

## Animation

- m\_name
- m\_duration
- m\_ticksPerSecond
- m\_boneKeyFrames

- + Animation()
- + ~Animation()
- + GetName()
- + GetDuration()
- + GetTicksPerSecond()
- + GetBoneKeySequence()
- + GetBoneTransform()
- + HasBoneTransform()
- LoadKeyFrames()