Subject: Re: Animations: A can or worms?
Posted by Paul Sorenson on Thu, 19 Feb 2004 05:04:41 GMT

"Haje Korth" <haje.korth@jhuapl.edu> wrote in message
news:c10219cae1@aplcore.jhuapl.edu...
> Mike,
> Thank you for your reply. I tried animated gifs before. The problem there
> was the players. In a scientific animation with 10 images, it does not help
> me seeing all these within 0.5 seconds in certain players.

My Java animation player (see below) allows users to control the speed of
an animation.

-Paul Sorenson

"Paul Sorenson" <aardvark62@msn.com> wrote in message
news:403412a6$1_3@127.0.0.1...
> What I've been doing is generating a series of png files and animating
them
> with java. I wrote an animation player in java that lets the user sweep
> through the animation with their arrow keys if they want to. You can have
a
> look at some examples on my web page: www.paulsorenson.com . The
animations
> on that page automatically cache themselves on your machine via java
> webstart. At this point, I'm not sure how to remove the cache :-) Maybe
> just seek and destroy the files:-)
>
> -Paul Sorenson
>
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> "Haje Korth" <haje.korth@jhuapl.edu> wrote in message
> news:c0tiq7dqi1@aplcore.jhuapl.edu...
>> Hi everyone,
>> 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?
>> 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!
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>> Thanks,
>> Haje
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