
Subject: Re: Animations: A can or worms?

Posted by [Rick Towler](#) on Tue, 17 Feb 2004 20:24:18 GMT

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"Haje Korth" wrote...

- > I need to bring up a question (again after a year) that David describes as
a
- > can of worms: Animations. I need to create a massive amount of animations
- > with IDL. The problem: Animated GIFs are due to license issues not
- > acceptable, the IDL MPEG routines have serious quality issues, and AVI2IDL
- > requires constant interaction. Therefore can anyone update me on
- > state-of-the-art animations creation in IDL?

Hi Haje,

You may be able to push the bitrate of the IDL MPEG encoder to get acceptable results but the files will be pretty big. I posted regarding this a few weeks back but the OP never responded with results. I haven't taken the time to investigate myself.

IDL2AVI is the state-of-the-art. But don't despair, you can set the encoding parameters once per IDL session and then run without the dialog. Only one initial interaction then it can run unattended.

Other options would be to find a command line encoder that processes individual frames. The only one I know of is ppm2fli which takes .ppm images and creates an 8-bit flick file. Probably not what you are looking for but something else might exist.

- > IMHO, RSI really has to start think about this problem before customers go
- > over to other solutions. Time is moving on and technology advances.
- > Presentation without animations are almost history, and we need a solution
- > NOW!

This isn't so easy. What CODEC should they settle on? There isn't a single, quality CODEC that is supported on every platform IDL runs on. Even if RSI pays to license an MPEG-4 encoder only a certain % of their customers would be able to view the files it created.

-Rick
