

Title (en)
MANIPULATING UNLOADED OBJECTS

Title (de)
MANIPULATION UNGELADENER OBJEKTE

Title (fr)
MANIPULATION D'OBJETS NON CHARGÉS

Publication
EP 2377098 A1 20111019 (EN)

Application
EP 08878811 A 20081211

Priority
US 2008086438 W 20081211

Abstract (en)
[origin: WO2010068210A1] An animation tool application provides a graphic user interface in which users can manipulate an object or a character without loading an entire model of the object. Each model is preprocessed to extract information that is necessary to provide a user interface for manipulating the model. Based on the extracted information, a lightweight interface description is generated and separately stored from the model of the object. The graphic user interface is built based on a lightweight interface description of a particular model. Each lightweight interface description includes only a small portion of information about a model, thereby saving loading time and memory space when a graphic user interface is presented to a user.

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