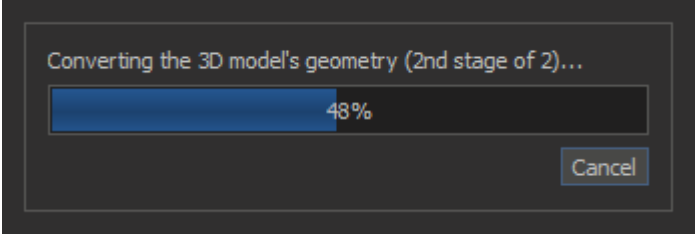# Level of Detail Rendering

Starting from version 4.7.2.50, the OSV application has the Level of Detail (LOD) Renderer for displaying textured 3D models.
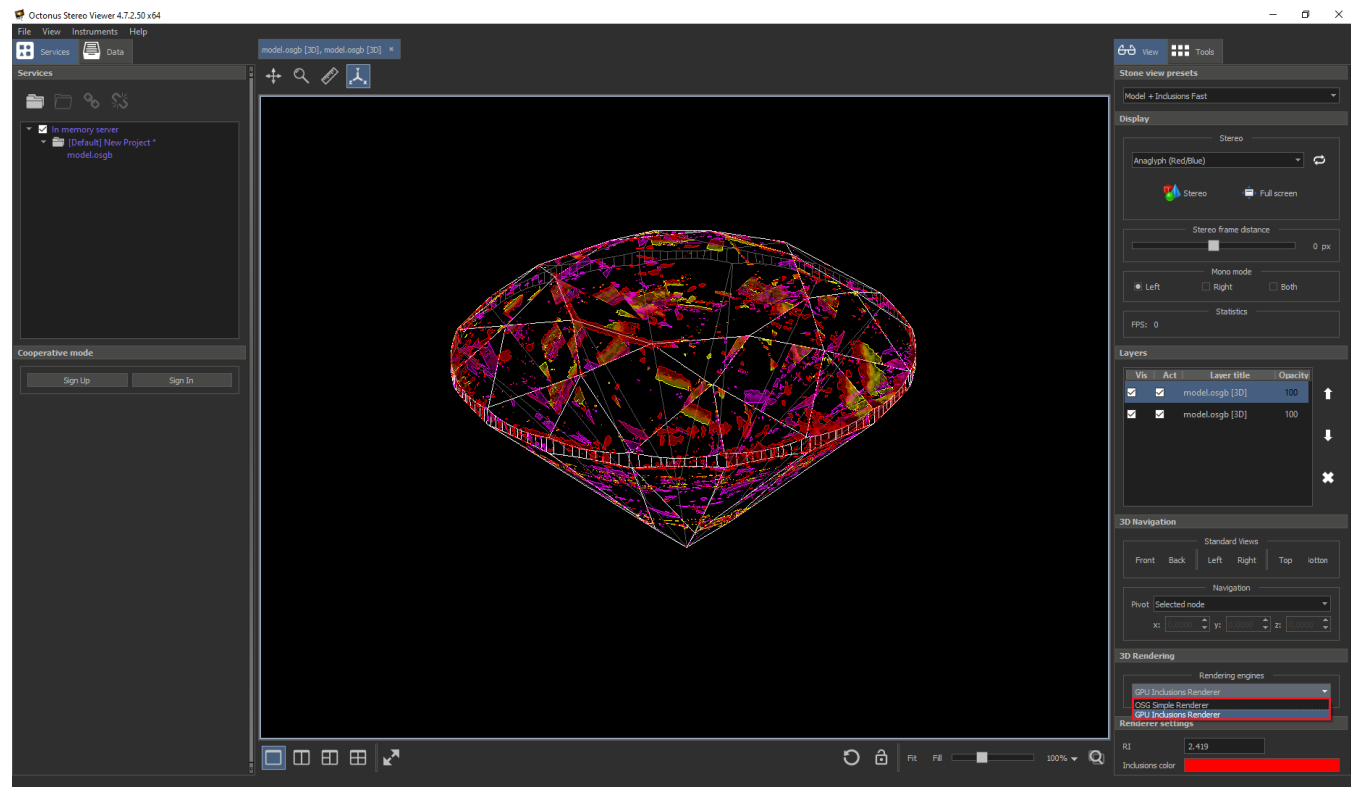
Opening and unpacking the model will take some time. While the model is being prepared, you will see the progress bar:


After opening textured model, this renderer is automatically activated, but if necessary, you can select any other renderer available in the list.

