Help Log:

11/04/2016 6:00PM:

Which coordinate is the Rotation with repect to?

Solved:

The local system

11/06/2016 9:00PM:

How to move the WireFrame to the right place?

Solved:

Drawn at the origin and then pre multiply the transform matrix

11/07/2016 11:20PM:

The pre-multiply the matrix will get wrong answer, while the post-multiply is right.

Solved:

The matrix in the openGL should be column-first.

11/08/2016 9:20PM:

Whether the BindMatrix will change on Deformation.

Solved:

No.

11/09/2016:

The prog_flat will change it way to draw when I change the code in prog_skeleton.

Unsolved

11/10/2016:

The camera moving also can't change the state of the prog_flat, but the rotation still work.

Unsolved