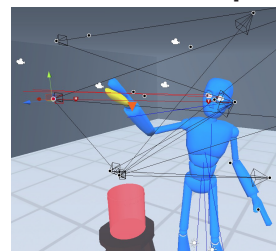


Original Motion



Animator Input



Gaze Annotations

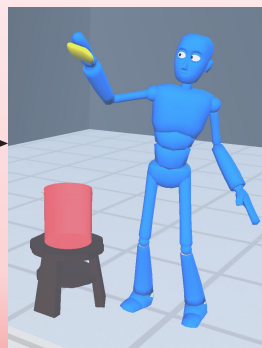
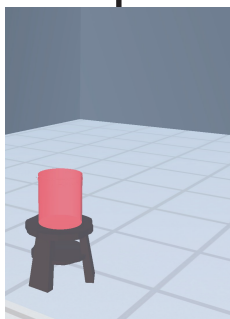
```
ationClip, StartFrame, FixationStartFrame, EndFrame, Target, AheadTargetPos  
fashingAGaze1, 1, 28, 37, WindowPane_0, "0 0 0", 1, 0.1490916, True  
fashingAGaze2, 38, 42, 94, WindowWashingEnv_0, "0 0 0", 0.9899421, 0.1330656, 1  
fashingAGaze2-Ahead, 55, 51, 116, null, "-0.4994804 5.475335 5.063403", 0.37  
fashingAGaze3, 117, 37, 155, WindowPane_1, "0 0 0", 0.5798638, 0, True  
fashingAGaze4, 156, 41, 199, WindowWashingEnv_1, "0 0 0", 1, 0.1705627, True  
fashingAGaze5, 199, 53, 233, WindowPane_2, "0 0 0", 1, 0.4211856, True  
fashingAGaze6, 234, 36, 271, WindowPane_3, "0 0 0", 1, 0.3476993, True  
fashingAGaze7, 272, 35, 305, WindowWashingEnv_2, "0 0 0", 0.5909536, 0.1975431  
fashingAGaze8, 309, 32, 342, WindowPane_4, "0 0 0", 0.9180291, 0.1821223, True  
fashingAGaze9, 343, 45, 389, WindowWashingEnv_3, "0 0 0", 0.8752173, 0, True  
fashingAGaze10, 390, 55, 466, WindowWashingEnv_4, "0 0 0", 1, 0, True  
fashingAGaze11, 467, 25, 496, WindowPane_5, "0 0 0", 1, 0.2130492, True  
fashingAGaze12, 497, 45, 546, WindowWashingEnv_5, "0 0 0", 0.9744744, 0, True  
fashingAGaze13, 547, 40, 601, WindowWashingEnv_6, "0 0 0", 0.9978372, 0, True  
fashingAGaze13-Ahead, 602, 38, 640, null, "-0.7751505 3.180612 5.490187", 0, f  
fashingAGaze14, 641, 38, 700, WindowWashingEnv_7, "0 0 0", 0.8890961, 0, True
```

Gaze Inference

Gaze Editing

Gaze Synthesis

Virtual Environment



Final Motion