**Getting Started - Chapter 3 - Character Animation**

**@@启程-第三章-角色动画@@**

**A Walking Figure**

**@@一个行走的人物@@**

Sometimes the easiest way to add a model to a scene is to obtain one from elsewhere. This could be one you have created in your favorite model building software or one your have purchased.

@@有时候为场景添加模型的最容易的方法是从别的地方获取。这可能是你通过你最喜欢的建模软件生成的，也可能是你花钱买的。@@

The *Dude* model is one that has been built with its own skeleton animation.

@@这个“老哥”模型就是一个已经建造好的拥有自身骨骼动画的模型。@@



Once imported the character and its skeleton are obtained from the meshes and skeletons properties of the results object.

@@在引入这个角色之后，模型的骨骼数据将被保存在result对象的skeletons属性中。@@

BABYLON.SceneLoader.ImportMeshAsync("mesh name", "path to model", "model file", scene).then((result) => {

var dude = result.meshes[0];

dude.scaling = new BABYLON.Vector3(0.25, 0.25, 0.25);

scene.beginAnimation(result.skeletons[0], 0, 100, true, 1.0);

});

Loading an Animated Character

加载一个具有动画的角色

https://playground.babylonjs.com/#SFW46K#1

Currently the character is set in one position and we would like him to walk around the village. This time instead of creating another animation object for the character we will change its position and orientation before each frame is rendered.

@@现在这个角色是被局限在一个位置的，而我们想让他能绕着村庄行走。这一次我们不再为这个角色建立新的动画对象，而是在每一帧渲染时修改它的位置和朝向。@@