**Getting Started - Chapter 3 - Village Animation**

**@@启程-第三章-村庄动画@@**

**Animating the Village**

**@@为村庄添加动画@@**

Our village is not very lively at the moment so let's add some animation. We are still in the early stages of learning Babylon.js and nowhere near adding a Simms family. The parents and children you are about to be introduced to are the silent type and a way of linking together meshes so that changes to a parent mesh are also applied to their children meshes. We are going to animate a very simple car with wheels that are children to the parent car body. Unlike a real car it is the car body that takes the wheels with it. There is one way that our mesh parents and children behave like a real family, the children can act independently of the parent. Good job too as we do not want the car to rotate with the wheels.

@@现在我们的村庄还不是很有活力，所以让我们添加一些动画。我们仍然处在学习Babylon.js的早期阶段，远没到添加复杂动画的时候。你将了解到的“父子元素”是一种被动的动画类型，并且也是一种将网格连接起来的方式，连接起来之后父元素的变化也将被施加到子元素上。我们将为一个非常简单的小车添加动画，这个小车的轮子就是车体的子元素。和现实中的车不同，这里将是车体移动时带着轮子移动。从某种程度上讲，这有点像真实的家庭——子女可以相对于于父母运动。让车作为轮子的父元素是有道理的，因为我们不想让车体随着轮子一起旋转。@@

Of course you do not have to build an animation of your own, you can import a ready made one and we will show you the basis of importing an animated character and have it move around the village.

@@当然，你没必要自己建立动画，你可以导入一个已经做好的动画，我们将向你展示导入一个具有动画的角色并让它绕着村庄移动所需的基础知识。@@