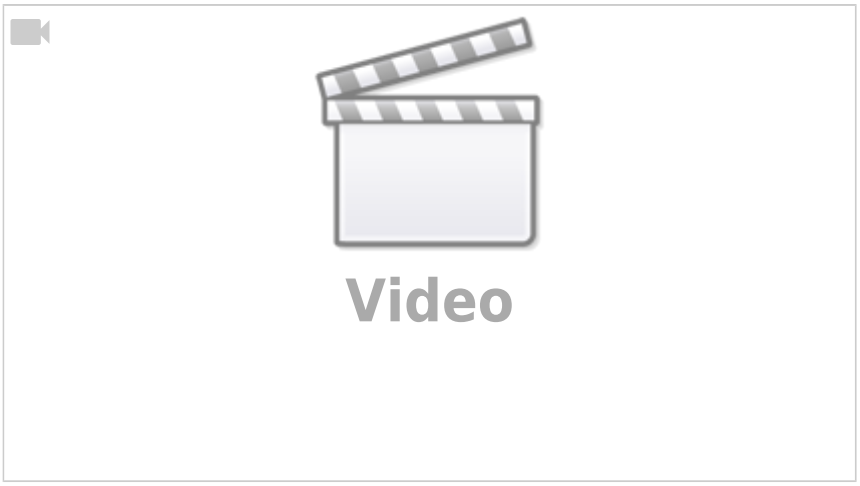
Rendering Techniques

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:



A third-party Vertex Animation Manager tool is also available.

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

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Last update: **2023/03/24 12:11**