



SDFImporter Complex Textures

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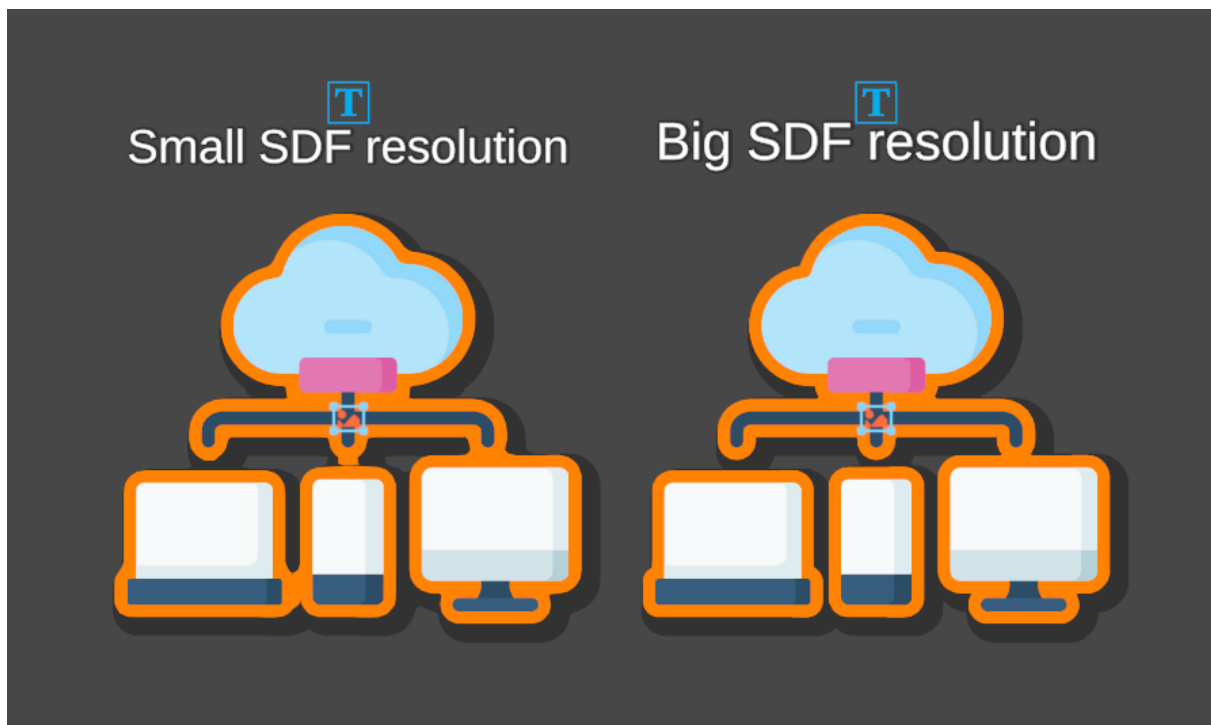
[Big SDF resolution](#)

Overview



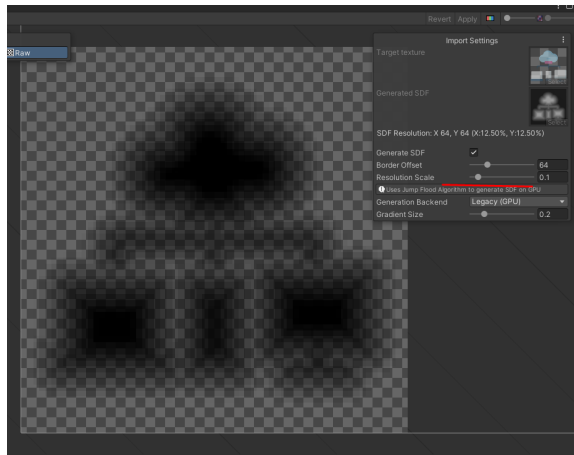
Here will be described process of fixing complex textures artifacts

Last sections show settings for rather simple images.



