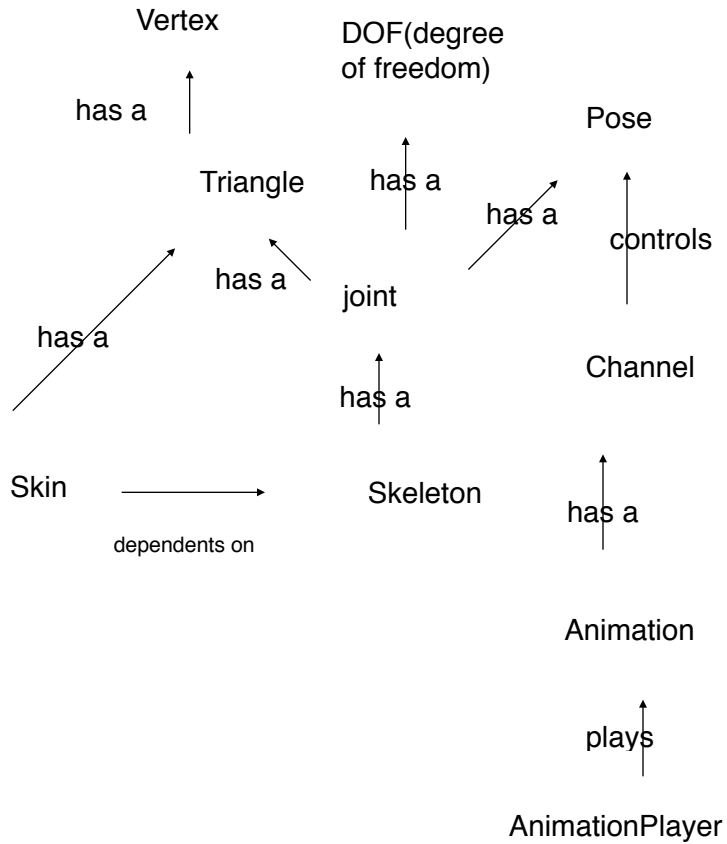


### Project description:

This program loads a skin file, a skeleton file, and an animation file.

It will display the given model attach with the smooth skin in 3D space using openGL, and then animate it.

### Animation Class Hierarchy



opengGL wrapper class: core,camera,matrix34,vector3

Main tester: tester