
Subject: Re: Animations: A can or worms?

Posted by [Paul Sorenson](#) on Thu, 19 Feb 2004 01:34:25 GMT

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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

"Haje Korth" <haje.korth@jhuapl.edu> wrote in message
news:c0tiq7\$dqi\$1@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!
>
> Thanks,
> Haje
>
>
