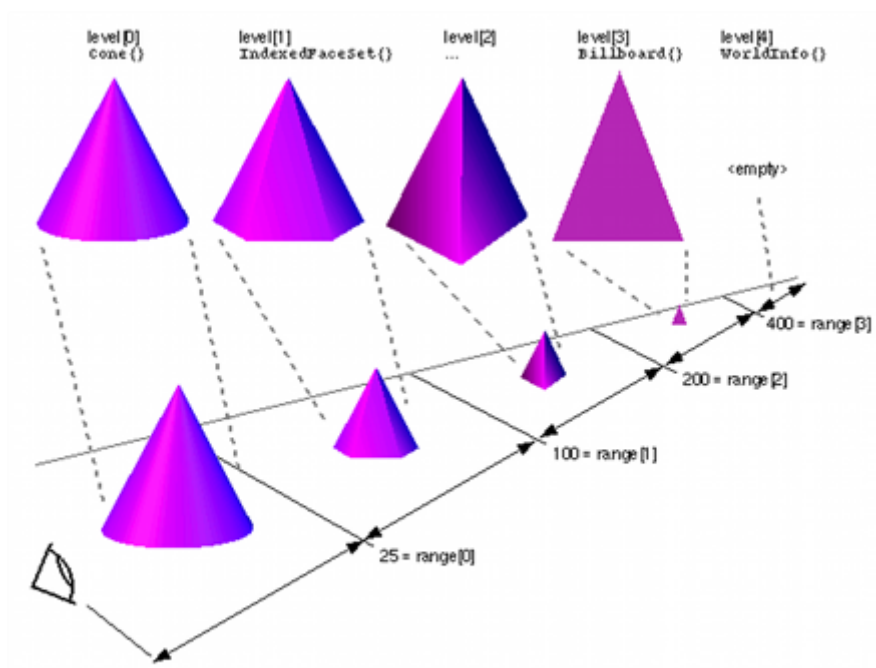


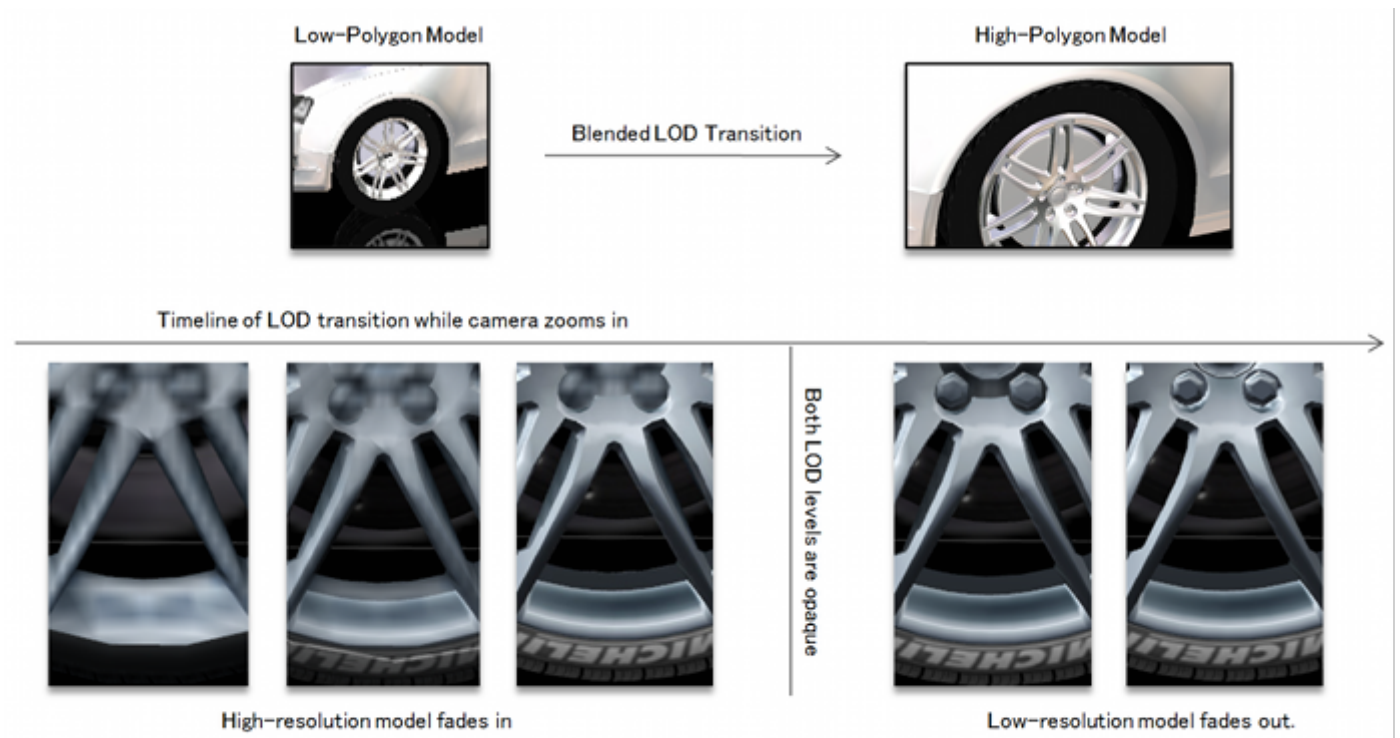
Use LOD(Level of Detail) Management

Performance gains can be achieved by using simplified models with less complex geometry, texture, materials and shaders for objects that need less perceptual detail level. E.g. objects that appear farther from the camera may reduce richness of detail without a noticeable decrease in visual perception.

The same applies for instance to objects that are less illuminated, moving, or in peripheral viewing frustum.



Multiple levels of simplification until the object is just a flat image



Low- and high-polygon model automatically blended and exchanged based on camera distance.

[Candera](#) supports comprehensive, multi-purpose level-of-detail functionality including discrete and blending transitions.

Please refer to the [Tutorials](#) CGI Studio Application Development Tutorial

Revision #4

Created 2023-02-17 07:51:59 UTC by Tsuyoshi.Kato

Updated 2024-07-31 23:16:39 UTC by Tsuyoshi.Kato