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# Optimizing transformations for skeletal animation

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The article deals with the motion of objects play graphic scene, set in a skeletal models in real time. *An approach to optimization of time required for the formation of an image frame, which consists in the implementation of the combined solution is offered. This includes following: define a set of transformation — a quaternion, scaling factors and transport, and storage and conversion made in the form of the transition matrix.*

**Keywords:** *animation, skeletal animation, skeleton, matrix transformations, quaternion.*

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