



1  
00:00:05,780 --> 00:00:02,419  
so this video here has been suggested

2  
00:00:08,720 --> 00:00:05,790  
that it's some kind of flying craft high

3  
00:00:12,020 --> 00:00:08,730  
above clouds now I think the more likely

4  
00:00:14,419 --> 00:00:12,030  
explanation is it's just a V of flying

5  
00:00:17,180 --> 00:00:14,429  
birds that's actually below the clouds a

6  
00:00:18,680 --> 00:00:17,190  
problem with that explanation is why

7  
00:00:21,109 --> 00:00:18,690  
does it seem like it's going behind

8  
00:00:22,820 --> 00:00:21,119  
these dark areas here now these dark

9  
00:00:25,340 --> 00:00:22,830  
areas are actually open sky which

10  
00:00:27,170 --> 00:00:25,350  
appears as black because they're cold

11  
00:00:30,200 --> 00:00:27,180  
the flying objects which I think are

12  
00:00:31,730 --> 00:00:30,210  
birds are heat sources so they appear as

13  
00:00:34,340 --> 00:00:31,740

white dots and the clouds are also

14

00:00:37,220 --> 00:00:34,350

warmer than the the cold sky so they

15

00:00:38,990 --> 00:00:37,230

also appear as white so it kind of looks

16

00:00:40,940 --> 00:00:39,000

like it's going behind these which

17

00:00:43,400 --> 00:00:40,950

doesn't make any sense some people

18

00:00:45,229 --> 00:00:43,410

suggested that it's projecting heat onto

19

00:00:47,750 --> 00:00:45,239

the clouds but I think it's actually

20

00:00:49,850 --> 00:00:47,760

below the clouds and I'll explain why I

21

00:00:51,619 --> 00:00:49,860

think that so what I'm going to trying

22

00:00:53,840 --> 00:00:51,629

to do is try to kind of simulate what's

23

00:00:55,430 --> 00:00:53,850

going on here so I've taken this one

24

00:00:57,830 --> 00:00:55,440

frame of the video just so I get these

25

00:01:00,290 --> 00:00:57,840

clouds here and here's the vs with flown

26  
00:01:04,160 --> 00:01:00,300  
by in it over some clouds I'm going to

27  
00:01:07,429 --> 00:01:04,170  
take this image here which is a V of

28  
00:01:11,300 --> 00:01:07,439  
some birds and I'm going to simulate it

29  
00:01:13,490 --> 00:01:11,310  
as infrared like this I'm going to add

30  
00:01:16,700 --> 00:01:13,500  
it to the image and I'm going to scale

31  
00:01:21,710 --> 00:01:16,710  
it so it's a similar size to the V we

32  
00:01:25,160 --> 00:01:21,720  
see in the image like this similar kind

33  
00:01:26,780 --> 00:01:25,170  
of size and shape now this is a very

34  
00:01:29,210 --> 00:01:26,790  
sharp image and we can see this is a

35  
00:01:35,240 --> 00:01:29,220  
very blurry image so what I'm going to

36  
00:01:38,359 --> 00:01:35,250  
do is apply a blur to it which I'll do

37  
00:01:40,330 --> 00:01:38,369  
here with a Gaussian blur and just

38  
00:01:45,109 --> 00:01:40,340

adjust it until we get some kind of

39

00:01:49,550 --> 00:01:45,119

similar type of blurriness to the image

40

00:01:51,139 --> 00:01:49,560

there and you can see there's a lot of

41

00:01:52,399 --> 00:01:51,149

separation here between the dots which

42

00:01:54,410 --> 00:01:52,409

we don't see here which could be

43

00:01:56,749 --> 00:01:54,420

explained by the simply being more birds

44

00:02:00,080 --> 00:01:56,759

in this is image than in this image but

45

00:02:01,760 --> 00:02:00,090

let's go with this now because we're

46

00:02:04,249 --> 00:02:01,770

just having sources of heat and it's

47

00:02:05,870 --> 00:02:04,259

blurred the best way of simulating how

48

00:02:06,700 --> 00:02:05,880

this will appear in the image is to use

49

00:02:09,550 --> 00:02:06,710

the

50

00:02:13,960 --> 00:02:09,560

a linear dodge add filter which just

51  
00:02:16,300 --> 00:02:13,970  
adds brightness of the dots to the image

52  
00:02:18,580 --> 00:02:16,310  
and we can see the effects of this when

53  
00:02:22,690 --> 00:02:18,590  
we move it around if we move it over

54  
00:02:24,729 --> 00:02:22,700  
these darker areas here we see when the

55  
00:02:26,350 --> 00:02:24,739  
dots are blended in because they're

56  
00:02:27,670 --> 00:02:26,360  
adding their heat to the heat of the

57  
00:02:29,800 --> 00:02:27,680  
background and because it's blurred

58  
00:02:31,570 --> 00:02:29,810  
they're essentially transparent what we

59  
00:02:36,820 --> 00:02:31,580  
get is when you go over the dark areas

60  
00:02:39,759 --> 00:02:36,830  
they look a lot darker now if we just

61  
00:02:42,940 --> 00:02:39,769  
reduce the opacity of this little bit we

62  
00:02:46,030 --> 00:02:42,950  
can see that we would see it looking

63  
00:02:48,280 --> 00:02:46,040

like these dots are moving behind the

64  
00:02:50,020 --> 00:02:48,290  
dark areas when they move over them when

65  
00:02:51,430 --> 00:02:50,030  
they move over the clouds it looks like

66  
00:02:54,220 --> 00:02:51,440  
they're moving in front of the clouds

67  
00:02:57,580 --> 00:02:54,230  
you can see them very faintly here but

68  
00:02:59,500 --> 00:02:57,590  
you can also see these dots quite

69  
00:03:02,500 --> 00:02:59,510  
faintly when they move over the dark

70  
00:03:05,080 --> 00:03:02,510  
areas if we move back to that position

71  
00:03:07,059 --> 00:03:05,090  
and I turn on this adjustment level to

72  
00:03:08,830 --> 00:03:07,069  
brightness brighten the contrast you can

73  
00:03:10,420 --> 00:03:08,840  
see they're actually there they're

74  
00:03:12,729 --> 00:03:10,430  
actually moving through that dark area

75  
00:03:13,870 --> 00:03:12,739  
they're just a lot darker themselves so

76

00:03:16,930 --> 00:03:13,880

I think it's the same thing as it's

77

00:03:18,819 --> 00:03:16,940

going on here where this is moving over

78

00:03:20,920 --> 00:03:18,829

the dark area because it's adding its

79

00:03:22,750 --> 00:03:20,930

heat to the heat of the sky you're

80

00:03:24,100 --> 00:03:22,760

getting much darker dots and they're

81

00:03:27,340 --> 00:03:24,110

transparent again because they are