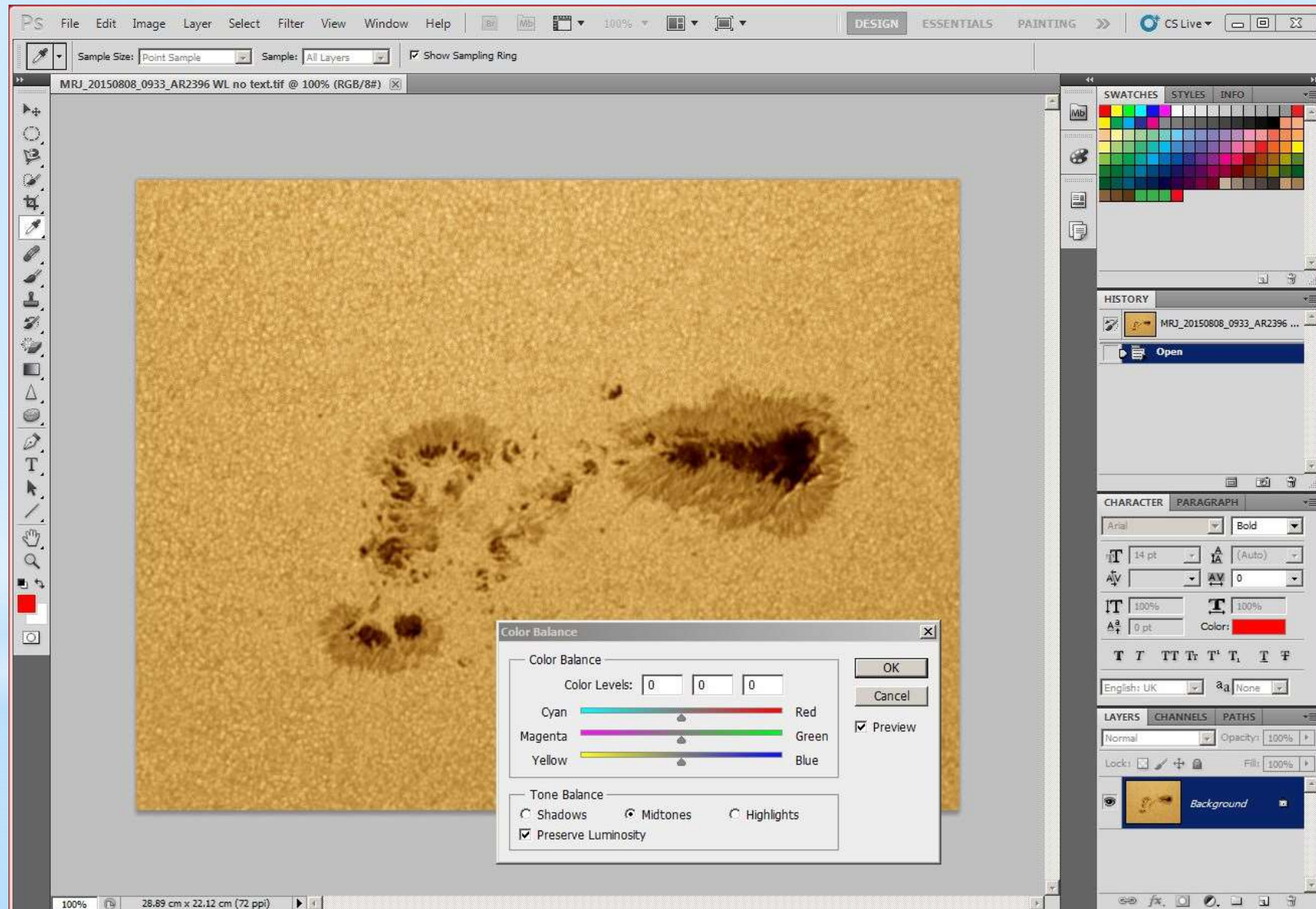
Some difficult images are best processed in the earlier Issue 5 version of RegiStax

