

# Animation & finition (Doit être rework)

you will learn here how to animate the component of the car

- wheel
- doors
- steering wheel

and many more

- LOD level for optimisation: <https://wiki.nabla.sh/books/general-info-tips-for-the-workbench/page/what-are-lods-and-why-should-i-add-them>

- texture import to reduce the size of the prefab

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