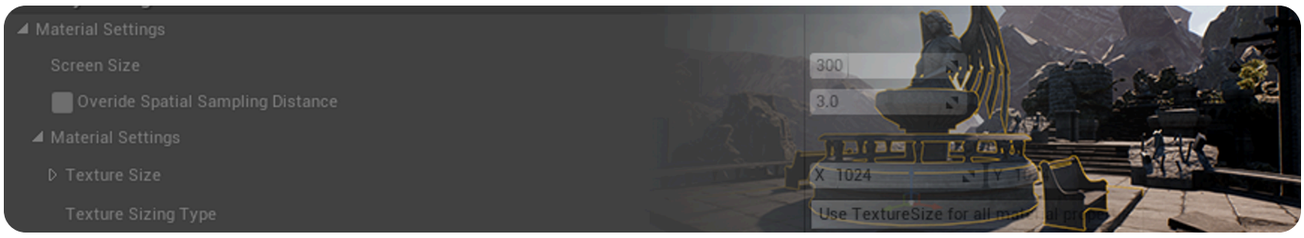
Proxy Geometry Tool

The Proxy Geometry tool set was developed as a way to increase your Unreal Engine 4 (UE4) projects performance while keeping the visual quality of your project uneffected.



The Proxy Geometry tool set was developed as a way to increase your Unreal Engine 4 (UE4) project's performance while keeping the visual quality of your project uneffected.

> The Proxy Geometry Tool is currently only supported on PCs that use Microsoft Windows. Mac and Linux support will be added at a later date.

Starting Out

Proxy Geometry Tool Overview

Overview of the Proxy Geometry system in Unreal Engine 4.

Guides

Adjusting Proxy Geometry Screen Size

Product documentation including reference and guides for Unreal Engine 5

Enabling the Proxy Geometry Tool

Product documentation including reference and guides for Unreal Engine 5

Filling Gaps Using the Proxy Geometry Tool

Using the Proxy Geometry tool to automatically fill in gaps when creating new geometry.

Generating More Efficient Results

How to generate more efficient proxy results by adding a little geometry.

Improving Normals

Going over how to improve the normals on geometry that is generated using the Proxy Geometry Tool set.

Normal Calculation Methods

Adjusting the Normal Calculation Method for the simplified geometry.

Proxy Geometry Shadows

Optimize your shadow performance costs with proxy geometry shadows

Proxy Geometry Tool Reference

Product documentation including reference and guides for Unreal Engine 4

Proxy Geometry Tool Overview

Overview of the Proxy Geometry system in Unreal Engine 4.

Using the Proxy Geometry Tool

In the following How - To we will take a look at how you go about using the Proxy Geometry Tool in your UE5 projects.

Using the Proxy Geometry Tool in Blueprints and Python

Automate your Asset preparation workflow by calling the Proxy Geometry tool from a Blueprint or Python script that you run in the Unreal Editor.

Using the Proxy Geometry tool with HLODs

How to use the Proxy Geometry Tool with the Hierarchical Level of Detail (HLOD) system.

Adjusting Proxy Geometry Screen Size

Product documentation including reference and guides for Unreal Engine 5

Enabling the Proxy Geometry Tool

Product documentation including reference and guides for Unreal Engine 5

Filling Gaps Using the Proxy Geometry Tool

Using the Proxy Geometry tool to automatically fill in gaps when creating new geometry.

Generating More Efficient Results

How to generate more efficient proxy results by adding a little geometry.

Improving Normals

Going over how to improve the normals on geometry that is generated using the Proxy Geometry Tool set.

Normal Calculation Methods

Adjusting the Normal Calculation Method for the simplified geometry.

Proxy Geometry Shadows

Optimize your shadow performance costs with proxy geometry shadows

Proxy Geometry Tool Reference

Product documentation including reference and guides for Unreal Engine 4

Proxy Geometry Tool Overview

Overview of the Proxy Geometry system in Unreal Engine 4.

Using the Proxy Geometry Tool

In the following How - To we will take a look at how you go about using the Proxy Geometry Tool in your UE5 projects.

Using the Proxy Geometry Tool in Blueprints and Python

Automate your Asset preparation workflow by calling the Proxy Geometry tool from a Blueprint or Python script that you run in the Unreal Editor.

Using the Proxy Geometry tool with HLODs

How to use the Proxy Geometry Tool with the Hierarchical Level of Detail (HLOD) system.

Adjusting Proxy Geometry Screen Size

Product documentation including reference and guides for Unreal Engine 5

Enabling the Proxy Geometry Tool

Product documentation including reference and guides for Unreal Engine 5

Filling Gaps Using the Proxy Geometry Tool

Using the Proxy Geometry tool to automatically fill in gaps when creating new geometry.

Generating More Efficient Results

How to generate more efficient proxy results by adding a little geometry.

Improving Normals

Going over how to improve the normals on geometry that is generated using the Proxy Geometry Tool set.

Normal Calculation Methods

Adjusting the Normal Calculation Method for the simplified geometry.

Proxy Geometry Shadows

Optimize your shadow performance costs with proxy geometry shadows

Proxy Geometry Tool Reference

Product documentation including reference and guides for Unreal Engine 4

Proxy Geometry Tool Overview

Overview of the Proxy Geometry system in Unreal Engine 4.

Using the Proxy Geometry Tool

In the following How - To we will take a look at how you go about using the Proxy Geometry Tool in your UE5 projects.

Using the Proxy Geometry Tool in Blueprints and Python

Automate your Asset preparation workflow by calling the Proxy Geometry tool from a Blueprint or Python script that you run in the Unreal Editor.

Using the Proxy Geometry tool with HLODs

How to use the Proxy Geometry Tool with the Hierarchical Level of Detail (HLOD) system.

Reference

Proxy Geometry Tool Reference

Product documentation including reference and guides for Unreal Engine 4