SCAPE\_Paramters.mat

Parameters\_2\_Shape = SCAPE.Parameters\_2\_Shape;

Face\_In\_Bone = SCAPE.Face\_In\_Bone;

Vertices = SCAPE.Template;

SCAPE\_P = SCAPE.A;

SCAPE\_M = SCAPE.M;

SCAPE\_N = SCAPE.N;

Faces = SCAPE.Faces;

Bone\_Of\_Face = SCAPE.Bone\_Of\_Face;

Bone\_Of\_Vertex = SCAPE.Bone\_Of\_Vertex;

Bone\_Conjunctions = SCAPE.Bone\_Conjunctions;

T

由Body和Joints算出的T直接保存了，用来调整坐标系，省得每次都要重新计算