
Subject: Re: lighting; alternatives to xinteranimate
Posted by [Mark Hadfield](#) on Sun, 30 Mar 2003 21:51:38 GMT
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"Thomas Wright" <twright@usgs.gov> wrote in message
news:aee1db91.0303262236.1bf58dc2@posting.google.com...
> 2. I am making animations of earthquakes seen beneath a transparent
> topographic surface. At present the memory limitation imposed by my
> video card limits me to about 150 frames. For xinteranimate each
> frame consists of an image of both the earthquakes and
> topography. The earthquakes change with each frame, but the
> topography remains the same. Thus it would be advantageous to
> produce frames with only the earthquakes, then play the animation
> using a single image of the topography as a constant background to
> each frame. I figure this could save much memory, allowing many more
> animation frames to be created.
>
> Does an alternative to xinteranimate (with the same ability to
> control the rate of animation) exist that could do this?

My Motley library at...

<http://www.dfanning.com/hadfield/README.html>

...includes animators implemented using various approaches with OG and
DG. None is as fast as XINTERANIMATE, but on some problems they can
use *much* less memory. They share a common playback interface, which
allows control of frame rate, looping, random access, etc. Start by
having a look at MGH_EXAMPLE_ANIMATE, MGH_EXAMPLE_DGANIMATE &
MGH_EXAMPLE_IMAGE_SEQUENCE.
