

Earth



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Earth



Navigation

- [UFOs](#)
- [Paranormal](#)
- [People](#)
- [Places](#)
- [Area 51](#)
- [Random](#)
- [Top 100](#)
- [Catalog](#)
- [What's New](#)

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...for this word in:

- Page Titles
- Page Contents
- Book
- Title/Author

[Help](#)

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[Our Focus](#)

UFO UpDates Mailing List

Re: Mexico City Footage - Reply From VideoMeister

From: **Bob Shell** <bob@bobshell.com>
 Date: Tue, 8 Sep 1998 07:06:23 -0400 (EDT)
 Fwd Date: Tue, 08 Sep 1998 13:51:24 -0400
 Subject: Re: Mexico City Footage - Reply From VideoMeister

>From: Leanne Martin <leanne_martin@hotmail.com>
 >To: updates@globalserve.net
 >Subject: Re: Mexico City Footage reply from VideoMeister
 >Date: Mon, 07 Sep 1998 19:06:14 PDT

<snip>

>VideoMeister Message:-

>Your concern about the relative edge sharpness of the UFO and
 >buildings is a good point. To control for this, I checked
 >against both the nearby building and a far one (with the
 >triangular shape). The UFO edge sharpness is intermediate
 >between the nearby and far buildings. Both buildings showed
 >motion-smearing; the far one showed more, as expected from
 >theory. (The reason is complicated, having to do with stochastic
 >noise, digitizing, and thresholds.)

>So I eliminated edge-contrast as a possibility for creating the
 >UFO lack of smearing.

Errr, ummmm. "stochastic noise"???? Whazzat??? Errol, you
 ever hear of such an animal?

"digitizing and thresholds"???? Again, huh?? What's dis guy
 talkin' 'bout???

The far buildings would show more motion blur simply because they
 are farther away, a principal which applies in camera rotation
 regardless of whether it is video, film, or still images.

Imagine the camera in the center of a circle, with a line running
 from it to the circle. Now imagine a smaller circle inside the
 other one. If you rotate the camera through X degrees, the part of
 the inner circle bisected by the lines at the beginning and end
 of the camera's movement is shorter than the part of the larger
 circle. The inner circle represents the close buildings, the larger
 circle the more distant buildings. Same movement blurs the distant
 buildings more.

This involves no complex theory and has nothing to do with any of the BS in VideoMeister's post.

Bob

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[[This Month's Index](#) | [UFO UpDates Main Index](#) | [MUFON Ontario](#)]

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Operated by Errol Bruce-Knapp - ++ 416-696-0304

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