View

- Muscles ▶
- Bodies ▶
- Joints ▶
- Wrap Objects ▶
- Constraint Objects ▶
- Coordinates ▶
- Motions...

- Look at ▶
- Take Snapshot...

- New View...
- Edit Views...

- user_defined_view_1
- user_defined_view_2

non-modal motion display window

Motions: Lower Extremity

standing	0.500	◀ ■ ▶
walking	0.000	◀ ■ ▶
reading	0.000	◀ ■ ▶
sleeping	0.000	◀ ■ ▶

Synchronize Motion

Model: model7

Motions: standing / running / crouch / crabwalk

>>

Selected:
- Model1:IKOutput
- Model1:CMCOut
- Model2:Recorded
- Model5:Jump

Edit

Remove

Motion: crouch

Offset: [ ] [ ] [ ]

From: [ ] To: [ ]

Time ■ ▽ Sync...

There's one "master slider" on the applications toolbar that's used to control motion playback. Next to the slider there's a time text field and standard VCR buttons for play/pause/rewind.

This could be placed on the motion-display-window instead since it relates to motions but I'd prefer not to have this distinctive new feature (synchronized motion) buried under 2 dialogs. Is there a shorter word for this? Synchronize takes a lot of space and "Diffing" is a bit unfriendly!

When the user hits the "Sync..." button next to the master slider, the dialog "Synchronize Motion" is shown with options to select what model/motion combinations to show, for what time-ranges. When a motion is selected from the "Selected" list, users can customize what they want played in the bottom section of the dialog. The offset fields/sliders are enabled only when a model is selected more than once so that a duplicate of the model geometry is created for motion visualization purposes. The duplicate geometry is deleted once the motion associated with it is deleted (or other motion/same-model) and it's not editable. (Extra opacity may need to be applied if a model is selected more than once.)