
Subject: Re: Animation Creations

Posted by [Mark Hadfield](#) on Mon, 22 May 2006 21:28:58 GMT

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louie wrote:

- > also note
- > that idl 6.3 includes mjpeg2000 read and write functionality.
- > the cool thing about mjpeg2000 is that you can create lossless
- > animations. lossless works well when you want to preserve
- > the original data in a compressed format. lossless also works
- > well when text is involved...the text does not become blurry like
- > it does using mjpeg.

Yes, I think Motion JPEG-2000 is going to become useful, when the rest of the software world catches up with the pioneers like IDL. But note that there are already quite a few ways of storing an animation losslessly. They include:

- FLC (8-bit colour only)
- Multi-frame TIFF files
- Sequences of PNG files
- Lossless AVI codecs like HuffYuv, Lagarith and MSUD
- The plain old Microsoft RLE and Video 1 AVI codecs are as close to lossless as anyone needs if you set the quality level high enough. They support 8-bit and 16-bit colour respectively. They are supported by lots of players.

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Mark Hadfield "Kei puwaha te tai nei, Hoesa tahi tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)
