LOD Fade Mode

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages LOD fade settings.

Reference

- **LOD Fade Mode** – Manages LOD fade settings.
  - **LOD Fade Mode** – LOD fade mode.
    - **None** – Selects the None option.
    - **Cross Fade Blending** – Selects the Cross Fade Blending option.
    - **Cross Fade Dithering** – Selects the Cross Fade Dithering option.
  - **LOD Dither Type** – LOD dither type.
    - **Unity** – Selects the Unity option.
    - **Blue Noise** – Selects the Blue Noise option.
    - **Floyd Steinberg** – Selects the Floyd Steinberg option.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.