SUMMARY

[0005] In accordance with one or more aspects, a robot animation system for controlling a robot in real-time control is provided. The system can comprise a user computing device having a user interface, a user motion database communicatively coupled to the user computing device, a controller, a controller motion database communicatively coupled to the controller, and a target device communicatively coupled to the controller. The user computing device can be configured to, in response to receiving a sync indication from the user computing device, connect the user motion database and the controller motion database to share corresponding sets of motion instructions in real-time. The target device can be configured to implement the corresponding sets of motion instructions in real-time on the target device.

[0006] In accordance with another aspect, a method for controlling a robot in real-time is provided. The method can comprise receiving a sync indication from a user computing device at a user motion database, the user computing device including a user interface. The method can also comprise connecting the user motion database and a controller motion database to share corresponding sets of motion instructions in real-time. The method can further comprise implementing, on a target device via a controller, the corresponding sets of motion instructions shared as a result of the connecting in real-time.

[0007] Further areas of applicability of the present disclosure will become apparent from the detailed description, the claims, and the drawings. The detailed description and specific examples are intended for purposes of illustration only and are not intended to limit the scope of the disclosure.