Proxy Geometry Tool Reference

Product documentation including reference and guides for Unreal Engine 4

Reference
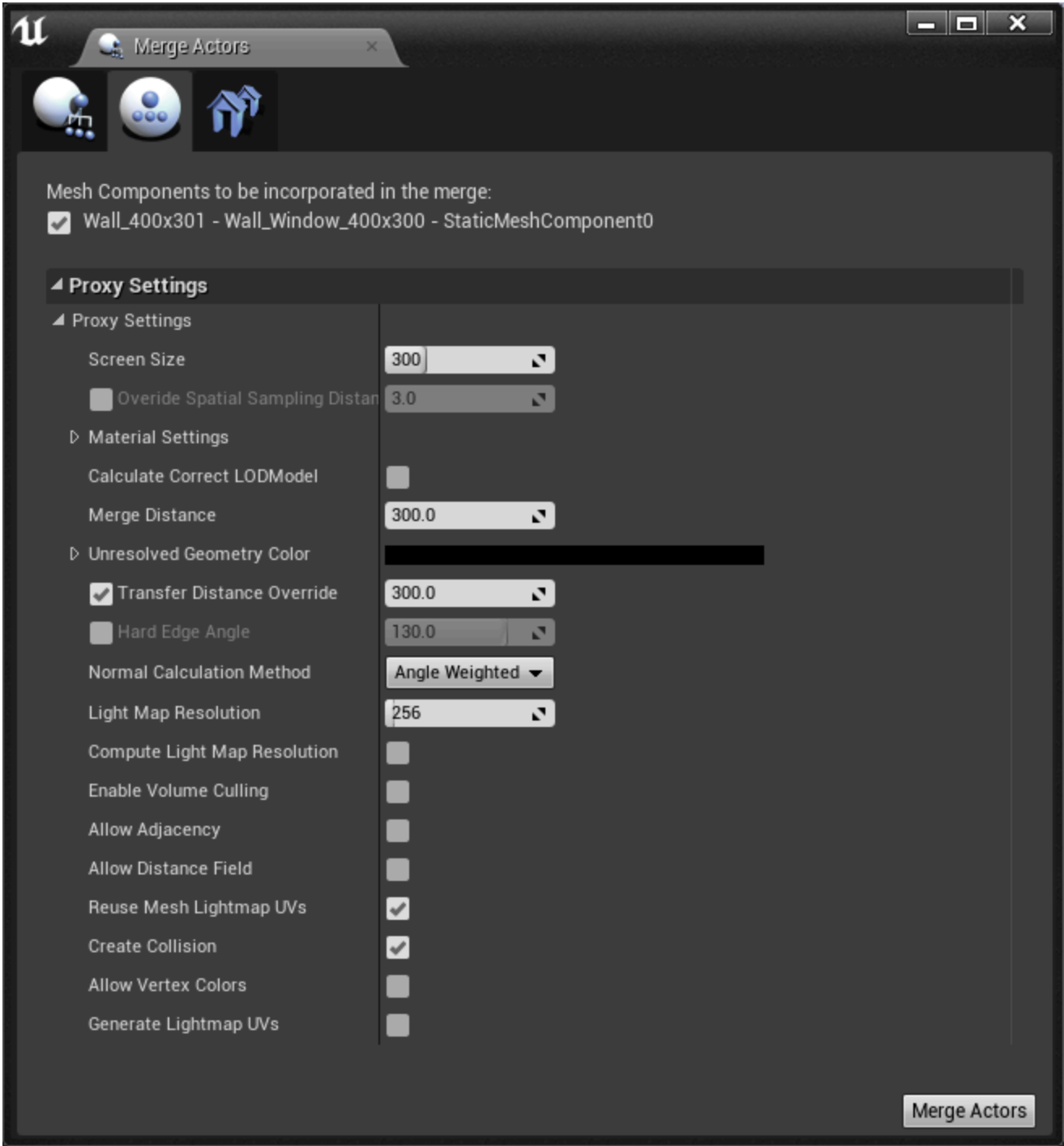
In the following table you will find property descriptions for each of the settings that you will find in the Proxy Geometry Tool:

Property Name	Description
Screen Size	Screen size of the resulting proxy mesh in pixels.
Override Spatial Sampling Distance	Override when converting mesh from proxy lod merging. Warning, large geometry with small sampling has very high memory costs.
Material Settings	Material simplification settings.
Calculate Correct LOD Model	Determines whether or not the correct LOD models should be calculated given the source meshes and transition size.
Merge Distance	Distance at which meshes should be merged together, this can close gaps like doors and windows in distant geometry.
Unresolved Geometry Color	Base color assigned to LOD geometry that can't be associated with source geometry. For example, doors and windows that have been closed by the Merge Distance.
Transfer Distance Override	Override search distance used when discovering Texture values for simplified geometry. Useful when non-zero Merge Distance settings generates new geometry in concave corners.
Hard Edge Angle	Angle at which a hard edge is introduced between faces. Note: Increases vertex count and may introduce additional UV seams. It is only recommended if not using Normal Maps.
Normal Calculation Method	Controls the method used to calculate the Normal for simplified geometry.
Light Map Resolution	Lightmap resolution size.
Compute Light Map Resolution	If ticked will compute the lightmap resolution by summing the dimensions for each mesh included for merging.
Enable Volume Culling	Allows culling volumes to exclude geometry.
Allow Adjacency	Whether to allow Adjacency buffers to tessellation in the merged mesh.
Allow Distance Field	Whether to allow distance field to be computed for this mesh. Disable this to save memory if your mesh will only

Property Name	Description
	rendered in the distance.
Reuse Mesh Lightmap UVs	Whether to attempt to reuse the source mesh's lightmap UVs when baking the Material or always generate a new set.
Allow Vertex Colors	Whether to allow Vertex Colors saved in the merged mesh.
Generate Lightmap UVs	Whether to generate lightmap UVs for the merged mesh.

In the following table you will find description for each of the available Console Commands that can be used with the Proxy Geometry Tool:

Command Name	Description
r.ProxyLODChartColorVerts	Color verts by UV chart. Default off. 0: Disabled. 1: Enabled.
r.ProxyLODCorrectCollapsedWalls	Shall the ProxyLOD system attempt to correct walls with interpenetrating faces 0: Disabled - Default. 1: Enable, may cause cracks.
r.ProxyLODMaterialInParallel	Doing material work in parallel with mesh simplification. 0: Disable. 1: Enable - Default.
r.ProxyLODMaxDilationSteps	Limit the number of dilation steps used in gap filling for performance reasons. This may affect gap filling quality as bigger dilations steps will be used with a smaller max. 0: Will disable gap filling. 1: Default.- Default.
r.ProxyLODMeshReductionModule	Name of the Proxy LOD reduction module to choose. If blank it chooses any that exist.
r.ProxyLODRemeshOnly	Only remesh. No simplification or Materials. 0: Disabled - will simplify and generate Materials.- Default. 1: Enabled - will not simplify or generate Materials.
r.ProxyLODSingleThreadSimplify	Use single-threaded code path. 0: Multithreaded. - Default. 1: Single threaded.
r.ProxyLODTransfer	0: shoot both ways. 1: preference for forward - Default.

Command Name	Description
r.ProxyLODUseTangentSpace	Controls the option to generate a Mikk-T space at each vertex. Default on. When this is disabled, a tangent space of (1,0,0) (0, 0, 1) (0,1,0) is added to each vertex for encoding the normal map. 0: world space at each vertex. 1: tangent space at each vertex - Default.