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3D video games 2018/2019 Animations Part 2























					J
Eg: fr	om <i>stance</i> to <i>i</i>	run			
	animation X "stance"				
t = 0	keyframe A			<u></u>	
t = 1	0.75 A + 0.25 B			delay k = 3	
t = 2	0.50 A + 0.50 B		animation Y "run"		
t = 3	0.25 A + 0.75 B	0.80 X + 0.20 Y	→ keyframe D	t = 0+k	
t = 4	keyframe B	0.60 X + 0.40 Y) 0.50 D + 0.50	E t = 1+k	
t = 5	0.67 B + 0.33 C	0.40 X + 0.60 Y	keyframe E	t = 2+k	
t = 6	0.33 B + 0.67 C	← 0.20 X + 0.80 Y	0.75 E + 0.25	F t = 3+k	
t = 7	keyframe C		0.50 E + 0.50	F t = 4+k	
			0.25 E + 0.75	F t = 5+k	
			keyframe F	t = 6+k	

















