Animations

1. Ogre Animations
2. Intermediate tutorial 1
3. SkeletalAnimation.h
Ogre Animations

- Keyframed
  - A collection of related tracks: time and track values (joint positions):
    - NumericAnimationTrack [NumericKeyFrame]
    - NodeAnimationTrack [TransformKeyFrame]
    - VertexAnimationTrack [VertexMorphKeyFrame, VertexPoseKeyFrame]
      - MorphKeyFrame has a copy of the mesh
      - Cannot be blended
    - Keyframe.h
Exercise (Due March 11)

- Implement Easy, Intermediate, Difficult questions in Intermediate tutorial 1
- Or completes the Ode_Walking_Character Tutorial