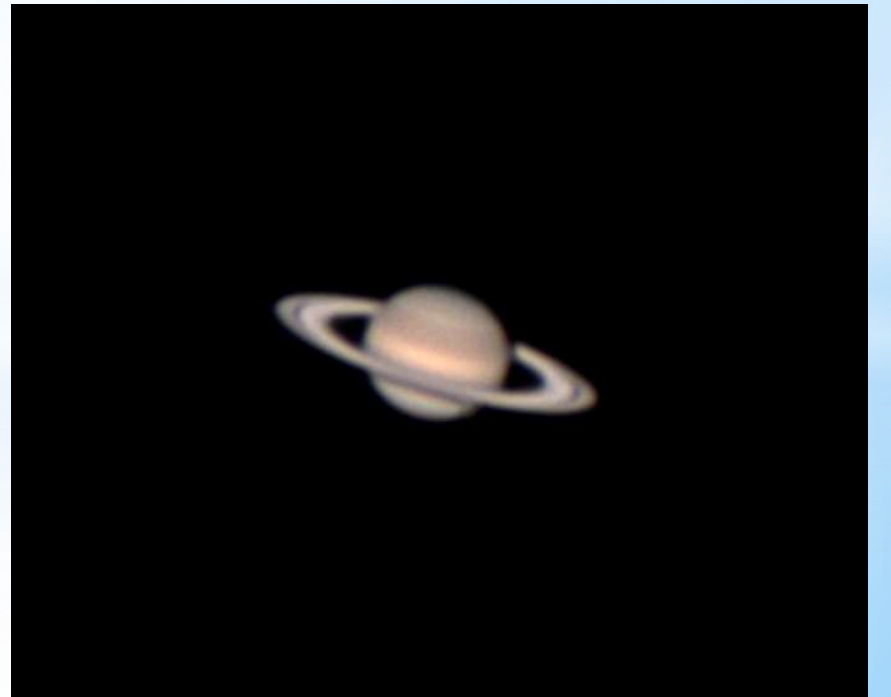
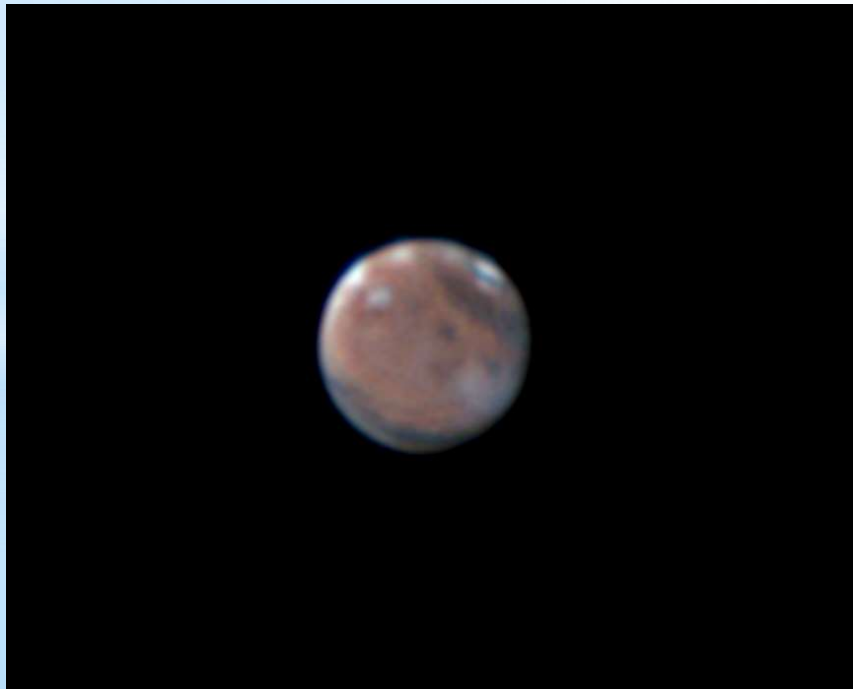


