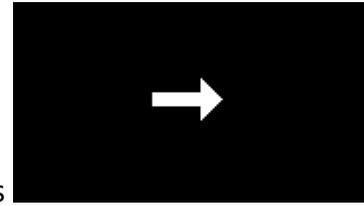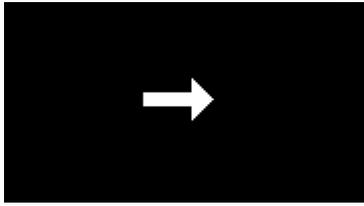Using a Track to Add/Remove a Shader Add a Timeline Track to an Object See Command Module Tutorials See Tracks and Timeline Tutorials