

# Scene

-steve: Stickman  
-time: long  
-sceneGroup: BranchGroup  
-simpleU: SimpleUniverse  
-canvas3D: Canvas3D

+Scene(canvas3D:Canvas3D)  
+start(): void  
+reset(): void  
-createSceneGraph(): BranchGroup  
-getLigth(): DirectionalLigth  
-rotateSMGroup(group:SMGroup,azimuth:float,  
                  inclination:float,duration:long)  
+rotateHead(azimuth:float,inclination:float,  
              duration:long): void  
+rotateRArm(azimuth:float,inclination:float,  
              duration:long): void  
+rotateLArm(azimuth:float,inclination:float,  
              duration:long): void  
+rotateRLeg(azimuth:float,inclination:float,  
              duration:long): void  
+rotateLLeg(azimuth:float,inclination:float,  
              duration:long): void  
+flexRArm(angle:float,duration:long): void  
+flexLArm(angle:float,duration:long): void  
+flexRLeg(angle:float,duration:long): void  
+flexLLeg(angle:float,duration:long): void  
+rotateStickman(azimuth:float,inclination:float,  
                  duration:long): void  
+moveStickman(x:float,y:float,z:float,duration:long): void  
+addTime(step:long): void  
+getTime(): long  
+setTime(time:long): void