

## LODs

My high poly model was made on the basis of a low poly model using the „Subdivision“ modifier. That is, in fact, the unwrap of the two models are the same. So I can use already prepared color maps, roughness maps, etc. I only need to bake a normal map.

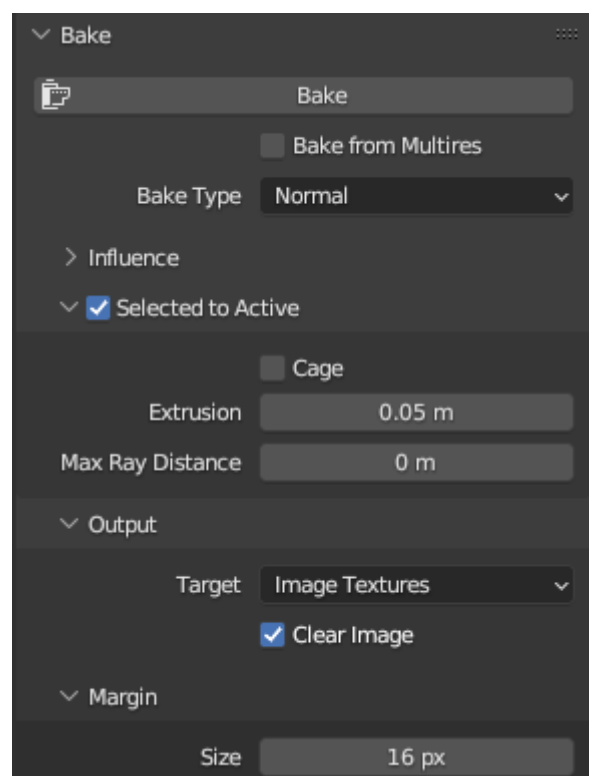
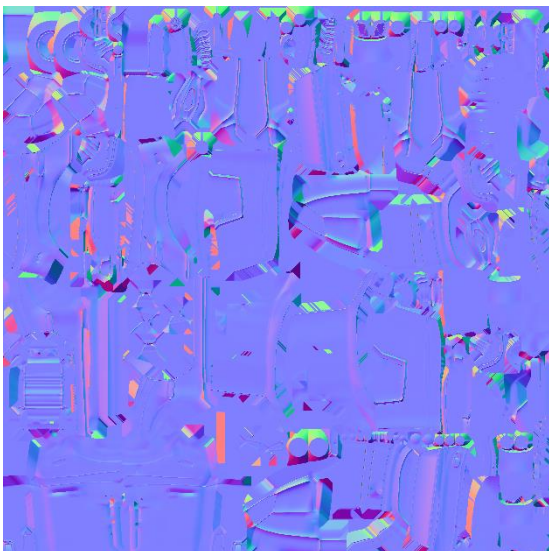


So I took the model from the 2. task and removed the „Subdivision“ modifier. I also removed the side lights and a few other small details.

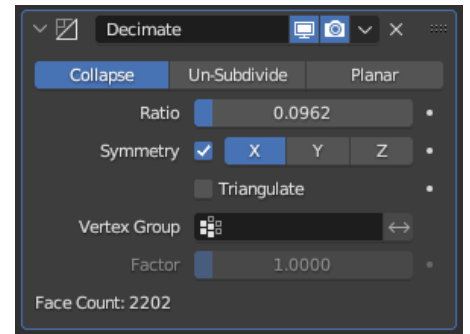
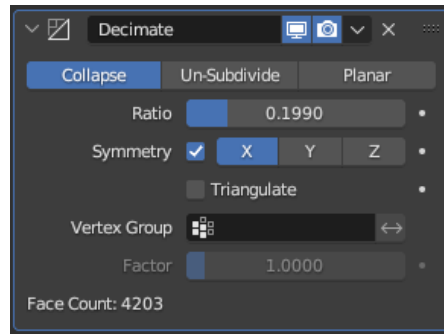
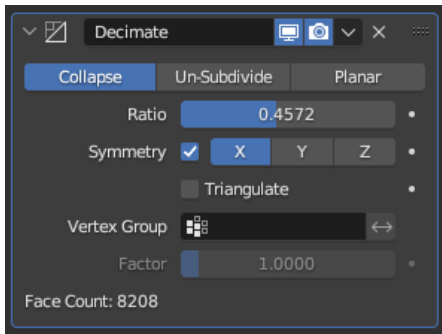
I did the same with the wheel.

