

Part 0

Class aActor

Class aJoint

Class aTransform

Class BVHController

Class aSkeleton

Class IKController

Class aJoint

Class aTransform

Class aSkeleton

Class aJoint

Class aTransform

66 quaternion splines (get from the line of break point) and one vec3 spline are used for the Beta character animation.

loadMotion() is used to initialize these splines.