


Spine.Unity.SkeletonMecanim.
AfterAnimationApplied



```
graph LR; A[Spine.Unity.SkeletonMecanim.  
AfterAnimationApplied] --> B[Spine.Unity.SkeletonRenderer.  
UpdateWorldTransform]; B --> C[Spine.Skeleton.UpdateWorld  
Transform];
```

Spine.Unity.SkeletonRenderer.
UpdateWorldTransform

Spine.Skeleton.UpdateWorld
Transform