

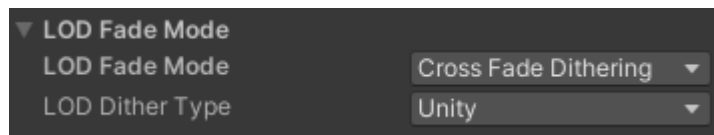
LOD fading

Descripción

Description

Manages the Level Of Detail fading mode.

Reference



- **LOD Fade Mode** – Manages the Level Of Detail fading mode.
 - **LOD Fade Mode** – Fade mode.
 - **Cross Fade Blending** – Alpha fading.
 - **Cross Fade Dithering** – Alpha coutout fading using a noise texture.
 - **LOD Dither Type** – Noise dither type.
 - **Unity** – Unity built-in noise.
 - **Blue Noise** – Blue noise, more organic look.
 - **Floyd Steinberg** – Floyd Steinberg noise.