FBXLoader

bool Load(wstring filename, Mesh\* mesh)

Model

bool Load(wstring filename)

파일 확장자가 .fbx이면 FBXLoader::Load(filename, &mesh) 호출

Mesh mesh

// Add materials, diffuse maps, normal-displacement maps.

Mesh

bool IsSkinned()

buffer\* vb

uint vertex\_stride

vector<PosNormalTexTangent> basic\_vertices

vector<PosNormalTexTanSkinned> skinned\_vertices

SkinningData\* skinning\_data

ModelInstance

Model\* model