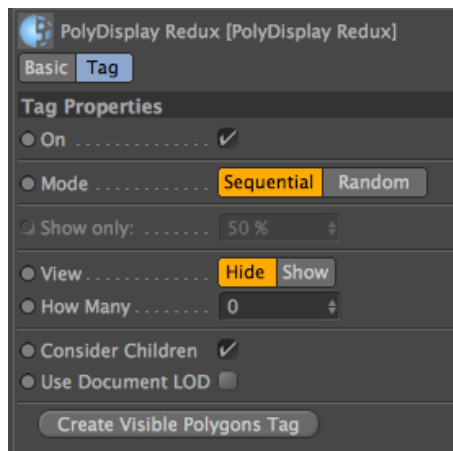# PolyDisplay Redux

Adjusting LOD (Level Of Detail) in Cinema 4D is only possible with parametric objects because, since they are calculated in realtime, they can be generated with lower settings.

But, with polygonal objects (converted parametric object, imported clip models or models imported from other 3D applications), no matter how low you set the LOD value for the editor, the mesh is always showed in full.

Adding a **PolyDisplay Redux** tag to any polygonal object (or parent of a hierarchy containing polygonal objects) allows you to adjust its LOD.

The way LOD for polygonal objects works is by hiding variable amounts of faces. This increases the editor display speed for huge scenes with lots of polygonal objects and it will reduce screen clutter.

The **PolyDisplay Redux** parameters are:

The **On** parameter simply turns on and off the **PolyDisplay Redux** tag.

The **Mode** parameter determines if the hidden polygons obey to a sequential order or random order.

If the **Mode** is set to **Sequential**, you can choose if more polygons are shown or hidden.

If the **View** parameter is set to **Hide**, the **How Many** parameter will determine how many polygons are hidden before showing one polygon. Then, more **How Many** polygons are hidden and the next one is shown. And it goes on like this, until the end of all polygons in the object.

If the **View** parameter is set to **Show**, the **How Many** parameter will determine how many polygons are shown before hiding one polygon. Then, more **How Many** polygons are shown and the next one is hidden. And it goes on like this, until the end of all polygons in the object.

If the **Mode** is set to **Random**, a percentage of polygons - chosen randomly - is hidden.

If the **Consider Children** option is set, besides controlling the polygon display of the object it is attached to, **PolyDisplay Redux** will also perform the same operation on all polygonal children of the object.

If the **Use Document LOD** option is set, the hiding of the polygons is controlled by the LOD set for the document, still considering the Mode option.

Pressing the **Create Visible Polygons Tag** button will create a Polygon Selection Tag containing all the currently visible polygons. It will name them PDR1, PDR2, PDR3…

While using the **PolyDisplay Redux** tag, it is not possible to select any polygons of the object whose tag is attached.

When the tag is deleted, all polygons are set to be shown.