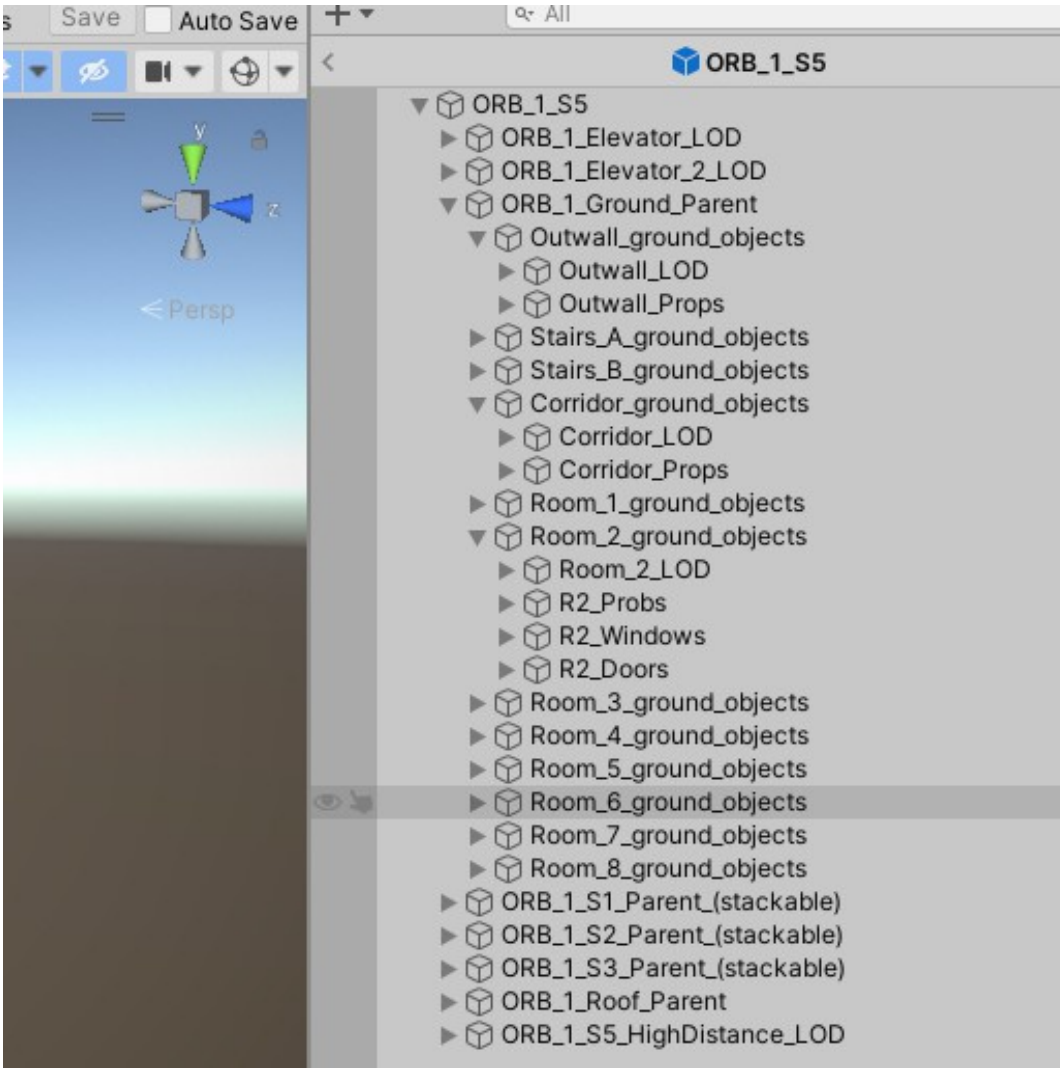
# Documentation

**Overview:** Open Residential buildings are created to give developers a big time saver to make open spaces in levels and citys. Everything is made with lowest possible poly count to look good enought for realistic games.

