

Culling and LOD for Lights

This system is based on screen space. The two KVPs you need to adjust are

: **culling_cutoff** and **culling_falloff**

- *NOTE*: Lights with smaller radius will need more tolerant LOD settings than average-sized lights. Larger values in `culling_cutoff` & `culling_falloff` will result in more aggressive cutoff of lights as distance increases

Tune these in your light parameters

- In 'Entity Info -> LOD' :
- `culling_cutoff`: # of onscreen pixels at which your light is completely cut off
- `culling_falloff`: # of onscreen pixels at which your light starts to fade off
- Good generic starting values :
- `culling_cutoff`: 200
- `culling_falloff`: 300
- Good starting values for smaller lights (radius under 10)
- `culling_cutoff`: 1
- `culling_falloff`: 5

Be prepared to spot fix many lights which fade off too aggressively after your initial pass.