3RD PERSON SHADOWS & REFLECTION

Goal:

To use the third person animations for shadow casting & reflections

Justification:

- FP animations are often fudged to look good in 1st and therefore can look bad in 3rd
  - A FP sprint animation would have the arms swinging up in front of the face
- The STAP and translation pinning make the 1st look worse still

Have two character instances in the entity and pipe animations through to them from a common interface, in FP mode this will pipe to both characters concurrently

Issues:

- Shadow and render enabling
  - The shadowing option only seems to exist at the entity level
- Must ensure that non-clients have no additional processing and that the system can work without the secondary shadow casting character in case it is required for optimisation
- Additional cost from evaluating two sets of animations
  - Could look into sharing information or dropping the second character when the animations are perfectly in synch
- Must ensure that the two characters are kept in synch
  - Should be fine as long as we work through a common interface
  - Scaling of TP animations to ensure their length matches the FP ones