Animation Synchronization

This video episode shows how to synchronize animations on a hierarchy of objects (parent/children). For example, for a parent object, you can have a number of animations defined in the data config, say directions for a robot. You can have matching animations defined for a child object, for example, a flame which will change direction to keep in sync with the parent. This is achieved all in data configuration using naming conventions. Overrides and exceptions are covered in the video too.

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