- the new choreography should be inspired in the movie, but there is no need to make it exactly like in the movie. In fact, this choreography will be used internally, in our working prototype and will not be eventually provided to the customer;

- as per the movie, the animation is about 53 seconds long. Could we make it for 60 (which means having the movements just slightly slower)?

- the number of frames per second of the previous animation you did is perfect;

- the kinematic model to be used is the same of previous animation (in the movie, the dancer’s fingers move but in the animation we will still be using the fixed hand of the previous animation);

- just like on the previous animation, the initial and final positions are exactly the same, so that we can loop the movement. In this new animation however, in the initial/final position the arm is not straight, facing down.

- I guess you might have little margin on this, but we should ideally try to minimize accelerations in the different articulation’s movements;

- lets use the same joint references as in the previous animation;

- These are the physical ranges of motion of the system, which we should also respect in the animation, even if in the movie the dancer is going beyond them:

dof1: -90°, +90° (I need much more on the positive side)

dof2: -100°, 0° (I need a little bit more on the positive side)

dof3: -90°, +90°

dof4: -100°, -5° (I need more on both sides)

dof5: -90°, +90° (I need a little bit more on both sides- maybe)

dof6: -90°, +90° (I need a little bit more on the negative side)