IAnimated + GetAnimationCount() + GetAnimationName() + GetAnimationIndex() Skeleton - m bones - m animations - m boneLookup - m animationLookup - m globalInverseTransform + Skeleton() + GetBoneTransforms() + GetBoneTransforms() + GetBoneLookup() + GetAnimationCount() + GetAnimationIndex() + GetAnimationName() CalculateBoneTransforms() CreateBoneLookup() LoadBones() - LoadAnimations()