
Subject: Re: Reading various HDF files

Posted by [Rick Towler](#) on Mon, 14 Nov 2005 23:42:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nicola wrote:

- > Thank you rick, maybe this will be the faster way avoiding mpeg
- > problems on IDL. Could you suggest me which encoder can I use
- > considering the fact that I would like to have a 24-bit animation.
- > thanks a lot to all of you

Well, I don't know about faster :(You'll inevitably spend time learning new software and experimenting with encoding. But in the end you should have higher quality and smaller animations :)

If you only require Mac and windows support I would recommend:

VP3 encoder - free, info at <http://www.vp3.com/> The binaries hosted at xiph.org seem to be offline. Don't know the status of the project. This codec works with videomach.

Divx - \$20 from www.divx.com. A popular encoder for video bootleggers, I have had quite good luck with it using it for scientific animations. This codec works with videomach. The decoder is also available for linux, but the version lags a bit behind the windows and mac ports.

Sorenson codecs (v4 and v5) - These codecs ship with Quicktime Pro (www.quicktime.com ~\$20 for the windows version). This codec *doesn't* work with videomach. You can use videomach to create an uncompressed .avi which you can then encode using quicktime pro. The upside is that many people have quicktime installed on their PCs.

Windows Media - The windows media *encoder* is available free: <http://www.microsoft.com/windows/windowsmedia/9series/encoder/default.aspx> Like the sorenson codecs, this encoder doesn't provide a Video for windows (VFW) interface and thus it can't be used directly with videomach. You would need to create uncompressed .avi files and encode using the WME software. The upside with WM is that anyone with windows media player 9+ installed can view the files. Further, if they have windows media 7 installed and an internet connection the WM9 decoder will be downloaded automatically.

Remember that you need the codec installed on any machine you want to view the animation on. This includes laptops at conferences. Make sure you test before you stand up at the podium!

I'll also recommend aviIDL from Ronn Kling's website (<http://www.kilvarock.com/>) which provides an interface to the video for windows API from IDL. Using this package you can use any VFW codec and go straight from IDL to your animation. No videomach required.

Good luck!

-Rick
