
Subject: Re: Animations: A can or worms?

Posted by [Haje Korth](#) on Wed, 18 Feb 2004 15:57:29 GMT

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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. Thus one had to search for a while to find a reasonable player. I really want to go with a standard like quicktime or WMP that everyone has.

Greetings,
Haje

"Michael Wallace" <mwallace.removethismunge@swri.edu.invalid> wrote in message news:1035c1ks11nt3c3@corp.supernews.com...

>> 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!

>

> It would be nice to see RSI add some support for MNG. Just as PNG is

> replacing GIF, MNG should be replacing animated GIFs. For simple

> animations, MNG would be viable especially now that web browsers are

> starting to support it. However, this is all a pipe dream since IDL

> doesn't support the format. Oh, well.

>

> mw
