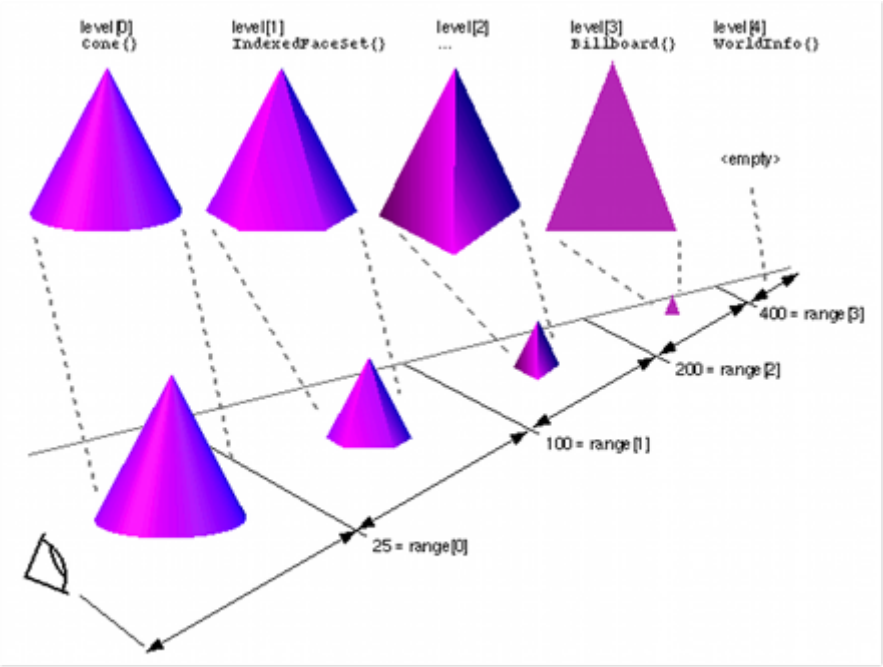
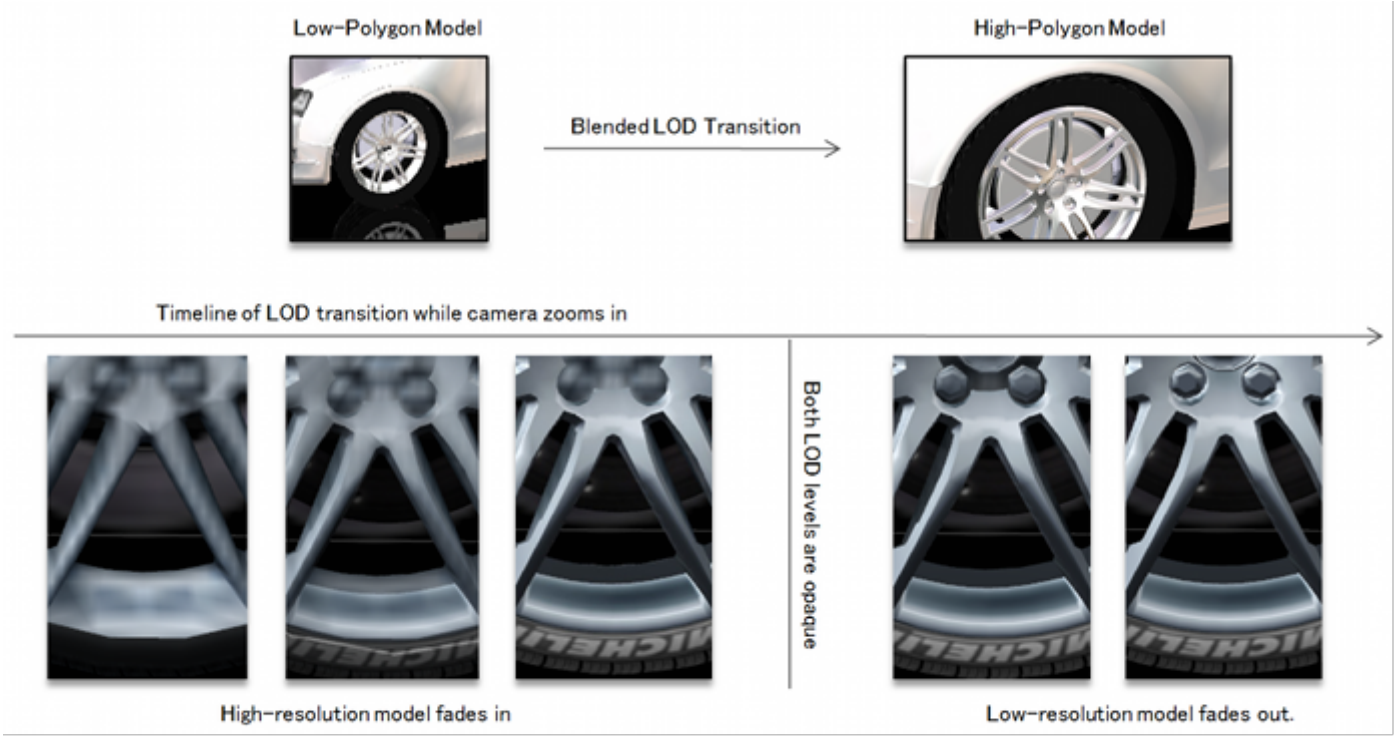
Use LOD(Level of Detail) Management

Performance gains can be achieved by using simplified models with less complex geometry, texture, materials and shaders for objects that need less perceptional detail level. E.g. objects that appear farer 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

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