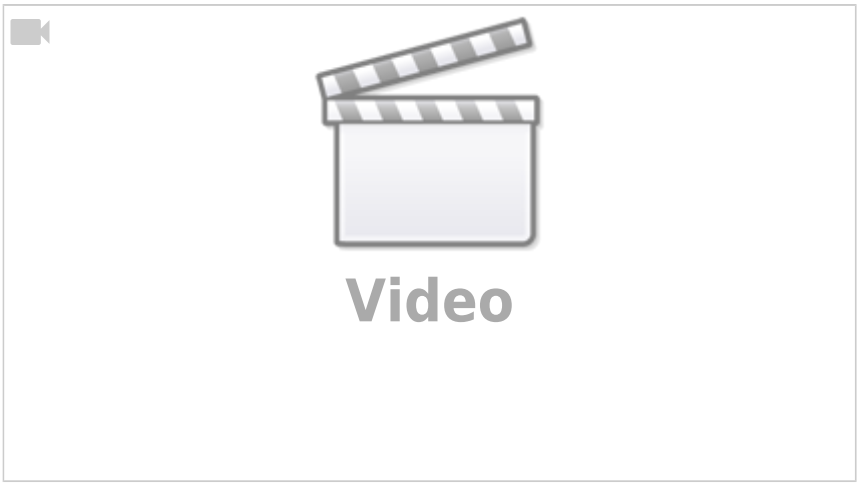
Rendering Techniques

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Also a somewhat outdated open-source Vertex Anim Toolset plugin is available in order to turn skeletal animations into textures.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

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