Quick checklist

Choose a reference clip

Start with a 2–4 second clip of one clear action, such as a wave or a step. Keep the camera still and the entire moving limb in the frame. Avoid fast cuts, motion blur, and objects that cover the hands or face. Pick a starting pose close to the pose in your character image.

Prepare the still image

Leave room around the head, hands, and feet for the movement you expect. A clear outline and visible joints make it easier to judge whether the result follows the reference. Use an image and a video you have permission to use.

Test one change at a time

Watch the source at the beginning, halfway through, and at the end. Note when the gesture starts, which hand moves, and where it stops. Generate a short test. Compare those same three points in the result. If the timing is wrong, try trimming the reference before changing the still image. If a hand vanishes, try a clip with less overlap instead of making the gesture bigger.

Review before committing

Check whether the feet drift, limbs cross unexpectedly, or the face changes between frames. For a loop, compare the last pose with the first; a sharp jump usually means the source needs a different cut. Keep a note of the image, clip range, and useful result so you can repeat what worked.

Browser example

Motion Control AI accepts a still character image and a separate motion reference video. Its editor estimates credit use before generation. This checklist was prepared by the Motion Control AI team; the workflow also applies to other reference-driven animation tools.

Common problems and fixes

Hands merge: Try a reference in which the moving hand stays away from the face and body.

Whole image drifts: Use a fixed camera and remove pans or zooms.

Gesture jerks: Trim away the first frames if the performer was still settling into position.

Face changes: Try a smaller head turn or a source image with the face more clearly lit.

Log each trial

Reference: File name, start time, end time, and the motion to preserve.

Still image: File name, crop, and the character's starting pose.

Check: At the start, midpoint, and end, note either pass or the one artifact to fix next.

Next trial: Change only one of clip range, motion angle, or crop. Compare against the last usable clip before making another change.

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