

# Nanolod Manual

## What is Nanolod

**Nanolod** is an Unity plugin to generate lods.

## Features

- Generate LODs at project level from the model inspector
- Generate LODs at scene level from the LODGroup component
- Target polycount is reached globally instead of per-mesh
- Manages mesh instances (does not create duplicates for a mesh instanced more than once)
- Preserves animations (bones weights)
- Preserves normals
- Preserves UVs (channel 0 for textures and 1 for lightmaps)
- Preserves borders
- Preserves vertex colors
- Also works at runtime !

## Current limitations / Known issues

- This is the first version (it might not be very stable, updates will come)
- There is no parametrization for generated LODs. The polycount ratio for a given LOD is the LOD threshold (eg: LOD at 50% has 50% polycount)
- Tangents are not kept (but recomputed from normals)
- For now computation is single-threaded

## How to use

There are currently two ways to generate LODs

**Generate LODs at project level from the model inspector**

**Generate LODs at scene level from the LODGroup component**

Checkout the two samples to see the plugin in action !

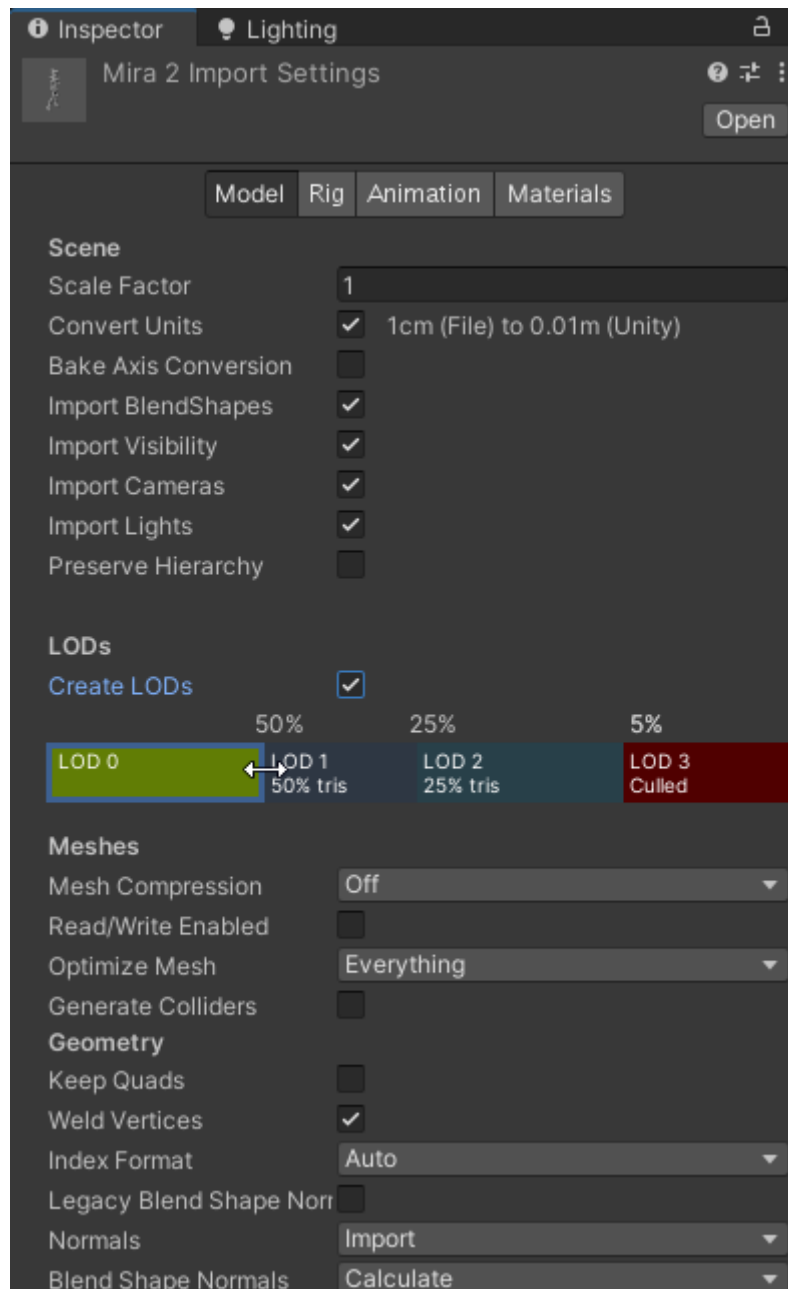


Figure 1: from model

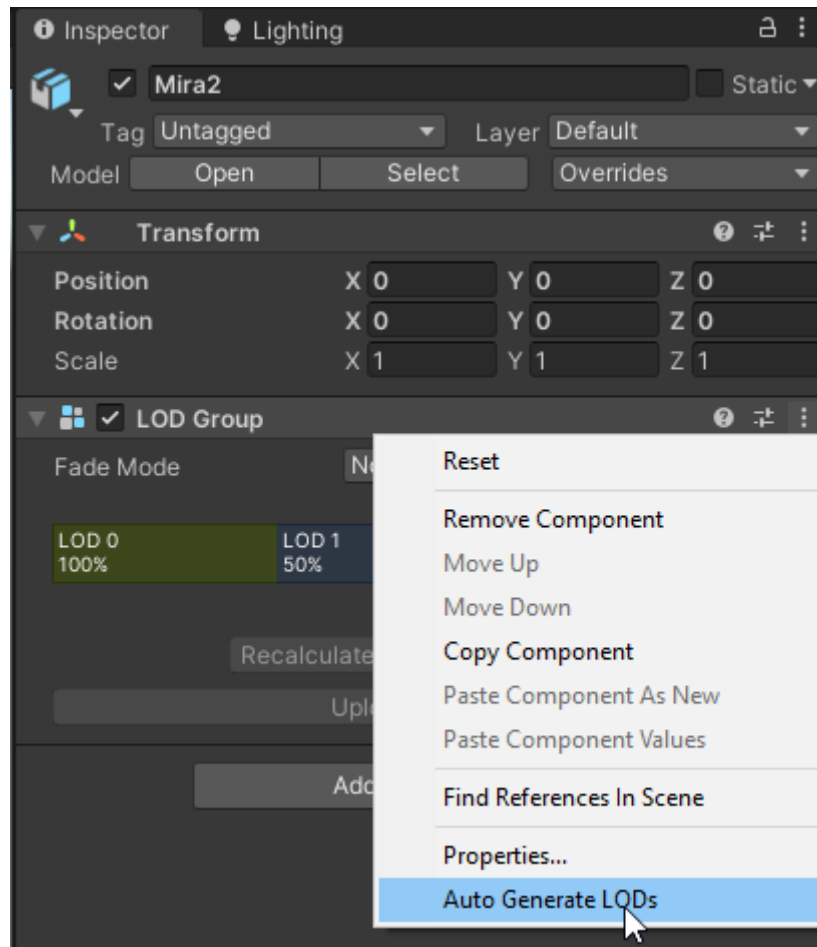


Figure 2: from LODGroup