Next, I baked the normal map from high poly model to low poly model.

So I had LOD0 ready.

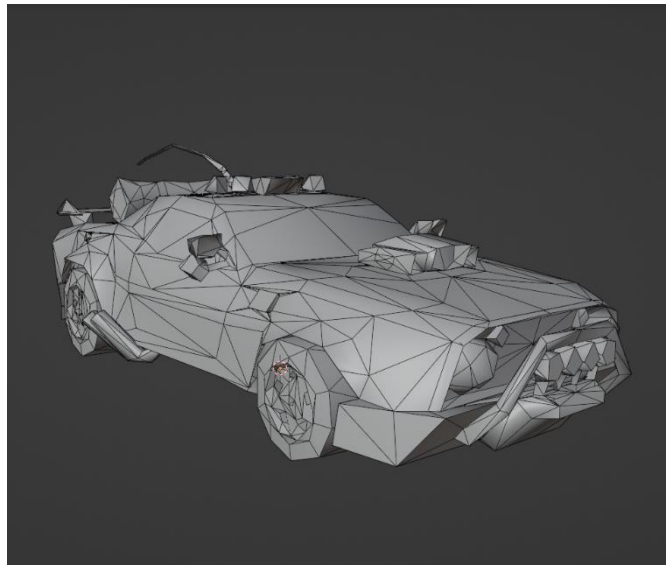
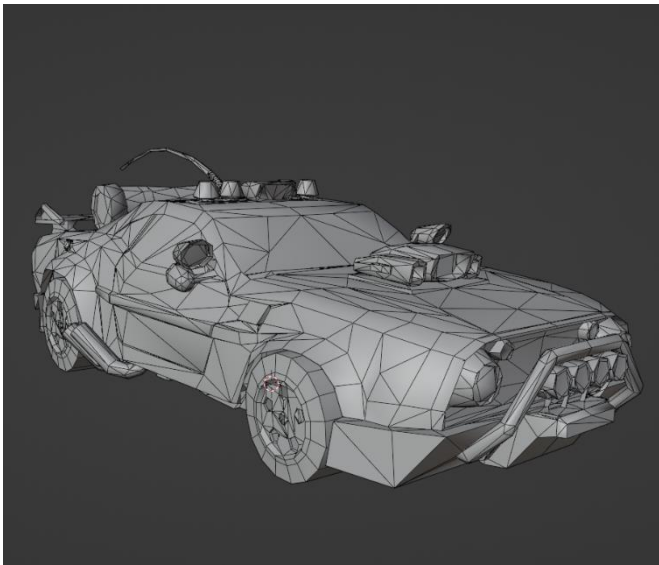
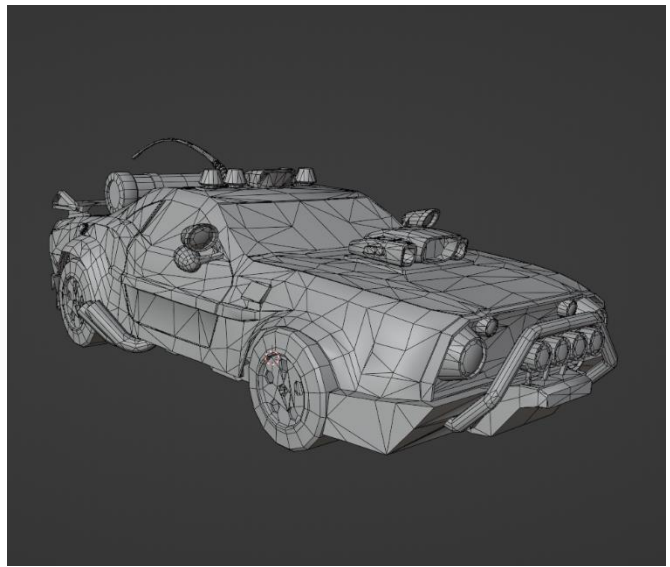
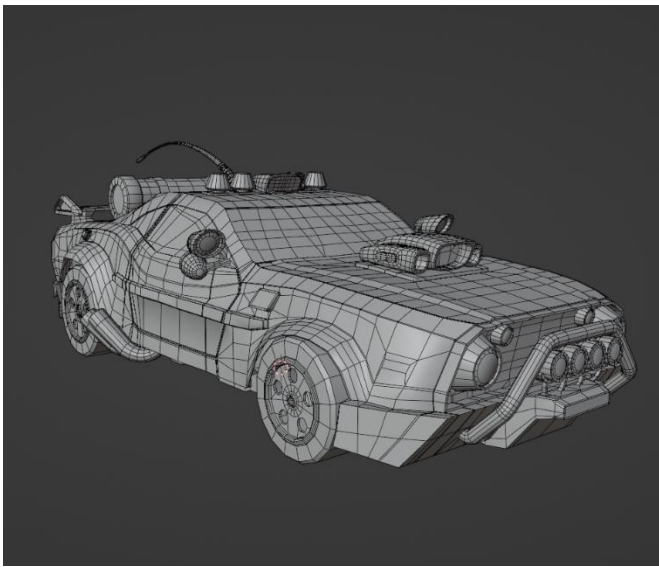


