Row 1:

database database database database

A B C D

video loop video loop video loop video loop

active area
starts videoloop

CENTRE OF ROTATION AROUND POINTER

ROTATION THROUGH CENTRE OF POINTER

pointer

Row 2:

passive active | passive active | passive active | active

A B C D

video loop video loop video loop video loop

pointer

Row 3:

passive active | passive active | passive active | passive active

A B C D

video loop video loop video loop video loop

pointer

Row 4:

passive active | passive active | passive active | passive active

A B C D

video loop video loop video loop video loop
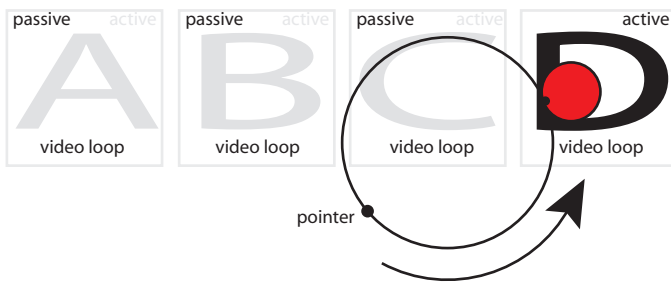
pointer

Note 1:

Twenty video loops in each database plus four idle poses.

A loop gets activated when the red area moves over it.

It plays its loop and then stops.

When one loop plays the other ones idle position plays that directing their faces towards the active loop

Note 2:

If pointer stops all plays idle looking forward

The pointer is the centre of navigation and should work like this animation.