IAnimated + GetAnimationCount() + GetAnimationName() + GetAnimationIndex() **IAnimatable** + SetActiveAnimation() + GetActiveAnimationName() + SetActiveAnimation() + GetActiveAnimationIndex() ObjectInstance m pRenderableObject m activeAnimation m visible + ObjectInstance() + GetVertices() + GetWorldMatrix() + Render() + SetActiveAnimation() + GetActiveAnimationIndex() + GetAnimationCount() + GetAnimationName() + GetAnimationIndex() + GetRenderableObject() + SetVisible() + GetVisible()