Insert a GIF into LaTeX Beamer — Short guide

By Admin August 15, 2021

Learn how to insert a GIF inside a beamer presentation through step by step tutorial

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– Steps description

To insert a GIF into a beamer presentation we just need to follow these steps: 1) Convert the GIF into a sequence if PNG images, 2) make Beamer display these images at the correct speed, so as to make it look like the original GIF.

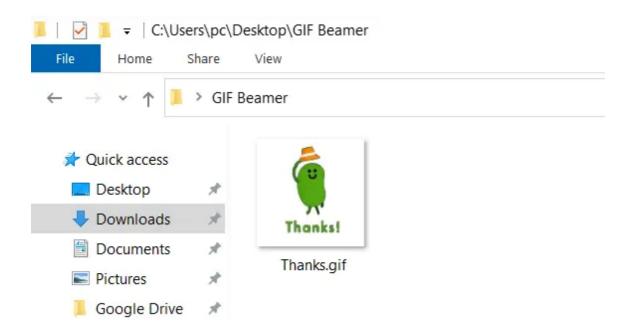
Consider the following "Thanks.gif" example:



Step 1: Convert GIF to PNGs

For the first step, we need an external program such as ImageMagick to get a sequence of images from a GIF file. The latter is achieved by the command **convert** or **magick convert** (depending on the version).

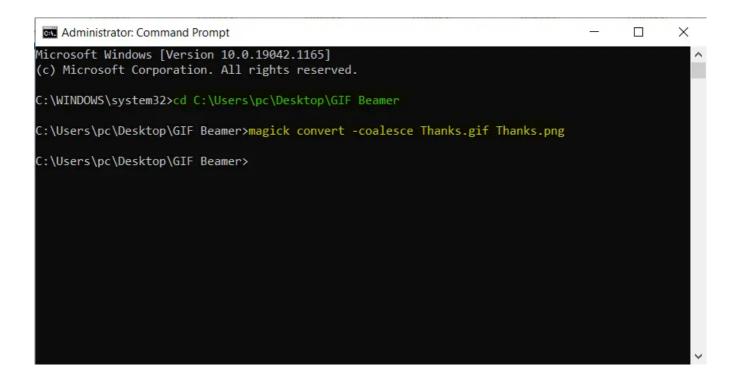
- Let's put the GIF image in a separate folder (GIF beamer in this example) as shown below:



– Then, if the GIF we want to insert is called Thanks.gif, we shall run the following command line in cmd:

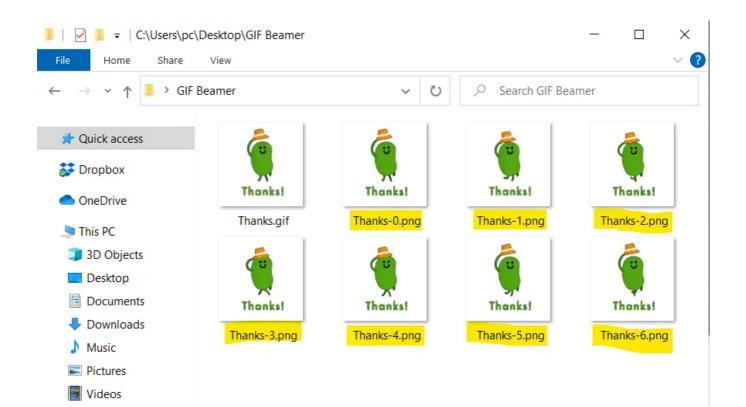
magick convert -coalesce Thanks.gif Thanks.png

The cmd current folder should be the same as the GIF folder. To this end, we used the command **cd imagePath** as shown below in a green color!



- (or, if this doesn't work, use only **magick**). This will create a set of numbered

files **Thanks-x**, where x is the number of frames of our GIF (sequence of 6 PNG images in this example):

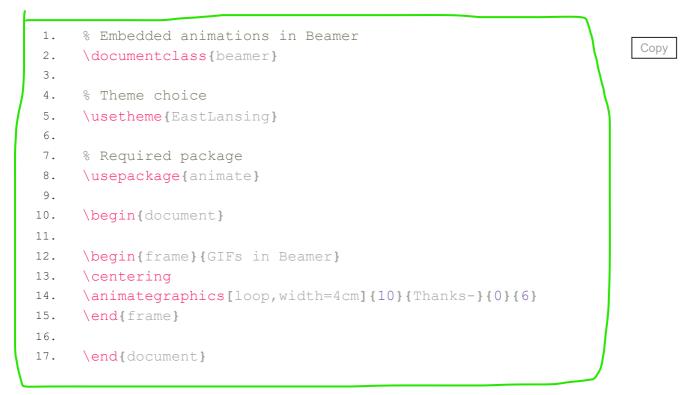


And now, we are ready for the next step!

For step 1, we can also use online solutions such as GIF frame extractor (splitter)

Step 2: Embedded animation in Beamer

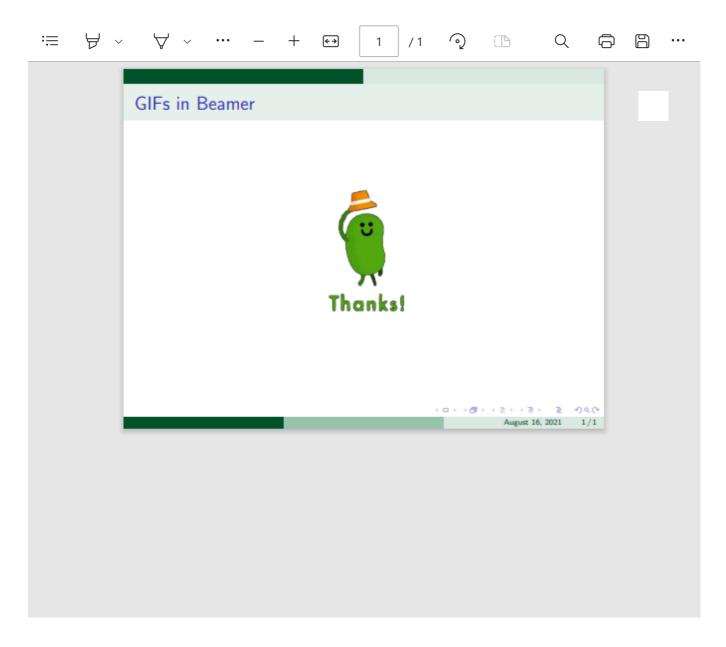
Now let's see how we can embed this content inside beamer. The following code shows a minimal working example of how to put GIFs inside beamer presentations using the animate package:



Compiling this code yields:

0:00 / 0:09

As with videos embedded in beamer, not all PDF viewers will be capable of reproducing the content. In general, only JavaScriptsupporting PDF viewers (such as the popular Acrobat Reader or KDE Ocular) will be able to display this kind of content.



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Insert-a-GIF-in-Beamer Download PDF
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Let's comment how the structure of the **\animategraphics** command works. First of all, the mandatory arguments are, following this order: the frame rate desired for the GIF (10ms in this example), the name of the images without the number that changes every time(Thanks- in this example) and the range of numbers of the images (in this case from 0 to 6).

Also, the optional command **loop** makes the GIF, once started, reproduce in a loop (like a real GIF, actually), and the optional command controls makes appear a control bar to basically start and stop the animation; which is omitted in this example.

Summary

- A GIF in beamer can be inserted by splitting it to images and then animate them using the command **\animategraphics**.
- \animategraphics command requires loading animate package. It accepts options like displaying images in a loop, set control buttons and set the delay between images.

Next Lesson: 12 Beamer Code Listing — Syntax highlighter

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