

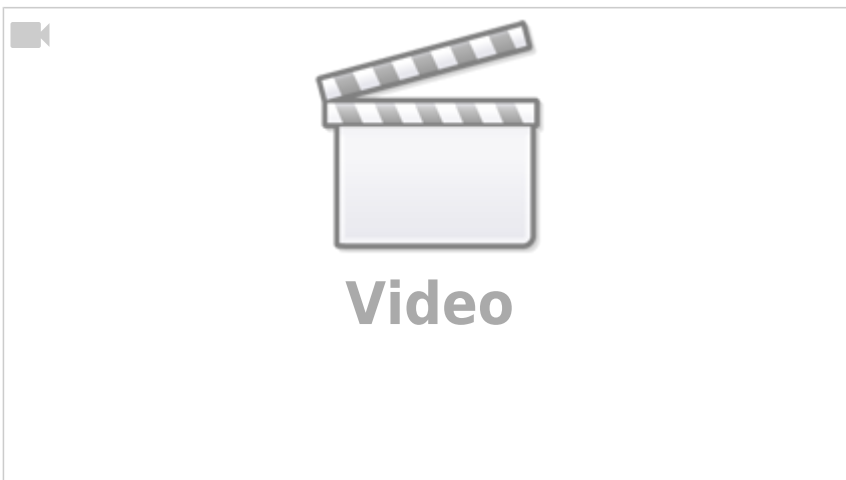
# Rendering Techniques

Rendering some massive crowds can be challenging.

Our official [Apparartist](#) 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.

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

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