Many open areas like this need a lot of polygons. To controll that and keep your peformance good, adjust the LOD groups inside the prefabs.

### 1.: Complete building prefab setup:

Buildings are splittet in parts like rooms, corridors and outwalls.
Rooms are furnished with basic props, windows and doors.



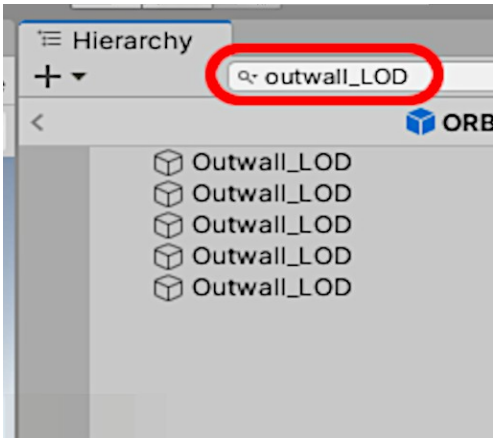
**2.: How to control the LOD components:**

To control the visibility, select all outwall_LOD objects and set up the culling value.

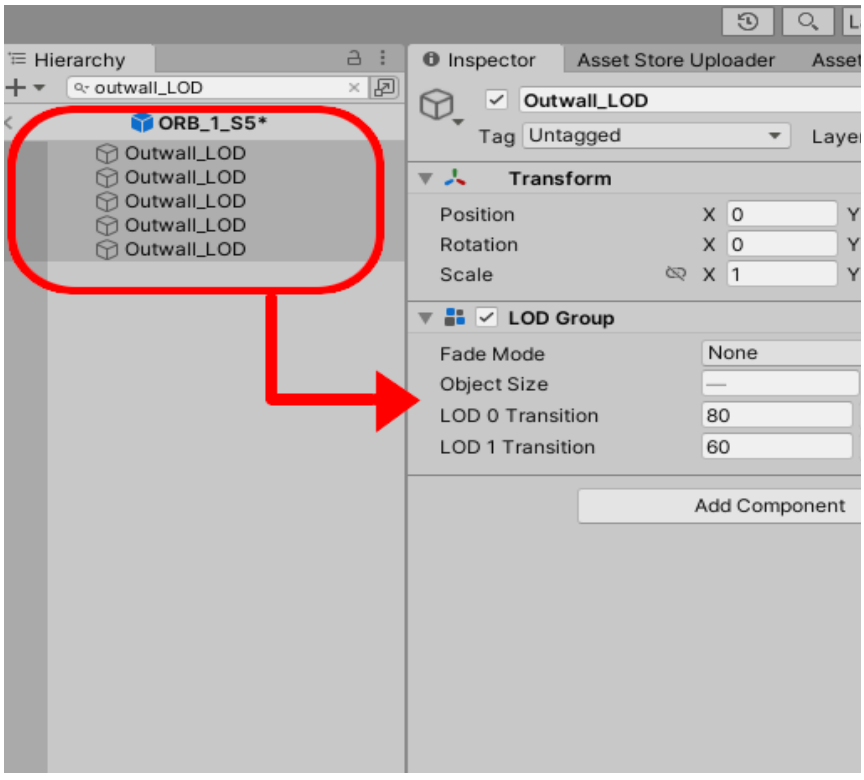
On stackable building i made a separate child object with a LOD component called HighDistance_LOD which starts at that point where the outwalls are culled.

Thats becouse you can reduce the polycount by removing the stage by stage meshes, and add a continous mesh.

