

## Animation

```
+ Animation()
+ vector< Vertex > line
(float dt, Vertex v1,
  Vertex v2)
+ vector< Vertex > hermite
(Vertex P1, Vertex P4,
  Vertex R1, Vertex R4, float dt)
+ vector< Vertex > bezier
(Vertex P1, Vertex P2,
  Vertex P3, Vertex P4,
  float dt)
+ Mat< float > T(float
  dx, float dy, float dz)
+ Mat< float > S(float
  sx, float sy, float sz)
+ Mat< float > Rx(float
  theta)
+ Mat< float > Ry(float
  theta)
+ Mat< float > Rz(float
  theta)
+ Animation()
+ vector< Vertex > line
(float dt, Vertex v1,
  Vertex v2)
+ vector< Vertex > hermite
(Vertex P1, Vertex P4,
  Vertex R1, Vertex R4, float dt)
+ vector< Vertex > bezier
(Vertex P1, Vertex P2,
  Vertex P3, Vertex P4,
  float dt)
+ Mat< float > T(float
  dx, float dy, float dz)
+ Mat< float > S(float
  sx, float sy, float sz)
+ Mat< float > Rx(float
  theta)
+ Mat< float > Ry(float
  theta)
+ Mat< float > Rz(float
  theta)
```