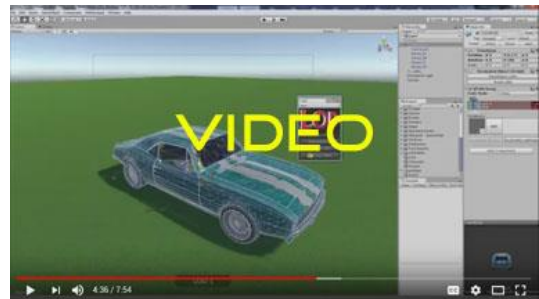




## LOD for Unity

LOD allows you to quickly and easily set up Unity style Level Of Detail for your models. Combine, Decimate and LOD all in one. It works with static meshes, skinned meshes and combinations of the two. Simply click a single button to decimate the objects and set up the desired LOD levels. Uses the familiar Unity LOD slider that allows you to quickly set up the transition distances.



[View Video](#)

### Starting The Program

To start the program first click on the Window menu item on the Unity menu bar, scroll down to the LOD menu item and then click on Open Window.

### Creating the Levels Of Detail

First start by selecting the model you want in the hierarchy and then click on the Generate LOD button from the LOD window. A progress bar will appear and it will begin creating three levels of detail for the model. Once finished you will see a new script has been added to the model in the inspector as well as a LOD group.



In the hierarchy you will notice that the LOD levels have been added to the model under a new object called `_LOD_`. By expanding this you will see that three levels of detail have been added to the object and you can expand these to find the new meshes for each LOD level.

## Removing the Levels Of Detail

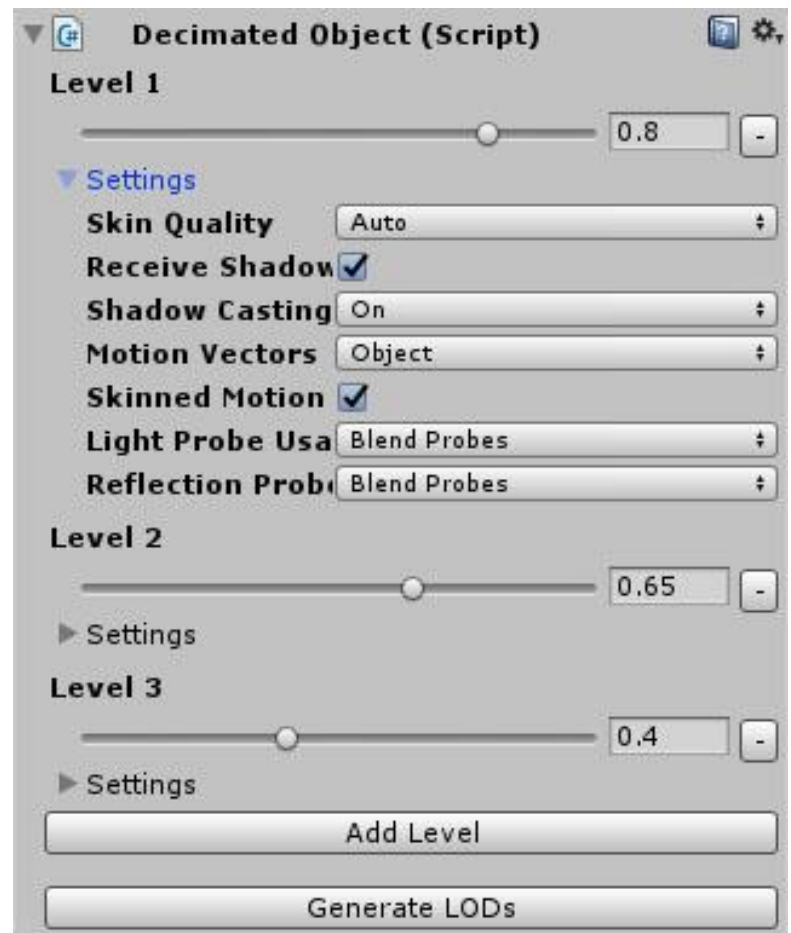
From the LOD window you can also click on the Remove LOD button which will undo the previous actions. Both the script and the LOD group will be removed from the object.

## Saving The Mesh

To make an asset out of a optimized mesh you can select the object with a Mesh Filter attached from within the hierarchy and then click on the Save Mesh button at the bottom of the LOD window. This will save the mesh to your project as a new asset.

## Adding Levels of Detail

After you have created the levels of detail you will have a new script attached to the object called Decimated Object. If you decide that you need more or less levels then you can click on the Reconfigure LODs button from within the inspector window. This will expand to allow you to adjust the amount of decimation by dragging the sliders or create new levels by clicking on the Add Level button. To remove a level simply click on the small button to the right with a negative sign on it. You can also open up the Settings to change the quality settings for each level, these settings will be applied to the LOD group which can further optimize your scene. Once you are ready you can click on the Generate LODs button to recreate the levels.



## Adjusting the LOD Distance

Within the LOD group you can drag each section to change the distance at which that level will become visible. You can also right click on each section to insert or delete a level from the group.



## Notes

LOD calculations are difficult to get right across all meshes. It will work very well on some meshes, like characters, but may look rough on other meshes, like cars with pinstripe detailing.

You can expect between 30% to 60% reduction in triangles in the lowest level of detail.

Suitable for high polygon meshes, as low polygon meshes often can't be optimized.

LOD levels do not preserve blend shapes.



To learn more about LOD and to view the tutorial videos you can visit [MeshMaker.com](http://MeshMaker.com)