The easiest way to control everything is by opening the prefab inside the prefab window and using the hierarchie search bar:

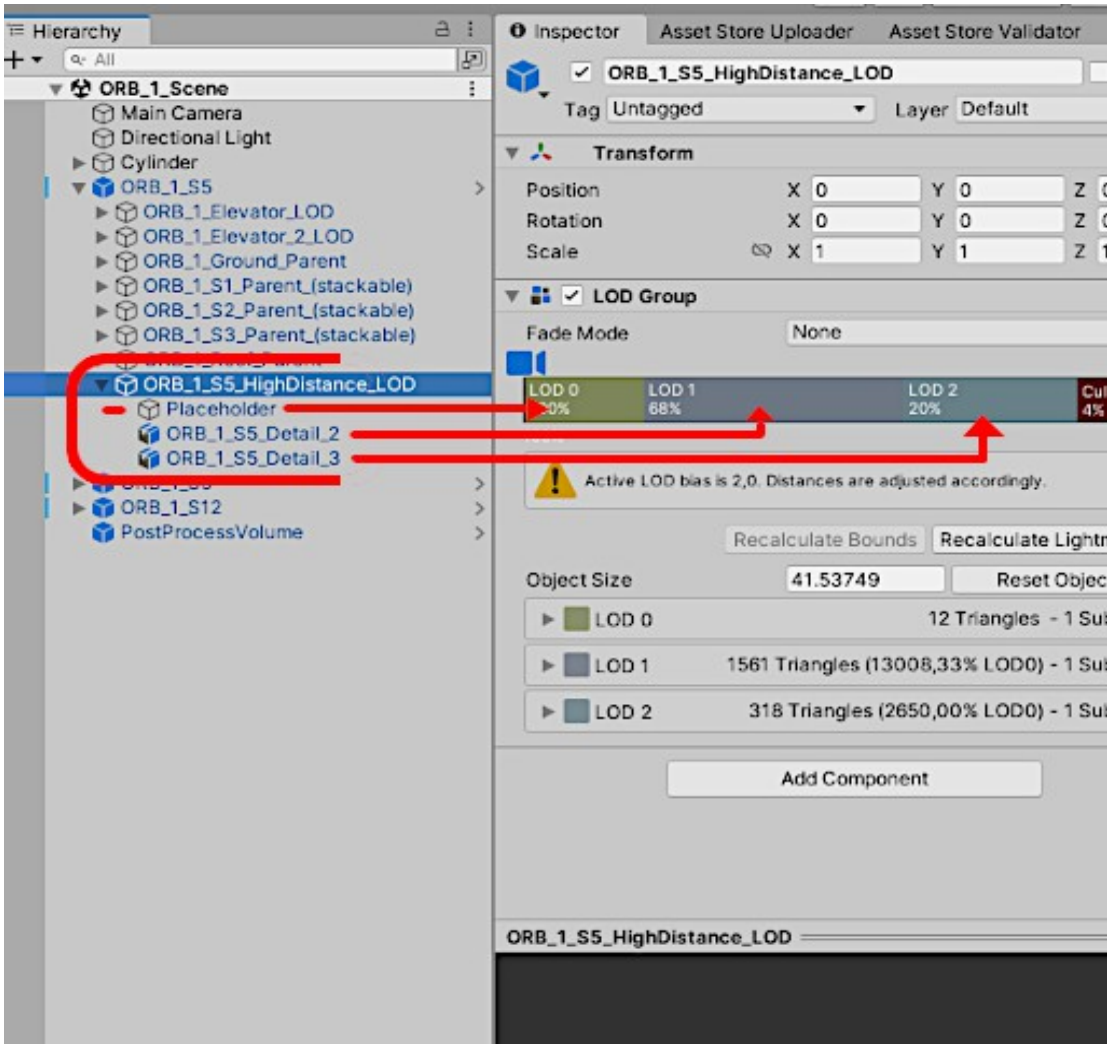



Select all outwall_LOD objects:



The LOD 1 Transition is the transition to the HighDistance LOD. From this point your outwalls are disappearing and you can start to render the Detail 2 and 3 from the HighDistance_LOD child object inside the prefabs(except on ORB_2 becouse its not stackable).
ORB_2 has a lower Detail mesh inside the outwall_LOD and his view distance is controlled by them.

