Subject: Re: Animations: A can or worms?
Posted by R.Bauer on Wed, 18 Feb 2004 11:44:20 GMT

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Haje Korth wrote:
> 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
>
>

Dear Haje

we are using an own format for the animation files we need.
They could be played by idl with an own animation routine or they could
be converted to mpeg over jpg images by convert.

The idl player is able to play synchronized the animations you select

 http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl _html/dbase/x_animate_dbase.pro.html

wget
 http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl _html/dbase/download/x_animate.sav

and here is a small example:

wget
 http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl _work/fr_lib/creaso_examples/c3h8.anim

IDL> x_animate

Please use the FILE Button to select the anim file.

best regards
Reimar