

My heavy 3D scene (lots of materials, or high polycounts) has a low fps which is causing the MD characters to perform poorly.  
What can I do to solve this issue?

You can try diagnosing the issue using the following methods:

- 1) Scene objects that aren't animated can be converted to static mode and 'Optimize Material' can be applied for optimal performance.
- 2) Apply 'Lite' mode to faraway MD characters.
- 3) If you already recorded a pass on an MD character, disable 'Activated' to convert it to a Lite character. This will free up resources reserved for MD.
- 4) If none of the steps above have not made a drastic improvement on performance, you can experiment with lowering the real-time render quality and testing its impact on the scene.

Reallusion FAQ

<https://kb.reallusion.com/Product/53188/My-heavy-3D-scene-lots-of-materials-or-high-polycounts-has-a-l>