Partial Animation

You can use the Partial Animation feature by Configure And Play Animation and/or Jump To Animation Keyframe behaviors. For this porpose, you need to set up two properties, SequenceStartTime (the start point of the animation) and SequenceDurationTime (the duration of the animation). For more information on SequenceStartTime and SequenceDurationTime, refer to Configure and Play Animation and Jump to Animation Keyframe.

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