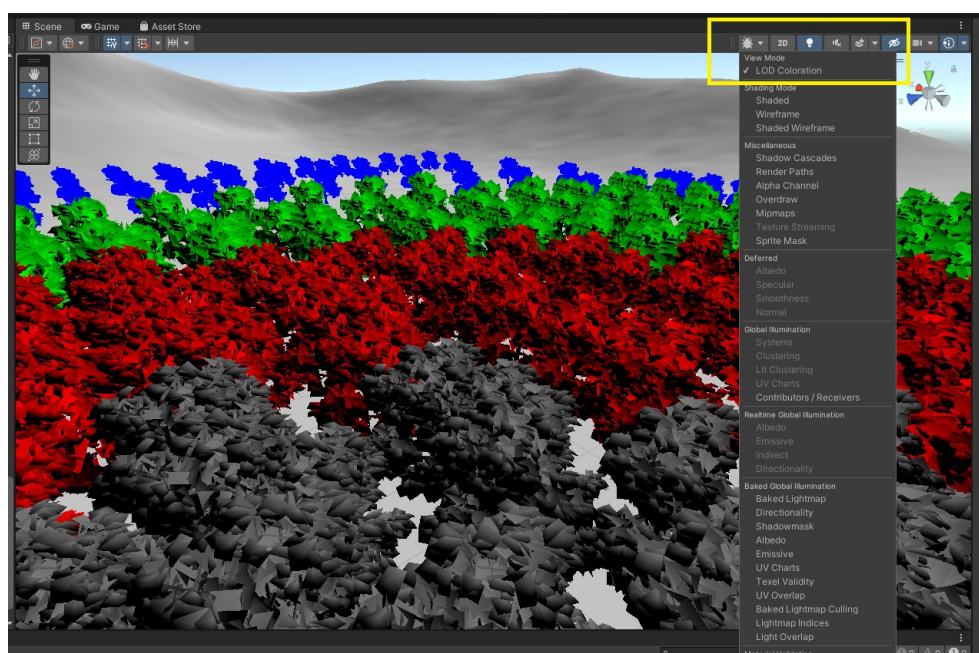
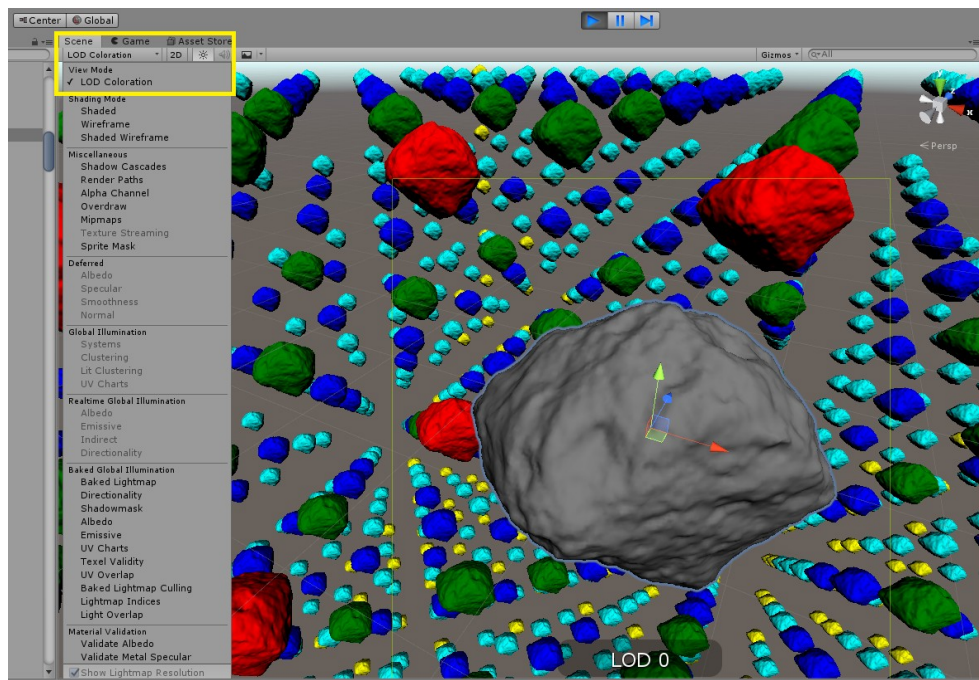
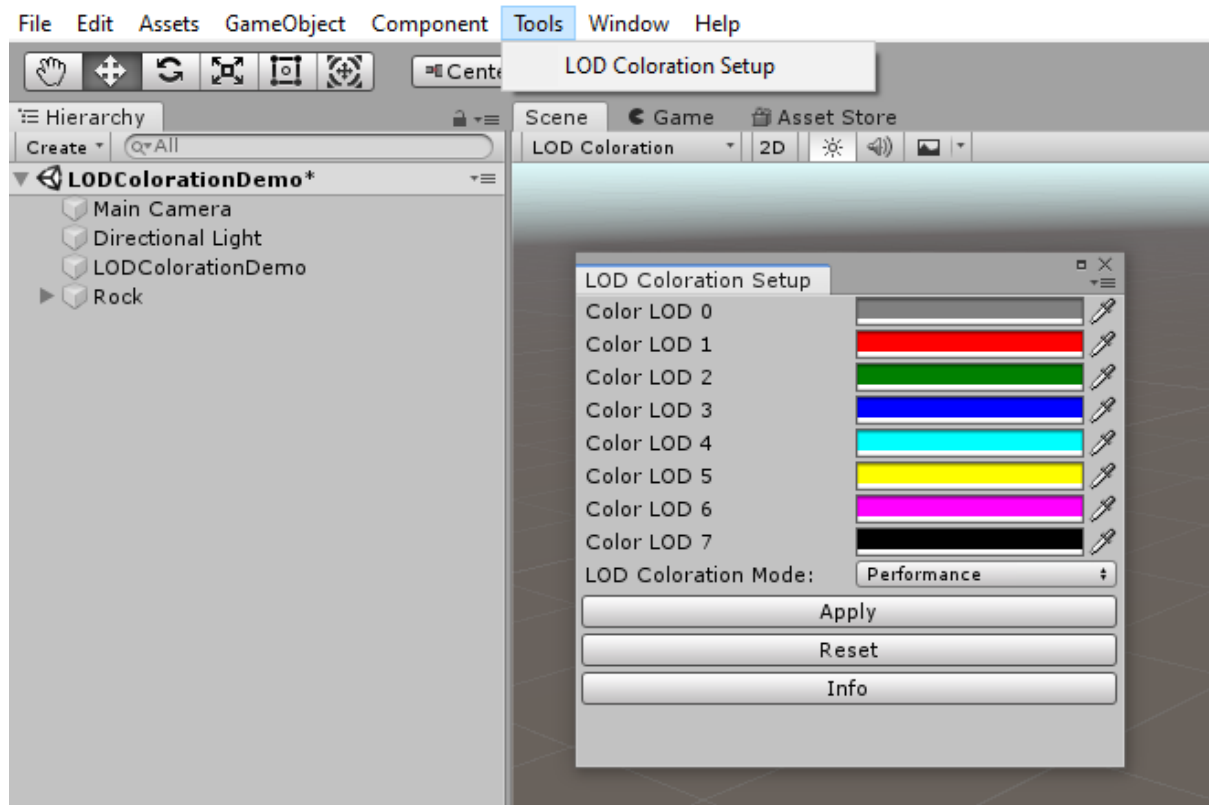


