

SceneAnimator::GetBoneMatrices



```
graph LR; A[SceneAnimator::GetBoneMatrices] --> B[SceneAnimator::GetGlobal Transform]
```

A diagram showing a call from the function `SceneAnimator::GetBoneMatrices` to the function `SceneAnimator::GetGlobal Transform`. The first function is in a grey box on the left, and the second is in a white box on the right. A blue arrow points from the right side of the first box to the left side of the second box.

SceneAnimator::GetGlobal
Transform