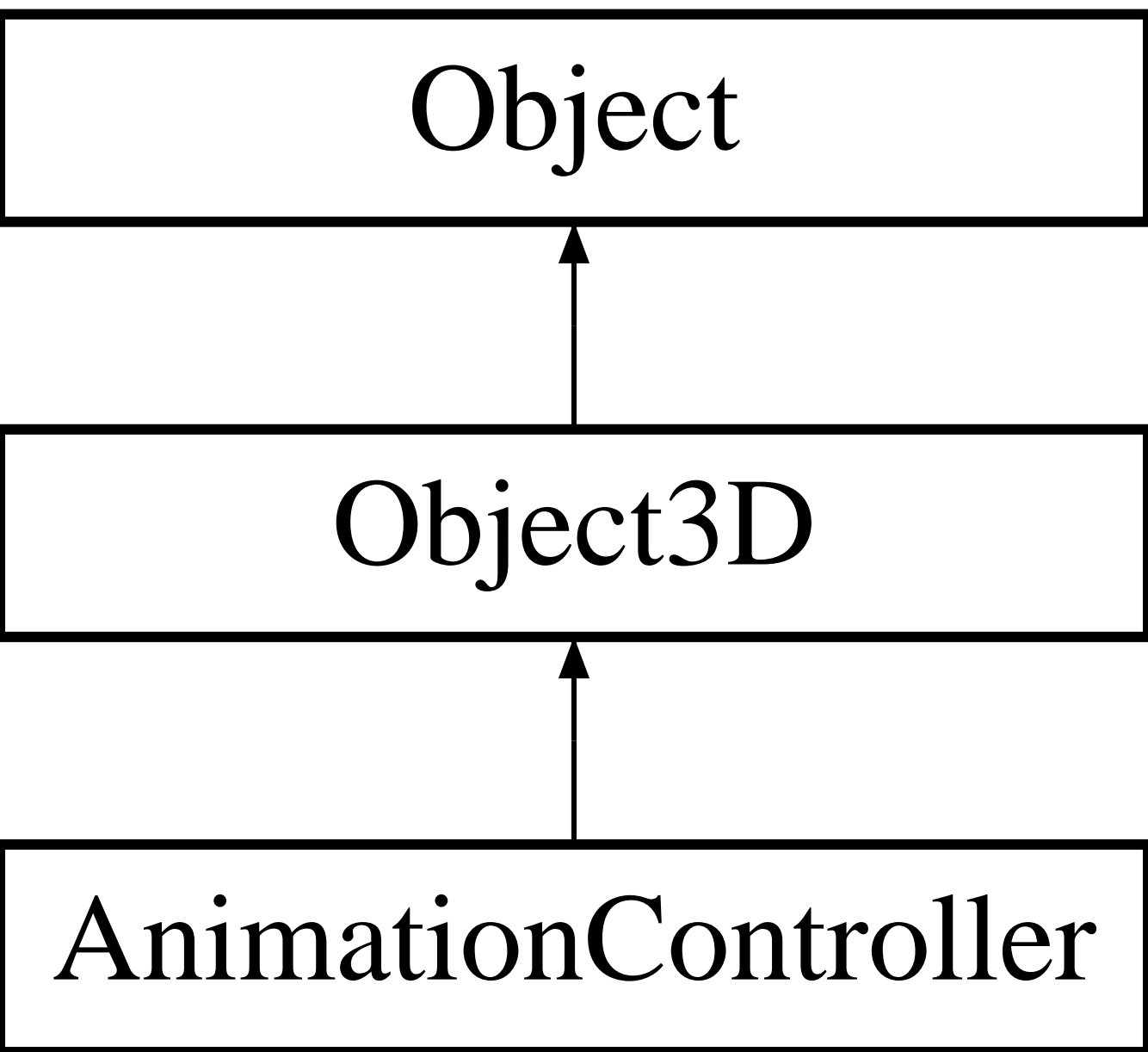


Object



```
graph BT; AnimationController --> Object3D; Object3D --> Object;
```

Object3D

AnimationController