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Subject: Re: character model problem

Posted by [danpaul88](#) on Fri, 11 Mar 2011 11:56:48 GMT

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The LOD level is determined by the number of polygons currently in view. If your model has a HUGE number of polygons it will force everything else to use lower LOD levels to bring the poly count back within budget. There are no settings you can change on the model itself to influence this.

How many polygons are in your character model?

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