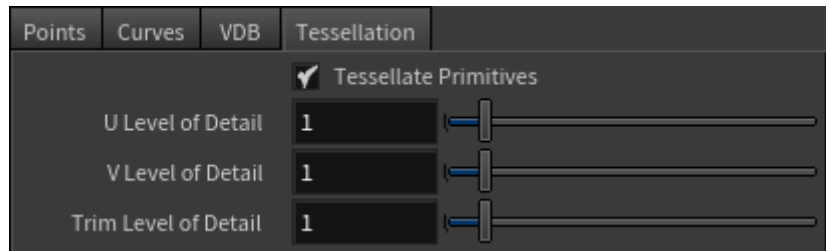
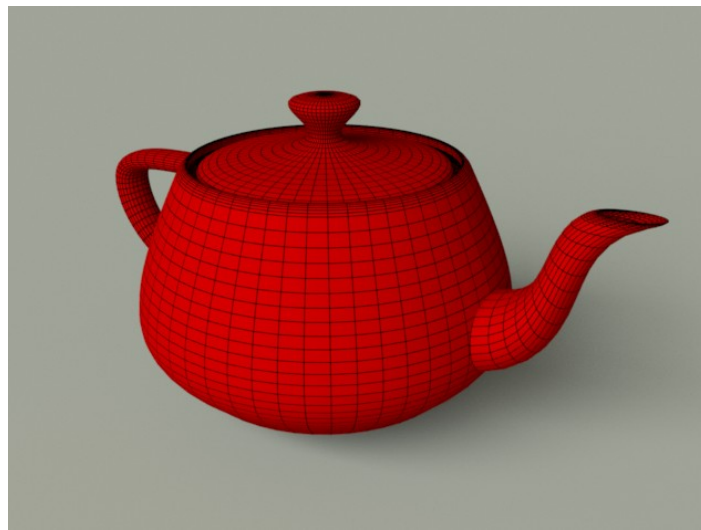


# Tessellation



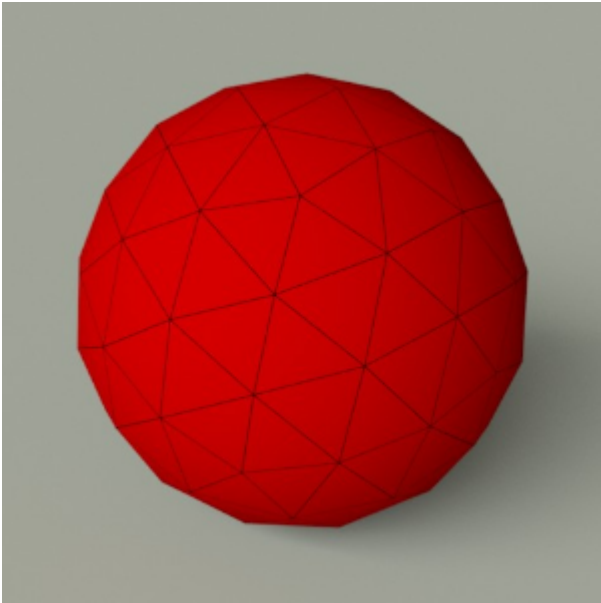
## Tessellate Primitives

Enable tessellation of Houdini primitives prior to sending to Arnold. On by default. It also works for platonic surfaces.

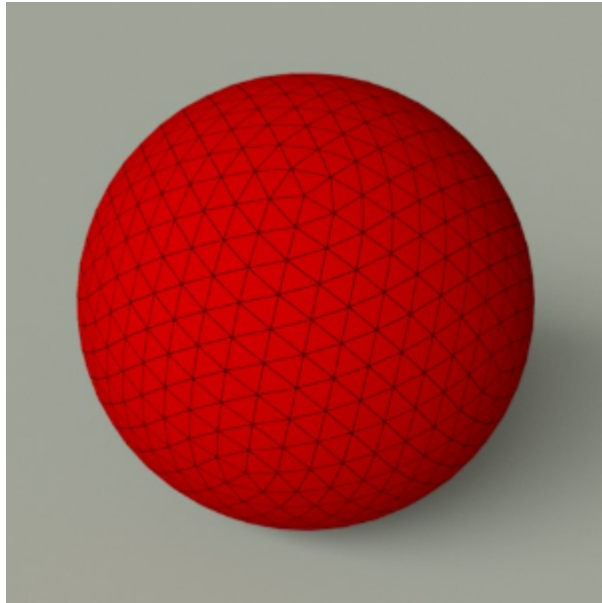


## U/V Level of Detail

Specifies the number of U/V subdivisions of the surface being converted.



U/V Level of Detail 1



U/V Level of Detail 3

### Trim Level of Detail

Specifies the level of detail for trim curves of the surface being converted.