

Animating Mathematica graphics inside PDF using \LaTeX animate package

Nasser M. Abbasi

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The goal is to embed in a pdf file an animation made up of a sequence of images generated using Mathematica and to be able to use live controls inside the PDF to control the play of the animation.

This can be done easily \LaTeX animate package. These examples used \TeX Live distribution to compile the \LaTeX file to pdf. Any other \LaTeX distribution such as Mike \TeX can also be used.

The steps are simple and illustrated here using two examples. The first example uses the output of `Table[Plot[...]]` to generate the plots used as the image frames, and the second uses the output of the `Manipulate` command.

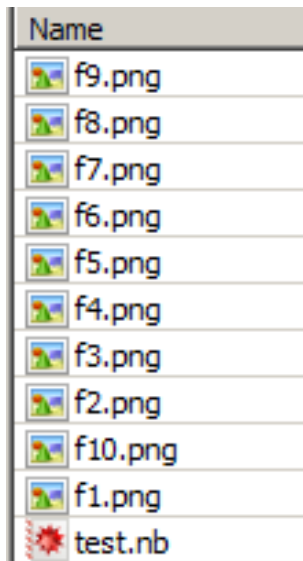
Any other Mathematica command that can generate sequence of images in that can be exported into sequence of video frame images can be used for animation with this method.

1 example using `Table(Plot...)`

1. Start Mathematica and create a new notebook `File->New notebook` and save it to the folder where the animation images will be saved to and type the following Mathematica commands

```
SetDirectory[NotebookDirectory[]];  
f = Table[Plot[Sin[a + x], {x, 0, 10}], {a, 10}];  
Export["f.png", f, "VideoFrames"];
```

The above will generate 10 .png images in the same folder where the notebook is saved



2. Create a text file say `f.tex` in the same folder using an editor with the following \LaTeX code.

```
\documentclass{article}
\usepackage{animate}
\usepackage{graphics}
\begin{document}
\begin{center}
\animategraphics[controls,loop,width=3in]{10}{f}{1}{10}
\end{center}
\end{document}
```

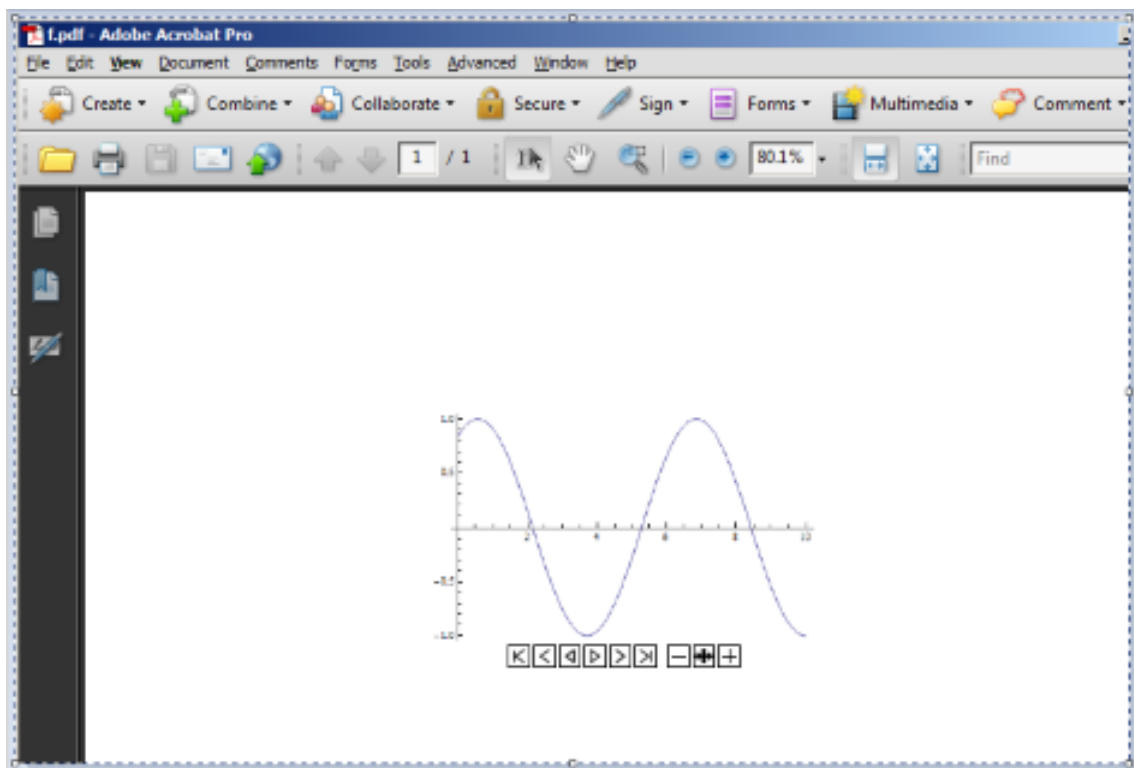
The count of the frames (10 in this example) used in the above \LaTeX code should match the number of frame images created by Mathematica. Hence the count starts from 1 to 10. Any other values within this range can also be used.

