Subject: Making movies
Posted by Jeff Hester on Sun, 19 Nov 2006 01:06:27 GMT
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Does anyone have a preferred solution on a Mac for stringing a bunch of
frames together to make a movie? I've never really liked the MPEG
routines in IDL for a variety of reasons (everything from quality of
output to inconsistencies in the movie headers that can cause them to
play incorrectly when launched from PowerPoint). Macs are supposed to
be god's gift to movies, so I am certain that there are 10^4 ways of
making a movie out of a few hundred TIFF files, but I'd settle for one
that will make a high quality output with a sensible codec and variable
frame rate.

Thanks,
Jeff

Subject: Re: Making movies
Posted by jeffnettles4870 on Tue, 21 Nov 2006 18:48:45 GMT
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Isn't it possible to produce animated PNG files like you can with GIF
files? I think they're called MNG files. Has anyone ever given these
a try?

Jef

Subject: Re: Making movies
Posted by jeffnettles4870 on Tue, 21 Nov 2006 18:48:59 GMT
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Isn't it possible to produce animated PNG files like you can with GIF
files? I think they're called MNG files. Has anyone ever given these
a try?

Jeff

Subject: Re: Making movies
Posted by Kenneth Bowman on Tue, 21 Nov 2006 19:34:12 GMT
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In article <1164134925.334701.82010@h48g2000cwc.googlegroups.com>,
 jeffnettles4870@gmail.com wrote:

> Isn't it possible to produce animated PNG files like you can with GIF
> files? I think they're called MNG files. Has anyone ever given these
> a try?
>
> Jef

It probably depends on the intended usage. For web usage you can put
the PNGs (or GIFs, ...) in a directory and used a Java animation
program.

I like QuickTime movies because they
   are a single file that you can doubleclick and view, drag the
     slider back and forth, etc.
   work on a web page
   work in a presentation
   are portable to Windows
But then we are mostly Mac users in my group.

Ken

Subject: Re: Making movies
Posted by Haje Korth on Tue, 21 Nov 2006 19:39:45 GMT
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Jeff,
IDL 6.3 has Motion JPEG2000 support. When the parameters are set
correctly, the movies have superb quality while the file sizes are
significantly smaller than animated gifs or pngs. A free player is
included in IDL, but you may have trouble getting the movies to run
under Quicktime.

Cheers,
Haje

Jeff Hester wrote:
> Does anyone have a preferred solution on a Mac for stringing a bunch of
> frames together to make a movie? I've never really liked the MPEG
> routines in IDL for a variety of reasons (everything from quality of
> output to inconsistencies in the movie headers that can cause them to
> play incorrectly when launched from PowerPoint). Macs are supposed to
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> making a movie out of a few hundred TIFF files, but I'd settle for one
> that will make a high quality output with a sensible codec and variable
> frame rate.
>
> Thanks,

> Jeff

Subject: Re: Making movies
Posted by Paolo Grigis on Wed, 22 Nov 2006 08:21:45 GMT
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Kenneth Bowman wrote:
> In article <1164134925.334701.82010@h48g2000cwc.googlegroups.com>,
> jeffnettles4870@gmail.com wrote:
>
>
>> Isn't it possible to produce animated PNG files like you can with GIF
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>> Jef
>
>
> It probably depends on the intended usage. For web usage you can put
> the PNGs (or GIFs, ...) in a directory and used a Java animation
> program.
>
> I like QuickTime movies because they
>   are a single file that you can doubleclick and view, drag the
>   slider back and forth, etc.
>   work on a web page
>   work in a presentation
>   are portable to Windows

But, sadly, powerpoint for Windows does not support them directly
(you have to link them to the external viewer application instead)
:-(

Paolo

> But then we are mostly Mac users in my group.
>
> Ken