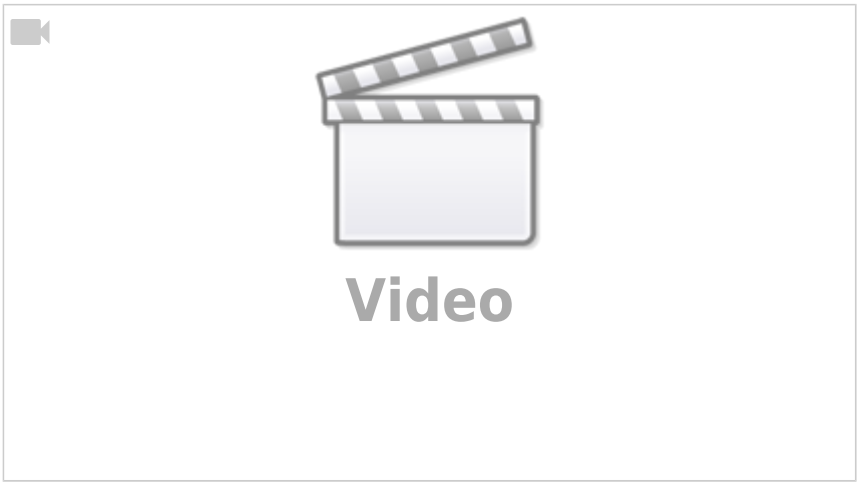
Rendering Techniques

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.

Check out this video on using AnimToTexture to turn your skeletal mesh animations into textures to be used within the materials:



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