

Spine.Unity.SkeletonRoot
Motion.CalculateAnimationsRotationDelta

```
graph LR; A[Spine.Unity.SkeletonRoot<br/>Motion.CalculateAnimationsRotationDelta] --> B[Spine.Unity.SkeletonRoot<br/>MotionBase.GetAnimationRootMotion<br/>Rotation]; B --> B;
```

Spine.Unity.SkeletonRoot
MotionBase.GetAnimationRootMotion
Rotation