

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)