Subject: Re: gif again
Posted by Stein Vidar Hagfors H[1] on Wed, 02 Oct 2002 16:24:12 GMT
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Reimar Bauer <R.Bauer@fz-juelich.de> writes:

> Hi
>
> you are seeing I am very interested in doing as simple as possible a
> set of animations.
>
> Yesterday someone tolds me thats it is possible to have uncompressed
> gif. Did someone know if rsi would implement this kind of format again
> in this mode.
>
> My slow motion animation of about 20 to 100 images would be best
> stored in gif. Because in difference to the other formats I can set a
> wait time to each frame. It looks like that's an uncompressed gif is
> smaller as a compressed mpeg multiplied the frames by 24.

If you can use the unix program mpeg_encode (e.g. version 1.5),
instead of IDL's "one-size-fits-all" MPEG cruncher, you don't have to
live with the huge files created by multiplying the frames. The key is
to encode all "extra" frames as a difference frame from the previous
one; since the difference is nothing, almost no space is needed.

In fact, I have a shell script that uses mpeg_play & mpeg_encode
together to "expand" a too-fast-playing mpeg by any (integer) factor,
without even having the original frames.

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