The documentation for the package `animate` contains more information on this as well description of many other options that can be used when creating the animation in PDF.

Compile the \LaTeX file to PDF

```
pdflatex f.tex
```

3. `f.pdf` now contains these images as animation. The animation will be embedded at the place where the above `animate` command in the \LaTeX file. The animation can be played using the controls that are build into the package.



2 example using Manipulate output

1. The output of Manipulate can also be saved and played in the PDF file.

```
m = Manipulate[Plot3D[Sin[x y + a], {x, 0, 6}, {y, 0, 6}], {a, 0, 4}];  
Export["m.png", m, "VideoFrames"]
```

The Export command will create 60 frames

```
m = Manipulate[Plot3D[Sin[x y + a], {x, 0, 6}, {y, 0, 6}], {a, 0, 4}];  
Export["m.png", m, "VideoFrames"]  
{m1.png, m2.png, m3.png, m4.png, m5.png, m6.png, m7.png, m8.png, m9.png, m10.png, m11.png,  
m12.png, m13.png, m14.png, m15.png, m16.png, m17.png, m18.png, m19.png, m20.png, m21.png,  
m22.png, m23.png, m24.png, m25.png, m26.png, m27.png, m28.png, m29.png, m30.png, m31.png,  
m32.png, m33.png, m34.png, m35.png, m36.png, m37.png, m38.png, m39.png, m40.png, m41.png,  
m42.png, m43.png, m44.png, m45.png, m46.png, m47.png, m48.png, m49.png, m50.png, m51.png,  
m52.png, m53.png, m54.png, m55.png, m56.png, m57.png, m58.png, m59.png, m60.png}
```

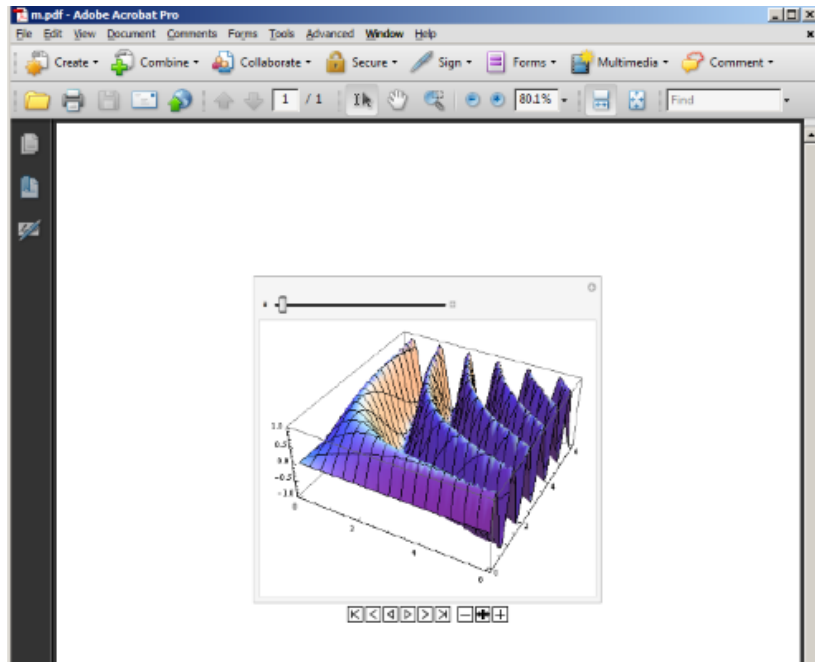
2. Create a text file say m.tex in the same folder using an editor that contains the following

```
\documentclass{article}  
\usepackage{animate}  
\usepackage{graphics}  
\begin{document}  
\begin{center}  
  \animategraphics[controls,loop,width=4in]{60}{m}{1}{60}  
\end{center}  
\end{document}
```

Compile the above file to a PDF file

```
pdflatex m.tex
```

3. The resulting m.pdf contains these images as an animation



The speed of animation can also be adjusted using the controls shown.

3 references

1. the Latex animate package for reference only. Included in T_EX Live
2. getting T_EX Live on Linux
3. Mike T_EX for windows