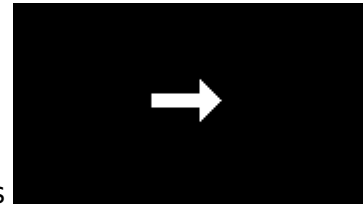
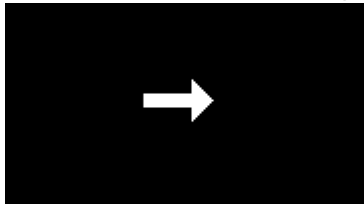




Using a Track to Add/Remove a Shader  Add a Timeline Track to an



Object  
Tracks and Timeline Tutorials

See Command Module Tutorials

See

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