If the opened 3D model does not contain a texture, this type of renderer will not be available for it.

When displaying the 3D model, its details are gradually loaded, which ensures fast and smooth redrawing when rotating and moving the model, even when it contains a huge texture or a large number of vertexes.
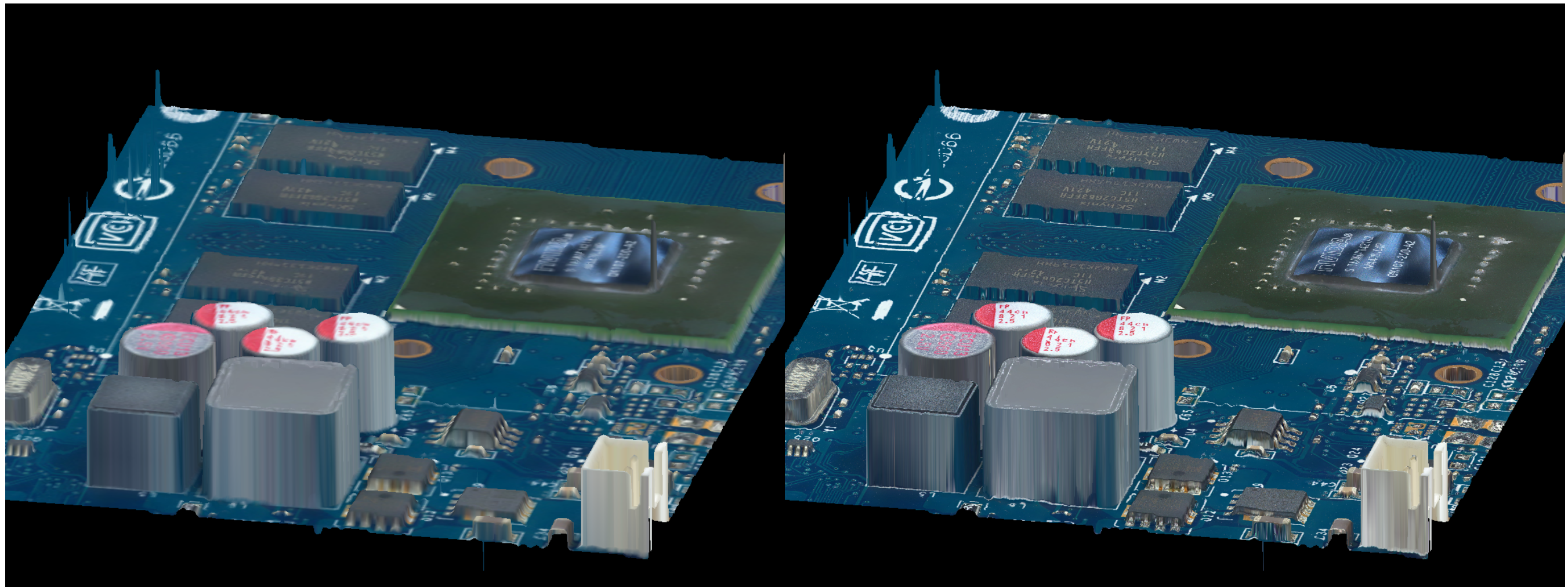
Examples of textured 3D models for working with the LOD Renderer can be found here:

- https://www.dropbox.com/s/rhi3rvxoj1e0wmd/euro_full_result.osgb?dl=0

- https://www.dropbox.com/s/ci673haf7m7y0p4/euro_full_normal.osgb?dl=0
- https://www.dropbox.com/s/n3e6ti3958dhjax/mini_circuit_normal.osgb?dl=0
- https://www.dropbox.com/s/t2kfpw7pxeff0lw/board_result.osgb?dl=0