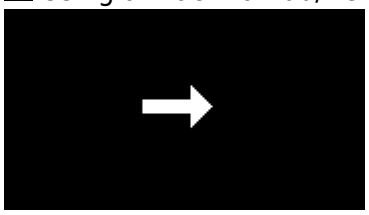
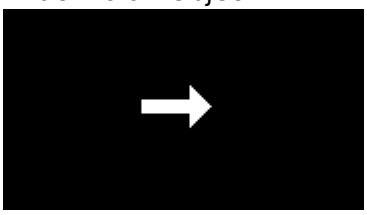
Using a Track to Add/Remove a Shader Add a Timeline Track to an Object


See Command Module Tutorials 
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