Here we go over image with more complex geometry. Here you can see same image but with different SDF Import settings.

Small SDF resolution



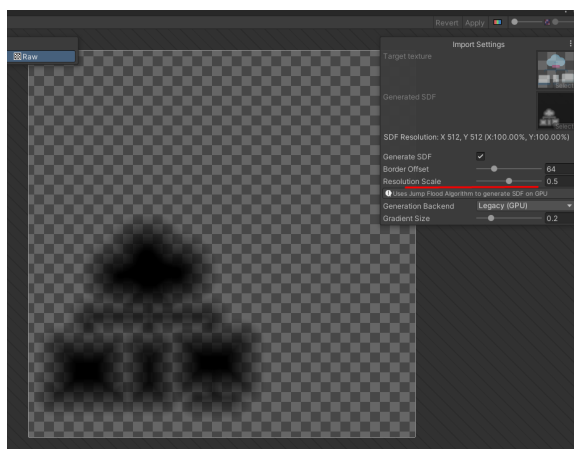
It has **Resolution Scale** of 0.1



Low resolution artifacts

On rendered image we can see artifacts. To small sdf resolution eats up the pixels that might be important in some parts of the image.

Big SDF resolution

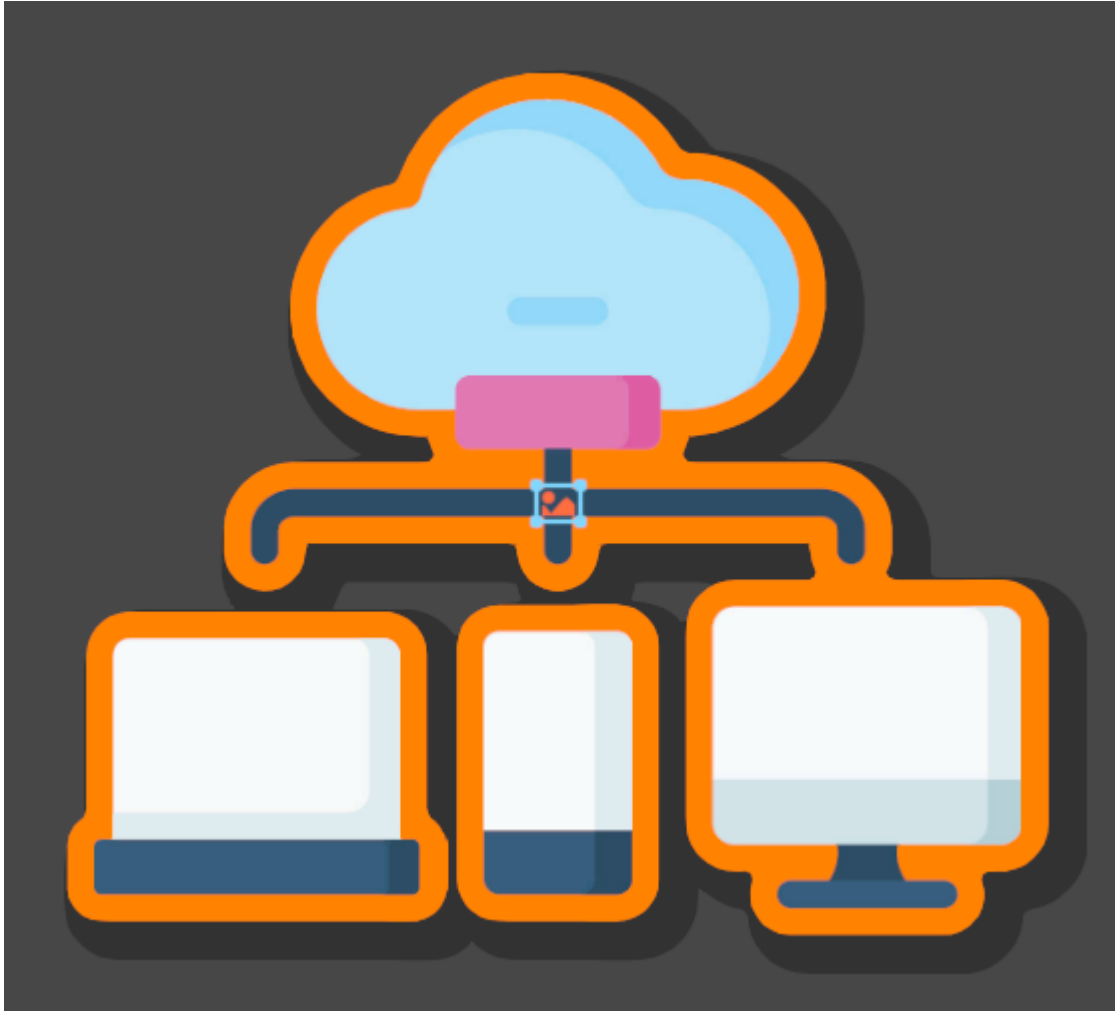


Resolution Scale of 0.5

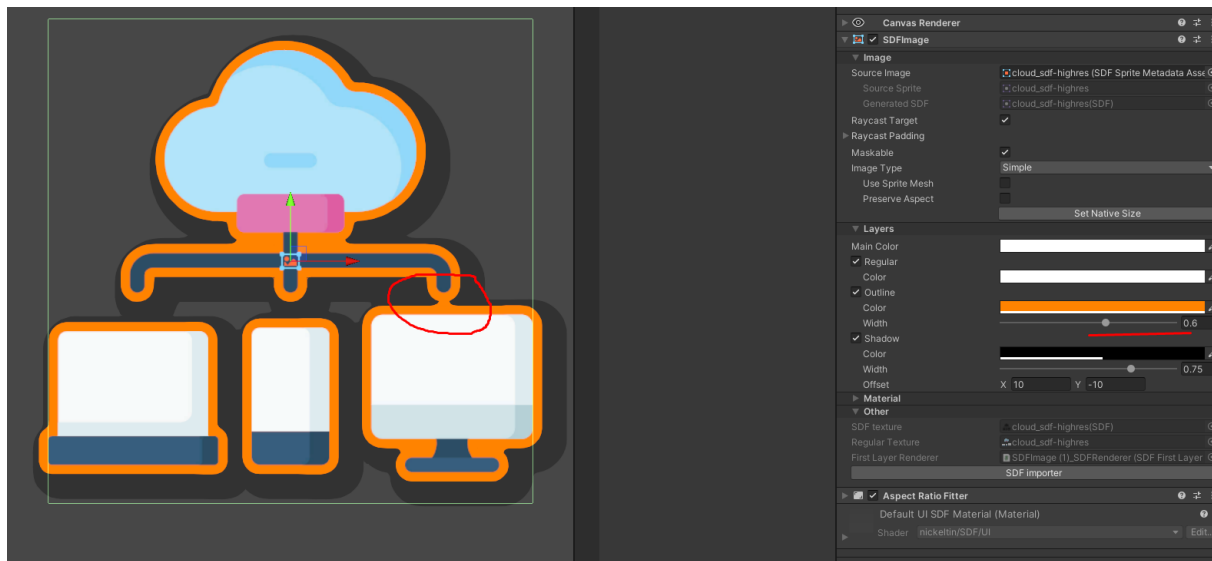


With higher resolution artifacts are gone

Here is rendered image with `Resolution Scale = 0.2`, as you can see it's also enough for artifacts to gone.



But if we decrease layer width from 0.65 to 0.6 the new artifact will appear



So the process to choose ideal **Resolution Scale** is to start small, and gradually increase it, test with different widths. If image has really complex geometry you can use **Resolution Scale** of 1, then all pixel data will be saved, that is correct value for **Pixel Art**