

## Unity Asset - AutoLOD - Impostors v4.1.1

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**Unity Asset - AutoLOD - Impostors v4.1.1:** AutoLOD - Impostors is a user-friendly tool designed to streamline impostor management, from baking to rendering, while providing automatic LOD Group setup.

### Render pipeline compatibility:

- AutoLOD - Impostors is compatible with Unity's Built-in and Universal Render Pipelines. However, baking on HDRP is currently not supported. To use this asset with HDRP, impostors must be baked using a URP project and then integrated using the HDRP Toolkit.

**What is an impostor?** An impostor is a billboard displaying an image of a 3D object. It dynamically updates and changes based on the viewing angle, creating the illusion of a 3D effect while optimizing performance.

**When should I use it?** Impostors are primarily used to render static objects far away within a scene. They can also achieve a unique art style with a 3D "snapping" effect.

**Can any object in my scene be replaced with an impostor?** Technically, any object equipped with a mesh renderer can be returned with an impostor. However, they are best suited for static meshes in distant locations. At closer ranges, the disparity becomes noticeable, as a simple quad does not interact with surrounding objects in the same manner as the original mesh. Additionally, impostors are baked in orthographic view, resulting in incorrect perspectives at closer distances.

**Are impostors compatible with the LODGroup component?** Yes, impostors seamlessly integrate with the LODGroup component. The tool automatically sets the LODs without requiring manual geometry alignment.

**How long does it take to bake an impostor?** The baking process duration depends on hardware specifications and settings, typically up to 30 seconds.

**Can I build on any platform?** The impostor shader is based on Unity's high-level surface shader, ensuring compatibility with various platforms.

**Are there any required dependencies?** No, AutoLOD - Impostors is a standalone package, eliminating the need for additional dependencies.



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