

# Jefferson Technical Design

## Chapter 12: Character Animation

August 18, 1997

The Character Animation system is based on our *VitaBoy* technology, which is extensively documented on our Web site. See also Chapter 11, *Movement* for how the game drives VitaBoy characters around.

### **1. Character Animation**

#### **1.1 *Meshes and Hierarchy***

##### **1.1.1 Skeletons**

##### **1.1.2 Skins, Suits, Accessories**

##### **1.1.3 Selection API**

##### **1.1.4 Registration Points**

#### **1.2 *Animation Data***

##### **1.2.1 Skills and Practices**

##### **1.2.2 Data Stream**

Sample format, sampling rate

Data rate and compression

##### **1.2.3 Interpolation and Blending**

###### **1.2.3.1 General capabilities**

###### **1.2.3.2 Specific applications**

##### **1.2.4 Playback Speed Control**

#### **1.3 *Synchronization and Event Callback***

#### **1.4 *Inverse Kinematics (?)***

#### **1.5 *Animation Manager***

#### **1.6 *Traveling Animations***

##### **1.6.1 (Base-Root Scheme?)**