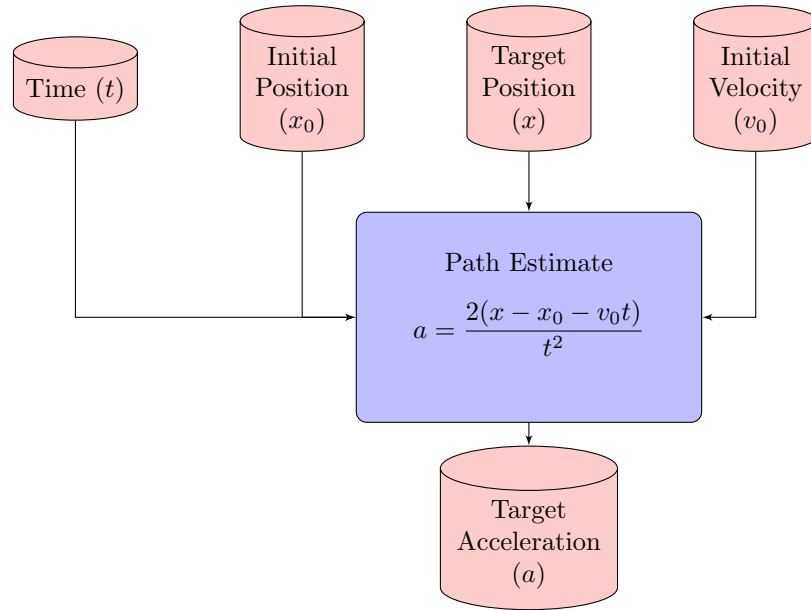
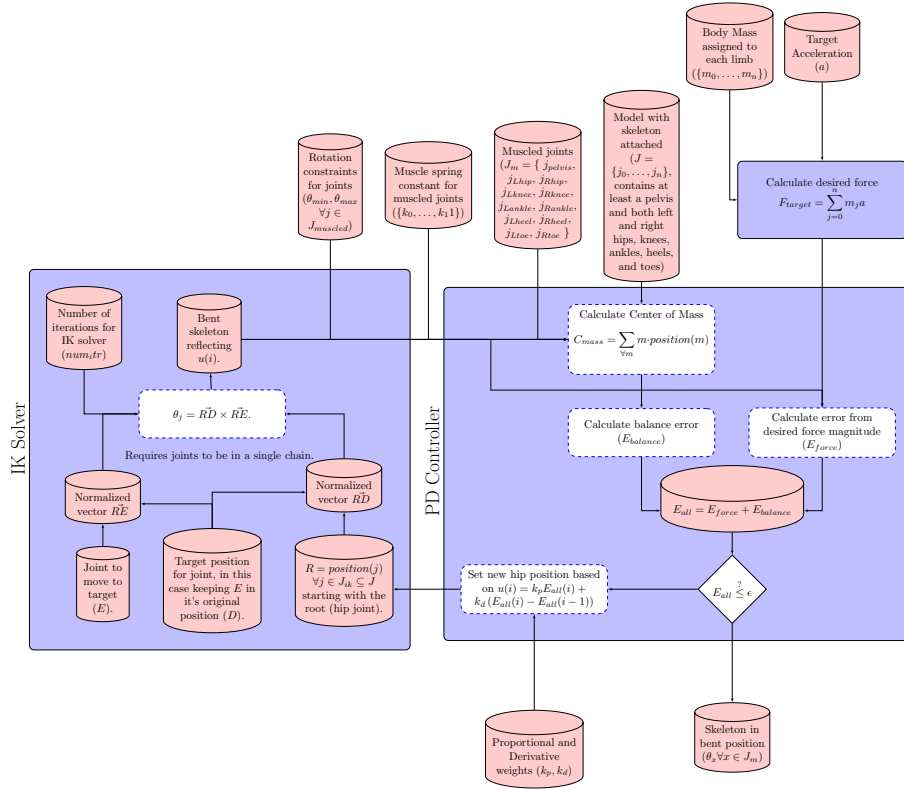


Joint is described as an object containing a position, value, parent joint, child joint(s), and a set of triangles which transform as children of the joint with amounts designated by weights given per vertex of each triangle.





Skeleton in bent position
($\theta_x \forall x \in J_m$)

Unbend Phase