

# Reality Motion Studio: Using Action Clips

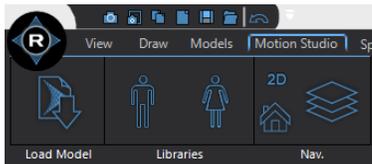
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Action clips can be used in two different ways

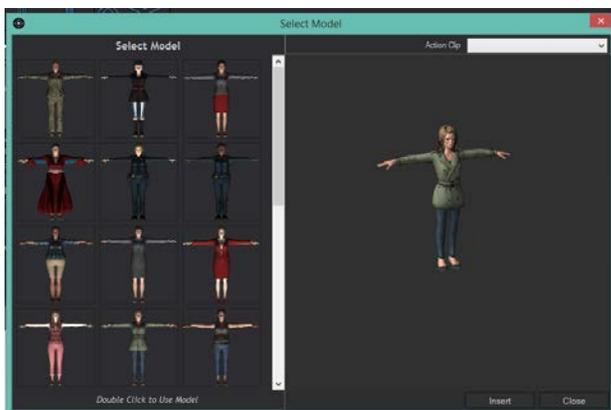
1. An Action Sequence
2. In an Animation Path.

## Placing a Motion Studio Model

1. Go to the Motion Studio Tab.
2. Click on either the Male or Female icon.



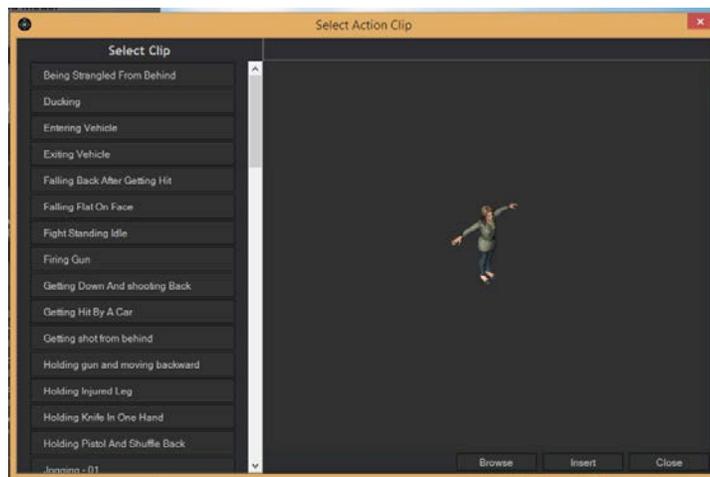
3. In the “Select Model” window:
  - Click on the model you wish to preview.
  - Double click on the model you wish to import.
  - Or click insert to import the model you are previewing.



4. Click on the scene to place the selected model.

## How to Create an Action Sequence

1. Follow the instructions in “Placing a Motion Studio Model”
2. Click on the scene to place your selected model.
3. In the “Skinned Model UI” click on the “Create Action Sequence” button. This will open a “Select Action Sequence” window.
4. In the “Select Action Sequence” window:
  - a. Give the form a couple seconds to load.
  - b. Hover over the name of the Action Clip you wish to preview.
  - c. Click on the Action Clip you wish to import.
  - d. Click Browse to select a custom Action Clip.
  - e. Click close to cancel.



5. After you select an Action Clip it will close the “Action Sequence Form” and a table will appear at the bottom of your canvas.

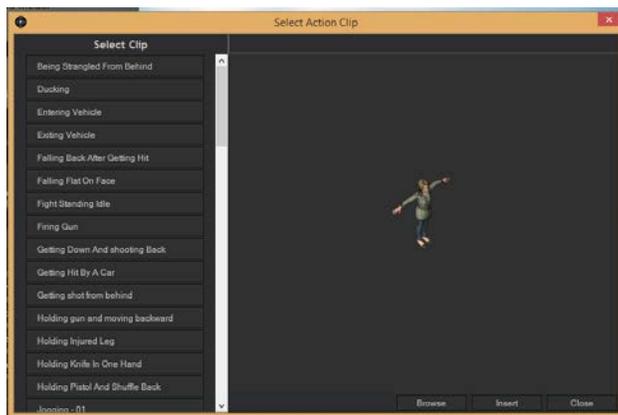
#	Time	Start Delay	Duration	End Delay	Cycle Speed	End Time	Visible Start	Visible End	Loop	Animated Clip	Delete
1	0.00	0	2.43	0		2.43	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Female Jogging	<input checked="" type="checkbox"/>
+											

6. To add more rows click on the + button at the bottom of the # column.
7. To add different clips:
  - a. Select the “Animated Clip” dropdown box on the right end of the table.
  - b. Select the option “Load New” to open the “Select Action Sequence” window.
  - c. Follow the instructions in step 7 to import a clip.
8. To remove a row click on the “x” button on the far right of the table.
9. Play the scene to see what you have created.

## Using Action Clips in an Animation Path

#	Time	Delay	Sync	Initial Velocity	Final Velocity	Accel.	Time Start	Time End	Duration	Distance	Visible	Clip Speed	Loop	Animated Clip
1	0.00	0	0	4.39	4.39	0	0.00	3.19	3.19	12.75	<input checked="" type="checkbox"/>	<input type="range"/>	<input checked="" type="checkbox"/>	Female Jogging
2	3.19	0	0	4.39	4.39	0	3.19	6.89	3.70	14.81	<input checked="" type="checkbox"/>	<input type="range"/>	<input checked="" type="checkbox"/>	No Action Clip
3	6.89	0	0	4.39	4.39	0	6.89	12.46	5.57	22.28	<input checked="" type="checkbox"/>	<input type="range"/>	<input checked="" type="checkbox"/>	No Action Clip

1. Follow the instructions in “Placing a Motion Studio Model”
2. In the “Skinned Model” properties click the button “Add Animation Path”
3. Click to place the different points of your animation path.
4. To add an animation. Select the “Animated Clip” combo box at the far right of the animation table.
5. Select the “Load Action Clip Option” to open the “Select Action Sequence” window.
6. In the “Select Action Sequence” window:
  - a. Give the form a couple seconds to load.
  - b. Hover over the name of the Action Clip you wish to preview.
  - c. Click on the Action Clip you wish to import.
  - d. Click Browse to select a custom Action Clip.
  - e. Click close to cancel.



7. Use the “Animated Clip” dropdown to set which action clip each path segment will use.
8. To stop the “Animated Clip” from looping turn off the “Loop” checkbox to the left of the “Animated Clip” dropdown menu.
9. To speed up or slow down the clip use the “Clip Speed” slider.
10. To lock the “Action Clips” base movement.
  - a. In the “Animation Path” properties select “Advanced Properties”
    - Check the “Lock Base Movement” to keep the model position relative to the path constant.
    - Check the “Lock Base Horizontal Movement” to keep the models (x, y) position relative to the path constant. But to allow for vertical (z) movement.