

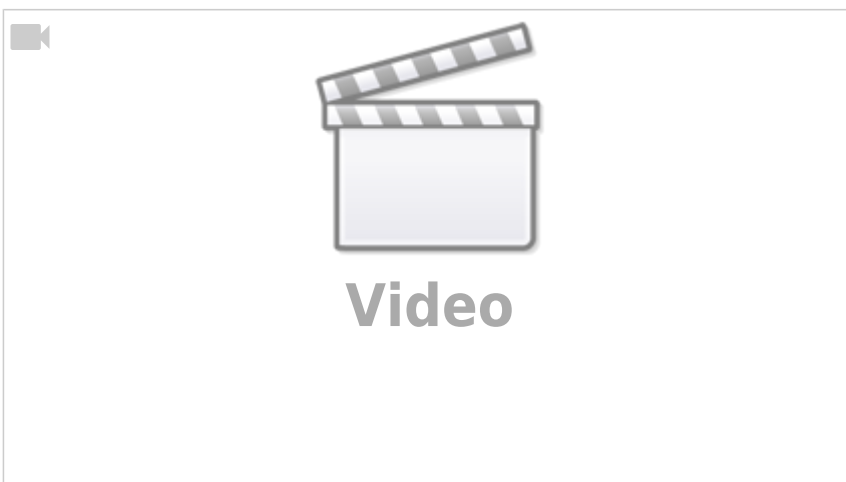
Rendering Techniques

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**

Permanent link:
<http://turbanov.ru/wiki/en/toolworks/docs/apparatus/rendering?rev=1679659893>

Last update: **2023/03/24 15:11**

