**Abstract**

Level-of-detail techniques are widely used in games to lower the computational cost for model animation, object rendering and artificial intelligence. This paper presents a level of detail technique targeting interpolated animations of articulated characters. It assigns a priority for animation key frames at each bone in the model hierarchy. Some heuristics rules are proposed to measure the “importance,” based on a collection of information such as the greatest translation value, the greatest rotation value, the greatest scale value, the greatest number of children per bone, the greatest depth of the hierarchy, etc. At run time, the distance separating the animated model from the viewer is used to scale the pre-calculated priority. The value is then normalized and used by the animation controller to reduce a percentage of transformation interpolations.