



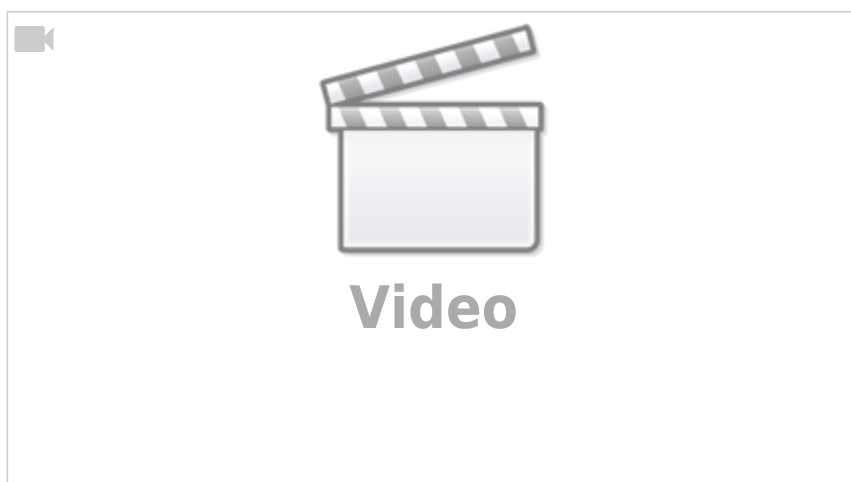
Rendering Techniques

Rendering some massive crowds can be challenging.

Our official  [Apparatist](#) utility kit already contains a Trait Renderer Component, that manages the rendering of the entities with a common Trait through  [Instanced Static Meshes](#).

Animations

Check out this video on using [AnimToTexture](#) to turn your skeletal mesh animations into textures to be used within the materials on ISMs:



Also a somewhat outdated open-source  [Vertex Anim Toolset](#) plugin is available in order to turn skeletal animations into textures.

A third-party [Vertex Animation Manager](#) is available for purchase on the Marketplace.

From:
<http://turbanov.ru/wiki/> - **Turbopedia**

Permanent link:
<http://turbanov.ru/wiki/en/toolworks/docs/apparatus/rendering>

Last update: **2023/03/24 15:43**

