

Animation

- `get_deltas(index: int): Point3`
- `set_delta(index: int): void`

Animation will return (0,0,0) for unknown deltas and allow the setting of non-contiguous deltas. This will allow for greater flexibility

AnimationControl

- `play(): void`
- `pause(): void`
- `stop(): void`
- `scrub(position: int): void`
- `load(animation: Animation): void`
- `step(by=1: int): void`

