
Subject: Animation Creations

Posted by [nasalmon](#) on Sat, 20 May 2006 09:38:23 GMT

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Would anybody happen to know what is the easiest way in IDL to create animations in the form of mpeg or avi files from a series of still images in png, jpg or other format. I see there are some licensing issues where you have to pay money for an extra licence to make mpeg files. Is there perhaps some other software package that dosnt cost too much that can make the animations from the still images, which could then be run on say windows media player or other commonly used player.

Thank you,

Neil

Subject: Re: Animation Creations

Posted by [louie](#) on Mon, 22 May 2006 15:07:36 GMT

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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.

louie

Subject: Re: Animation Creations

Posted by [Mark Hadfield](#) on Mon, 22 May 2006 21:19:45 GMT

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Haje Korth wrote:

> Mark,

> I use IDL all the time to turn images frames into movies. So why spend

> \$29.95 if you already have an IDL license that can do the job for you.

Videomach does the job much more quickly and easily than IDL. How much is your time worth?

Note that I'm talking about converting images that are already in files into movies, or more generally converting between movie formats. If your images are in the form of IDL graphics sequences, then you first need to get them into an image format and the IDL-to-AVI converters are the way

to go. Videomach can still be useful for later manipulations though.

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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 Huffvuv, 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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