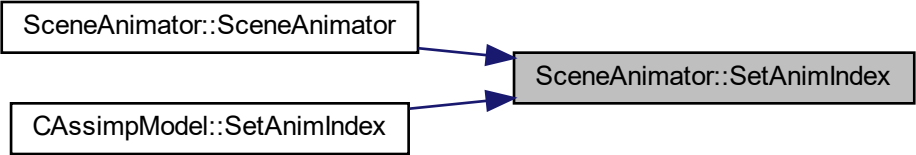


SceneAnimator::SceneAnimator

CAssimpModel::SetAnimIndex

SceneAnimator::SetAnimIndex



```
graph LR; A[SceneAnimator::SceneAnimator] --> C[SceneAnimator::SetAnimIndex]; B[CAssimpModel::SetAnimIndex] --> C;
```