

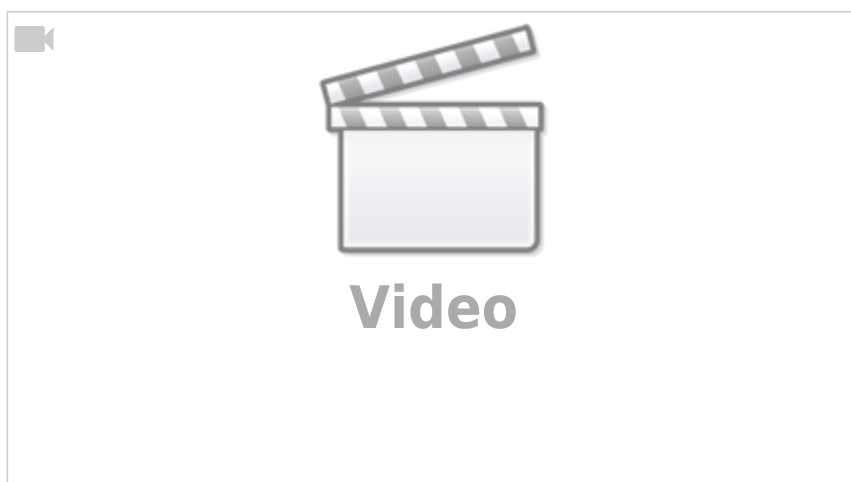
Rendering Techniques

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:



A third-party [Vertex Animation Manager](#) tool is also available.

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