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Subject: Re: Convert animated GIF to MPEG

Posted by [Kenneth P. Bowman](#) on Tue, 07 Dec 2010 13:51:09 GMT

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In article

<a0bdc992-3d10-415e-b41f-8685a744cf9e@w2g2000yqb.googlegroups.com>,  
Fred <fedefras@gmail.com> wrote:

> Hello,  
> I produced with IDL an animated GIF with  
> WRITE\_GIF, 'data.gif', bytscl,r,g,b,/multiple  
>  
> I would like to convert it in MPEG or produce the MPEG with a  
> similar .pro.  
>  
> Imagemagick last version should have solved the problem in the ffmpeg  
> libraries but I have just downloaded the last MAC version and does not  
> work. It gives  
>  
> convert: Delegate failed `ffmpeg" -v -1 -mbd rd -flags +4mv+aic -  
> trellis 2 -cmp 2 -subcmp 2 -g 300 -pass 1/2 -i "%M%%d.jpg" "%u.%m" 2>  
> "%Z" @ delegate.c/InvokeDelegate/1060.  
>  
> Routine WRITE\_MPEG as easy as WRITE\_GIF does not seem to exist.  
>  
> Does anybody have any idea how this can be done as fast as possible?  
> Thanks

Are you sure that you want an MPEG? JPEGs and MPEGs are a lossy compression scheme designed to give good compression for photographs, but scientific graphics often have very different characteristics from photos. It is usually easy to identify MPEG videos during presentations by the ugly compression artifacts.

I have always used GraphicConverter to create animations on the Mac. It is excellent shareware, so please contribute to its continuing support by buying a license.

<http://www.lemkesoft.com/>

I usually write a sequence of images as PNGs and then use GraphicConverter to create a MOV file using PNG compression. PNG is a lossless compressor (similar to GIF, but newer). It supports both 8-bit and 24-bit color.

The resulting files may be larger than MPEGs, but there are no compression artifacts, and the resulting QuickTime file is pretty portable, at least on Macs and Wintel.

Ken Bowman

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