
Subject: Re: Animations: A can or worms?

Posted by [JD Smith](#) on Thu, 19 Feb 2004 17:53:10 GMT

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On Wed, 18 Feb 2004 11:00:28 -0500, Haje Korth wrote:

> Reimar,
> thanks for your suggestion. However, I really like to go with a file format
> that can be used with a standard software (see other replies). As I said
> AVI2IDL is really pretty good. So as a Windoof user I am happy and I feel
> sorry for UNIX people that are not able to use it...

Unix users might want to take a look at MEncoder, the encoding half of the very popular free swiss-army video player MPlayer (<http://www.mplayerhq.hu>). Both can playback and encode essentially any format under the sun (often producing better quality animations in less time than commercial encoders). The list of supported codecs is actually somewhat frightening:

<http://www.mplayerhq.hu/homepage/codecs-status.html>.

Of interest to IDL users is the ability to encode to many of the various codecs and container formats from a large pile of PNG files; see:

<http://www.mplayerhq.hu/DOCS/HTML/en/menc-feat-enc-images.html>

This include MNG, the PNG analog of animated GIFs, along with MPEG1-3, WMV1/2, DivX3,4,5, etc. through the open source libavcodec package bundled inside of MPlayer/MEncoder (and others).

Anyway, I've not experimented with it, but it's been in the back of my mind for when that next animation project pops up. If anyone plays with it, I'd appreciate feedback on which codes/formats produce the best results for various types of animations. Beware that the installation/compilation process can be somewhat involved.

JD