For making LOD1, LOD2 and LOD3 next, I will use the „Decimate“ modifier on LOD0. I will decrease the ratio and so reduce the number of polygons.



I also marked the symmetry on the X-axis, otherwise my lettering starts to break.





## Unity

Unity automatically recognizes LODs when models are named correctly.

Inspector

car

Tag: Untagged Layer: Default

Model: Open Select Overrides

Transform

Position: X 0 Y 0 Z 0

Rotation: X 0 Y 0 Z 0

Scale: X 1 Y 1 Z 1

LOD Group

Fade Mode: None

LOD	Percentage	Triangles	Sub Mesh(es)
LOD 0	100%	30532	2
LOD 1	70%	14392	2
LOD 2	35%	6646	2
LOD 3	13%	3103	2

Active LOD bias is 2.0. Distances are adjusted accordingly.

Recalculate Bounds Recalculate Lightmap Scale

Object Size: 3.938435 Reset Object Size

LOD 0: 30532 Triangles (100% LOD0) - 2 Sub Mesh(es)

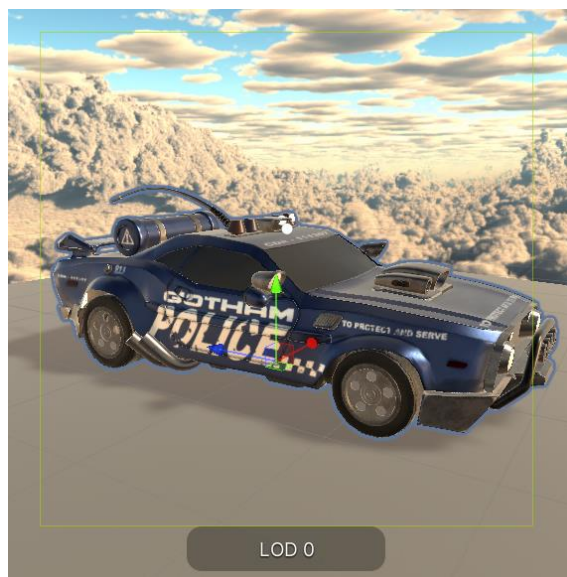
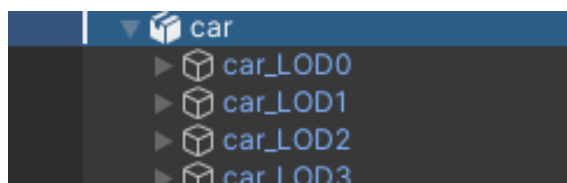
LOD 1: 14392 Triangles (47,14% LOD0) - 2 Sub Mesh(es)

LOD 2: 6646 Triangles (21,77% LOD0) - 2 Sub Mesh(es)

LOD 3: 3103 Triangles (10,16% LOD0) - 2 Sub Mesh(es)

Upload to Importer

Add Component





I calibrated the points of the model change to minimize the pop effect.