Start high distance LOD:

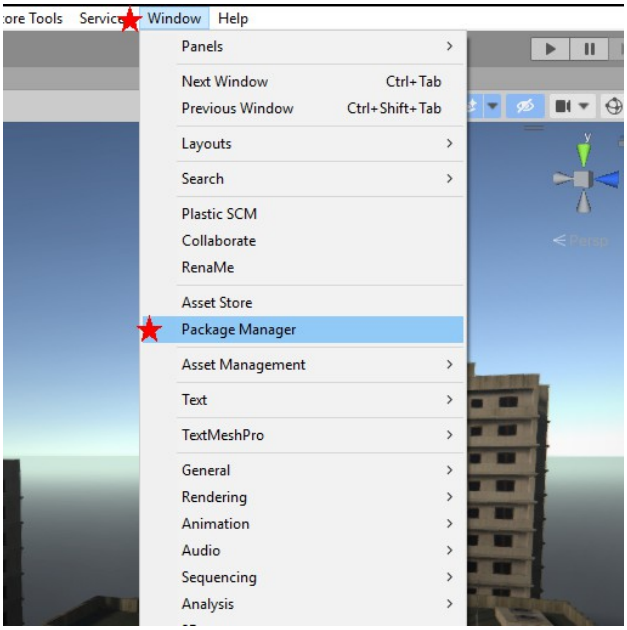


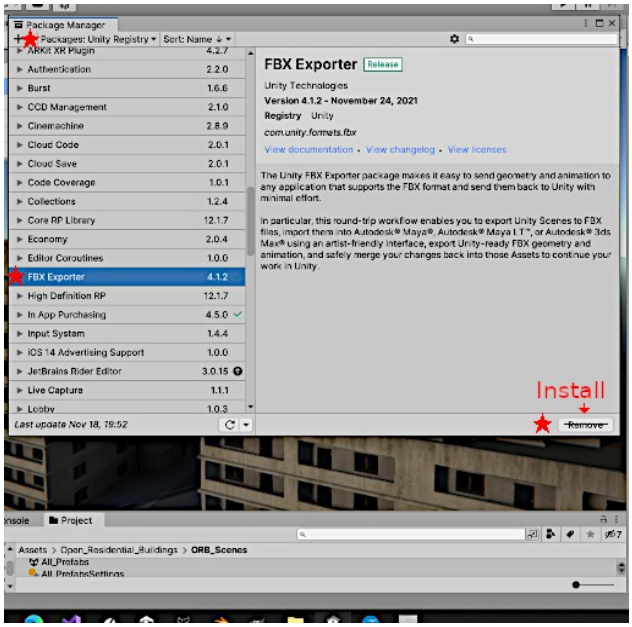

You see there is a Placerholder object in the LOD 0 area.
Thats an invisible cube without a meshrenderer. In this area you render the outwalls of the stages.
Start with LOD 1 when the outwall_LODs disappears.

### 3.: How to make your own low detail models

The easiest way to make a low detail model of your building creation is by using Unitys Fbx Exporter.

Go to Windows/Package Manager/ Unity Registry and Download and install it from there:




With your created building combination and fbx exporter you can create an empty gameobject and set it to your building transform position.
Open your building and select all outwall_Detail_1 objects and duplicate them.
Drag and drop the duplicated outwall_Detail_1 objects into your empty gameobject.
Rename it as you like and click on it with the right mouse button, and choose
Export To FBX...
choose a folder where you want to store this file.
This file gives you the size of your building and a perfect reference for your 3D modeling programm.
Import that file into your 3D programm and you can start with reducing the poly count.
You can also import the Detail 2 and Detail 3 building meshes to get a good start reference.

If you have any questions, discovered bugs or suggestions, feel free to contact me per mail at: dave.mero28@gmail.com

Happy Creating:)