

This is a demo of movies in Doconce

HPL

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Here is a movie in WebM format.

`../doc/src/manual/mov/wave.webm`

Movie 1: 1D wave in WebM.

Here is the same movie in Ogg format:

`../doc/src/manual/mov/wave.ogg`

Movie 2: 1D wave in Ogg.

Here is the same movie in MP4 format:

`../doc/src/manual/mov/wave.mp4`

Movie 3: 1D wave in MP4.

Here is the same movie in Flash format:

`../doc/src/manual/mov/wave.flv`

Movie 4: 1D wave in Flash.

And here is a collection of images shown as an animation (`frame_*.png`):

Movie 5: Animated collection of images.

Here is the same collection, but with images in cyberspace, given as URLs:

`http://hplgit.github.io/animate/.../frame_%04d.png:80->129`

Taking images to animate from cyberspace.

`http://hplgit.github.io/animate/doc/pub/mov-animate/frames/frame_%04d.png:80->129`
load `movie_player1.html` into a browser

Movie 6: Taking images to animate from cyberspace.

The movie above in MPEG format, typeset in a box:

`../doc/src/manual/mov/wave.mpeg`

Movie 7: 1D wave in MPEG.

Here is the same movie in AVI format:

`../doc/src/manual/mov/wave.avi`

Movie 8: 1D wave in AVI.

Here is the same movie, but with a URL to GitHub:

`http://hplgit.github.io/animate/doc/pub/mov-animate/demo.ogg`

Here is a YouTube video:

http://www.youtube.com/watch?v=_07iUiftbKU

Movie 10: YouTube movie.

And a vimeo video:

<http://vimeo.com/55562330>

Movie 11: Vimeo movie.

Finally, let us demonstrate referencing the movie ??.