press Ctrl + Alt + D **1**

LOD = Level Of Detail [Best viewing for the sculpties.]

Find the **2** advanced menu in your SL viewer
- if it doesn't show at the top of your screen
beside the Help menu.
..press Ctrl + Alt + D **1**
simultaneously on your keyboard
to activate it.
Scroll down the Advanced
menu to **3** "Debug settings",
enter **4** "renderVolumeLODFactor"
and change the value to **5** "4 or more"
then close that popup.
It may reset each time you relog