

Animation Encoder, ffmpeg with x264

Many LTR postprocessing tools generate a series of images (file-001.png, file-002.png, ... etc). When viewed in sequence, these images form a movie or animation. This page documents how to merge these images into a movie which may be played on a variety of players:

- Windows Media Player
- Quicktime
- MPlayer
- VLC
- xanim

Our favorite movie encoder is [ffmpeg](#) with the [H.264/x264](#) MPEG plugin/codec. We have found that H.264 offers the best compromise between image quality and movie file size.

Instalation

- **Linux:** See [ffmpeg Compilation Guide](#)
- **Mac:** The easiest way to install is via [MacPorts](#). After you've downloaded & installed [MacPorts](#), execute:

```
port install x264 ffmpeg
```

Usage

Assume you have images:

```
image001.tiff  
image002.tiff  
image003.tiff  
...
```

and you wish to generate an animation (movie.mp4). Here's the command you would use:

```
ffmpeg -f image2 -i "image%03d.tiff" -pix_fmt yuv420p movie.mp4
```