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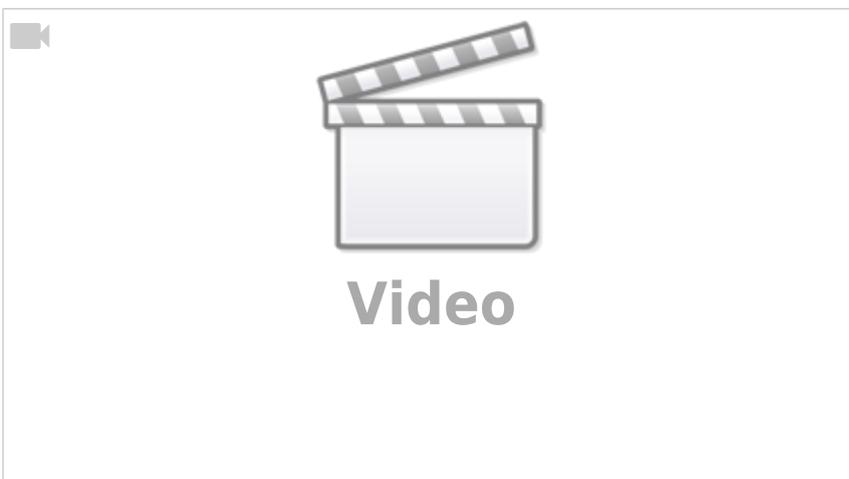
Also a somewhat outdated open-source ⬡ Vertex Anim Toolset plugin is available in order to turn skeletal animations into textures.

A third-party Vertex Animation Manager is available for purchase on the Marketplace.