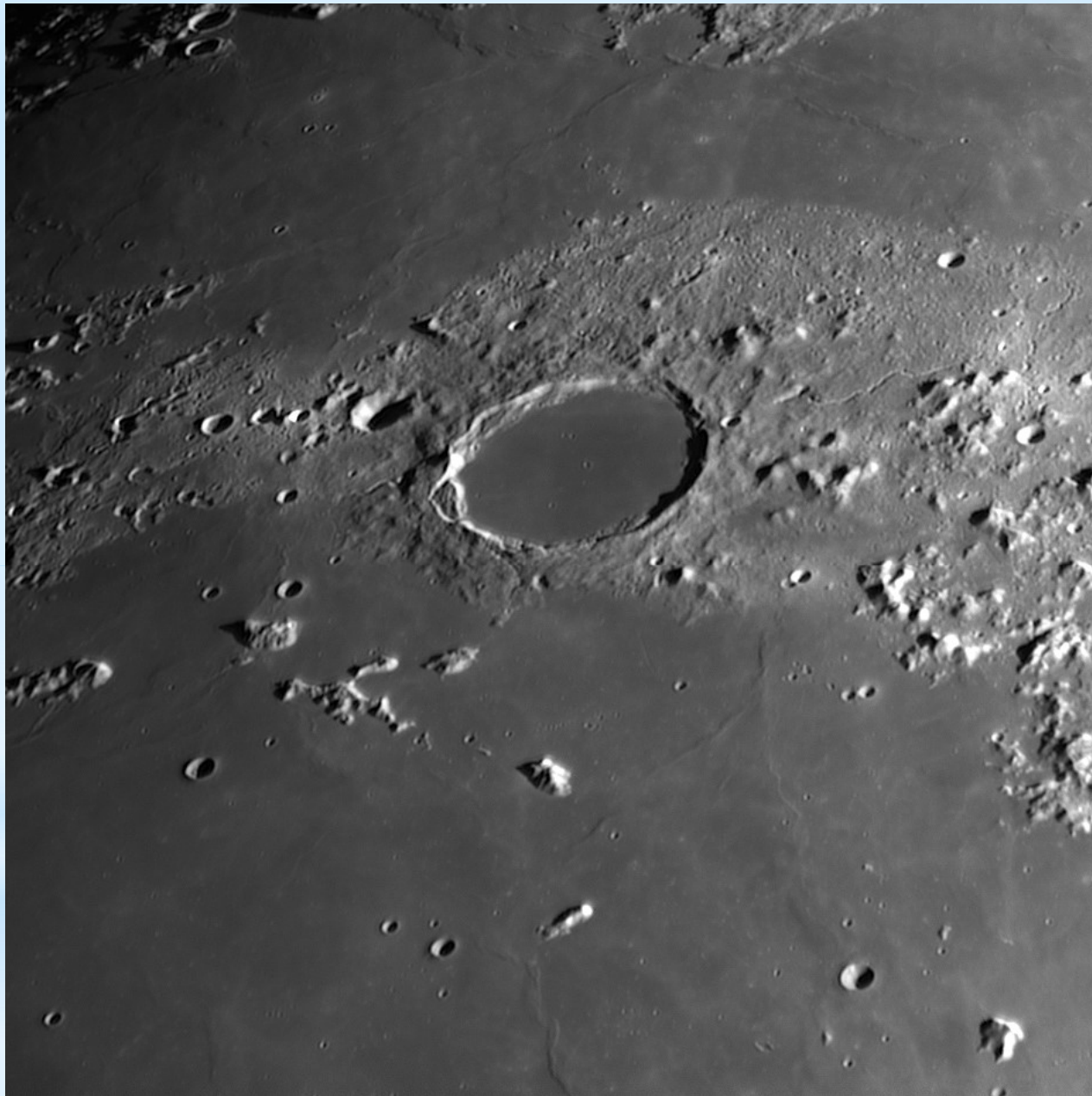
Finished Image

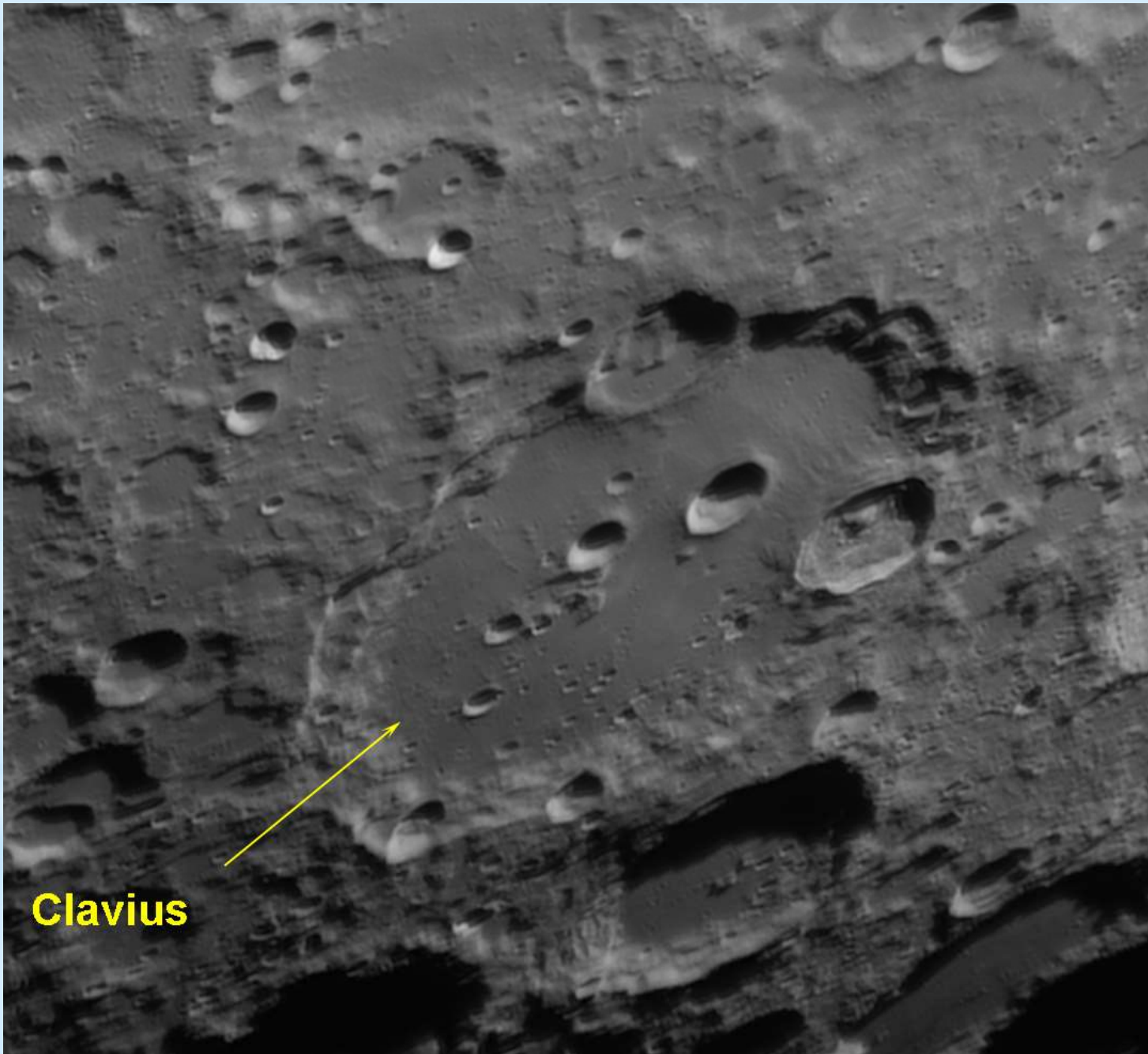


Photoshop - Final Processing





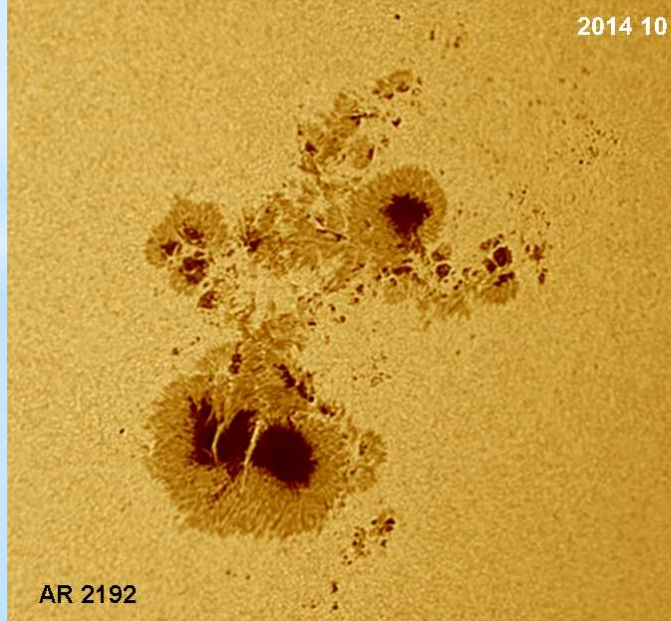




Clavius



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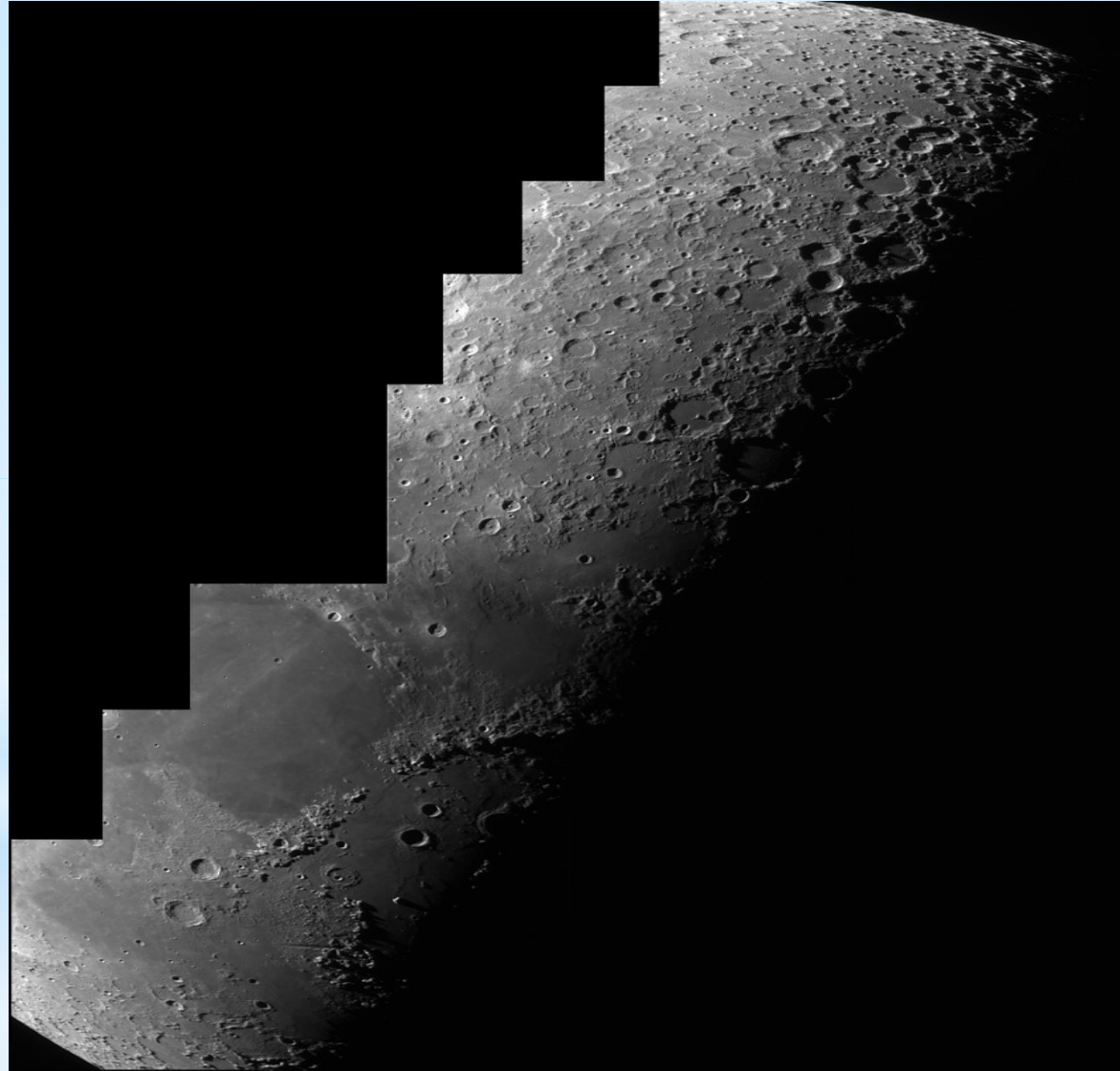


AR 2192





Creating a Lunar Mosaic



Creating a Lunar Mosaic

Most webcams have a small sensor size, so a small field of view.

To get the whole moon you may need to make a mosaic by taking several videos.

- Set your tracking mount to the Lunar Rate
- Keep settings the same throughout all videos
- Make sure you overlap your videos
- Process in Autostakkert and Registax - use same settings, including Wavelets
- You don't have to manually align the image frames.
 - Use Photomerge in Photoshop and Photoshop Elements (8+)
 - Microsoft ICE program (Free)