
Subject: Re: Animations: A can or worms?

Posted by [Haje Korth](#) on Thu, 19 Feb 2004 14:43:43 GMT

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Rick,

I recompiled the routines since this is by far easier than checking changes in definitions in export.h and idl32.lib. :-) I found by the way another codec that gives smaller files than MPEG 4, good quality, and is as open source available for Windows and MAC for Quicktime and WMP: VP3. It can be found at <http://www.vp3.com>.

Haje

PS: I could not get DivX to work on my WMP, but I will not bother trying any further. Too much work....

"Rick Towler" <rtowler@u.washington.edu> wrote in message [news:c1133h\\$e3g\\$1@nntp6.u.washington.edu](mailto:news:c1133h$e3g$1@nntp6.u.washington.edu)...

>

> "Haje Korth" wrote...

>

>> I went back to recompile AVI2IDL for IDL v6.0.

>

> AFAIK, the same .dln will work with at least 5.5-6.0 so you really don't need to recompile.

>

>> The codec questions is really a tough one. I want a codec that gives great animation quality, small file size, and cross-system compatibility.

>

> Heh, you want it all. And I suppose you want it open source and free :)

>

>> I actually got good quality and reasonable file size with the Indeo Video

>> 5.10 codec.

>

> The indeo5.1 and the sorenson codecs (quicktime pro) are pretty good for animations created in IDL. Indeo5.1 is probably the most "compatible" as decoders are available for the more common platforms.

>

> I have found DivX and WindowsMedia9 codecs to be the best overall with full

> motion animations and use these formats for presentations. Newer versions of DivX should work with WMP as I have it working here.

>

>> This makes me wonder, why isn't there an animation standard just like

>> PDF for text documents?

>

> Well it isn't for lack of trying. That's what QuickTime and WMV (to a
> lesser extent) are working towards.

>

> -Rick

>

>
