

Abstract

3D Games frameworks have a module of character animation system based on a low level layer for dealing with animations and a high level layer related with the intelligence and behavior of characters.

The low level animation system is responsible for providing a way of obtaining animations and to play them efficiently and correctly, according to the behaviors resulting of the high level animation system.

This paper presents the implementation of the low level animation layer of the Guff framework's Character Animation System. This implementation was done based on techniques used in nowadays commercialized 3D games, presenting also a new approach, using an intermediate configuration stage which allows the game designer to control animations handling its characteristics of uniformity (based on the distance between keyframes), evolution and timing. This stage also allows the setting of transitions between animation sequences and the behavior and animation sequences association.

Also, a first approach to a high level layer, based in a finite state machine, was developed to show how the low level layer can support the high level layer's demands.