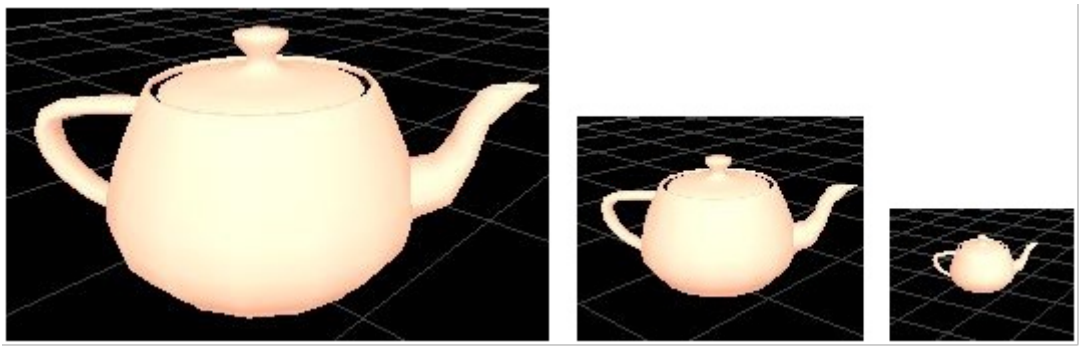
False Color Mipmap

Enable false color mipmap for all textured elements

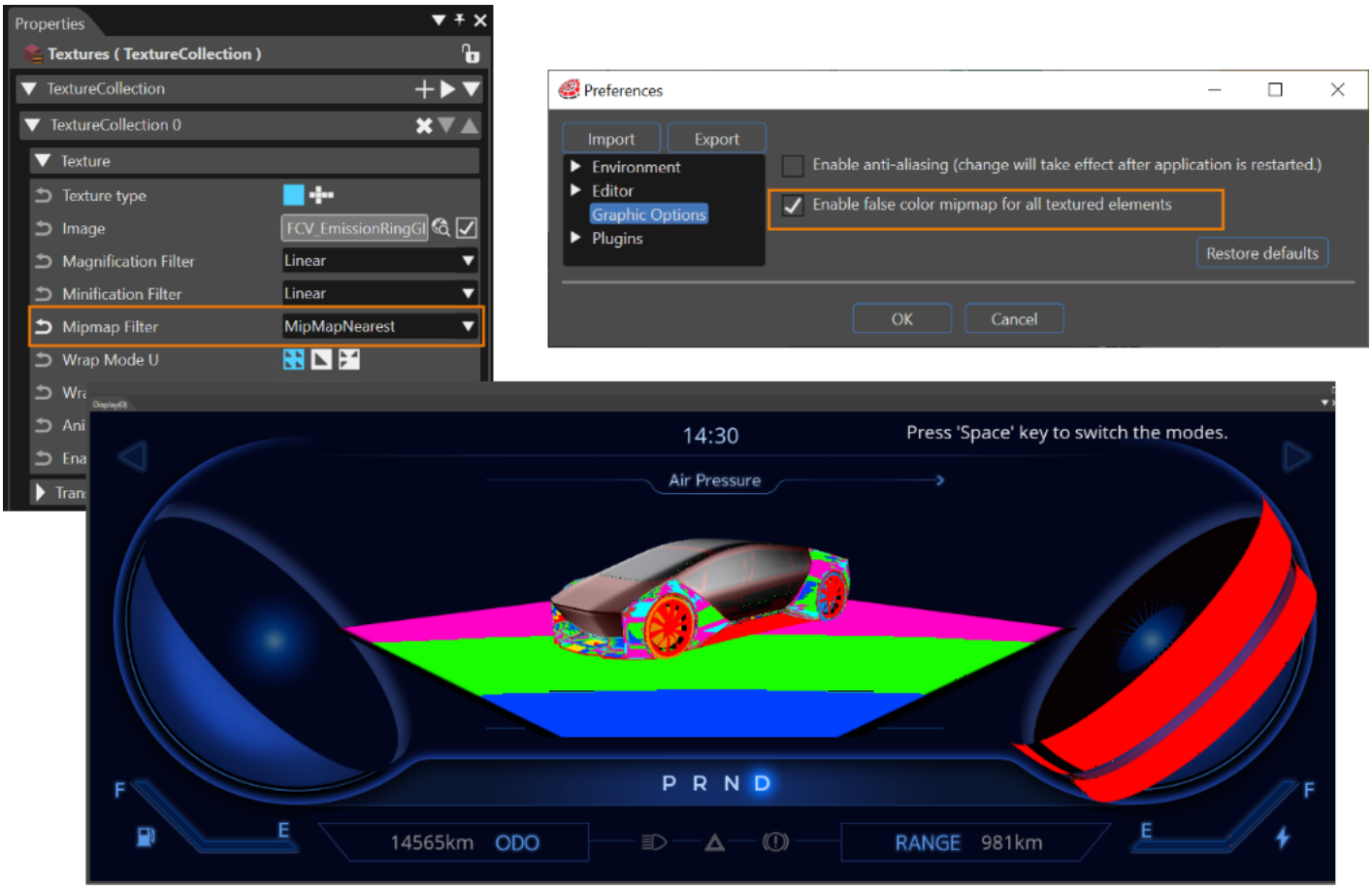
Enables the False Color MipMap feature.

Mipmapping is a texturing technique for reducing artifacts caused by mapping a large texture onto a small area in screen space. It is accomplished by creating pre-downsized versions of the texture. A mipmap level is a single downsized version of the original texture, at some resolution.



In the false-color mipmap technique each mip level has a different contrasting color. This can be seen in the image bellow:

The textures of the ground surface and the car's exterior are configured with Mipmap Filter "MipMapNearest". "False color mipmap" is enabled in the Preferences window. False color mapmap visualizes different mipmap levels by different colors in Scene Editor panel as well as in the display view.



Revision #3
Created 2023-02-14 08:58:03 UTC by Kanai Tomoaki
Updated 2025-08-03 00:57:10 UTC by Kanai Tomoaki