

# New Animation System

## Basic Rules

1. Animations consist of 'animation frames', or 'key frames' (same concept, different name).
2. An animation frame contains a number of renderable elements.
3. Each element must be renderable, and may have multiple fields that can be manipulated (e.g. location, rotation).

## Frame to Frame

Think of a frame as a ***snapshot*** of an animation, at a particular point in time. The frame knows each element that exists at that point in the animation, and information about those elements necessary to properly render.