Object Animation

# Overview

This document describes how an object’s animation is related to the ObjectClass, ObjectInstance, and Bounding Box classes.

# Relationship to ObjectClass

Each ObjectClass has a set of animations that are contained in an ObjectAnimation class for each of the different animations of that object (idle, walking, attacking, etc.). Each of these ObjectAnimation classes has a set of ObjectModel classes that contain information relating to the model, texture, and bounding boxes.

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