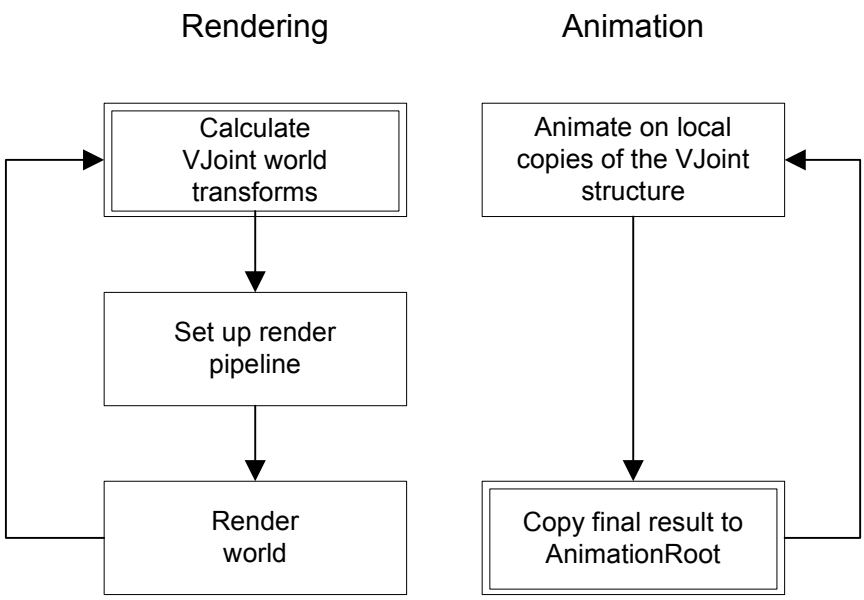
Rendering
Animation
Calculate VJoint world transforms
Set up render pipeline
Render world
Animate on local copies of the VJoint structure
Copy final result to AnimationRoot