LOD Coloration version 1.0

LOD Coloration is an utility for Unity Editor, which allows to visualise the current LOD ("Level Of Detail") index of a mesh renderer. This tool is useful for situations when we need to set the correct LOD distance for models. Visualisation can be enabled in Scene View control bar:



To change settings, go to Tools -> LODColoration Setup:



Buttons:

Apply - confirm selected mode and color scheme;

Reset - reimport asset;

Info - show asset info.

Modes:

Performance Mode - active by default and prefers performance over accuracy; recommended for scenes with thousands of LOD Groups;

Quality Mode - very high accuracy, but may bring noticeable performance loss in complex scenes;

Safe Mode - versatile rendering mode; slower than Performance Mode, but enables support for HDRP, URP and other non-standard scenarios.

Table presents current asset compatibility in various scenarios (number means selected Unity Editor version)

3D	LODColorationDemo			
	2018.4.36	2019.4.32	2020.3.22	2021.1.23
Performance	Yes	Yes	Yes	Yes
Quality	Yes	Yes	Yes	Yes
SafeMode	Yes	Yes	Yes	Yes
HDRP	LODColorationDemo			
	2018.4.36	2019.4.32	2020.3.22	2021.1.23
Performance	Yes	No	No	No
Quality	Yes	No	No	No
SafeMode	Yes	Yes	Yes	Yes

Troubleshooting:

The tool stopped working ? First try to press Reset button in LOD Coloration Setup window, then press Apply button. If it doesn't help, contact with us. Describe details which could help us to identity and fix an issue, like project settings, appeared warnings and errors in Console tab etc. Remember that coloration only works for LODGroups (so doesn't work for Trees and Grass from Terrain Component).