1. *(5 points): What is the data hierarchy (not the class hierarchy) of AJoint, ASkeleton, AActor, ATransform, BVHController, IKController? Please write it using the following format.*

AActor

ASkeleton

AJoint

ATransform

BVHController

IKController

1. *(5 points) How many quaternion splines and vec3 splines are used for the Beta character animation? Which function is responsible for initializing these splines? Hint: Set break points in the debugger and step through the code to find the answer.*

There are number of joints of quaternion splines for each joint and 1 vec3 splines for the root. The splines are initialized in BVHController::loadMotion()