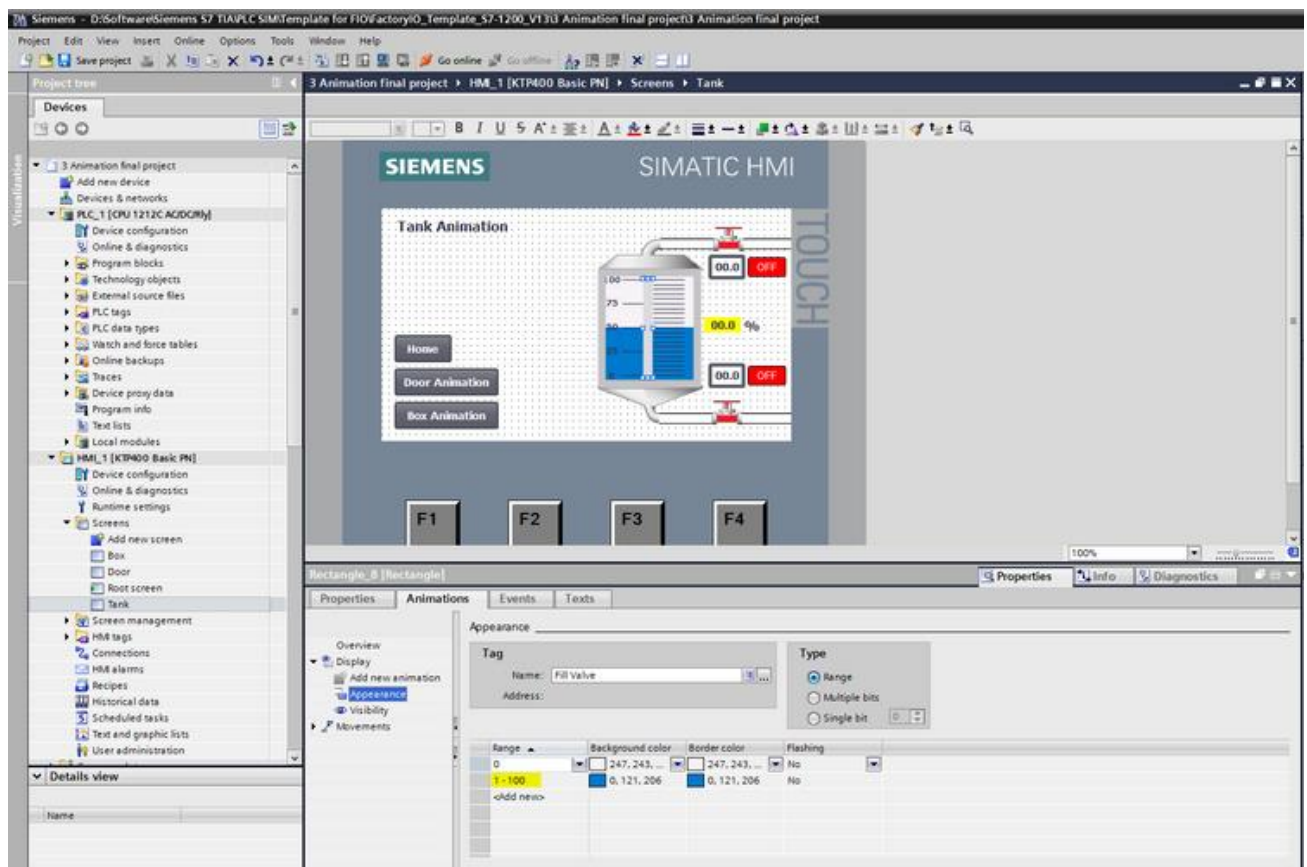


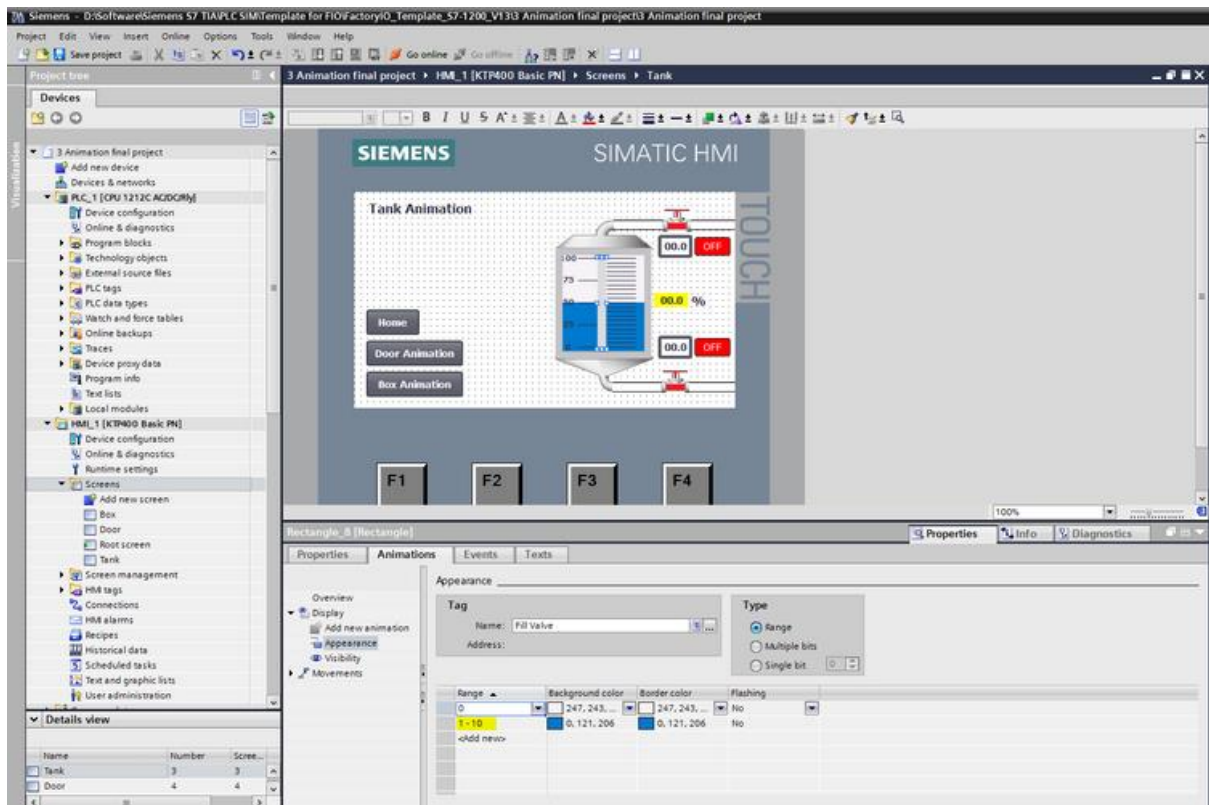
Range of Animation bit should be 0-10 instead of 0-100 in Tank Animation

In the lecture titled '**Tank Animation**', there is a small mistake that you should kindly notice. The range for Animation of flowing liquid should be **0 - 10** instead of **0 - 100** although the animation will work in both cases. But the ideal range should be 0-10. Kindly check the screenshots below:

Incorrect Range:



Correct Range:



We apologize for the confusion.

Regards,

Rajvir Singh