Ambient Occlusion at different zoom levels
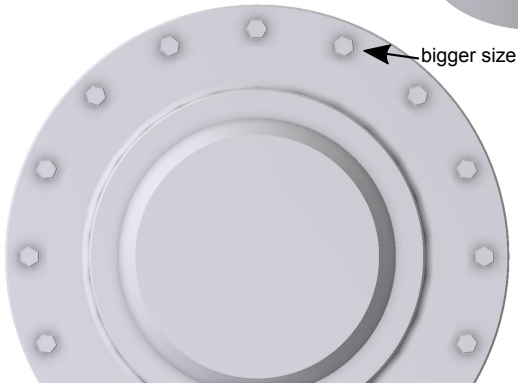
Creo 3.0 M100

Other Application with realtime OpenGL AO Shader

If zoomed in enough, AO disappers completely.

small size

Missing?

At some zoom levels it is visible...

bigger size

too big,
model is completly smeared
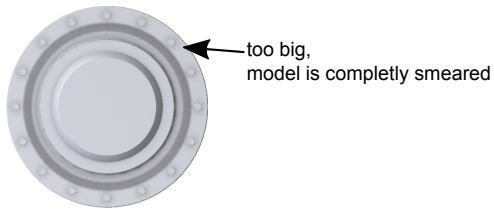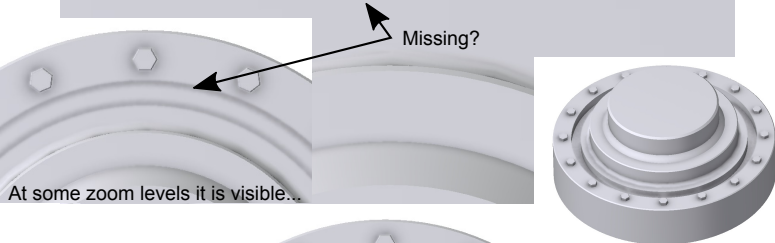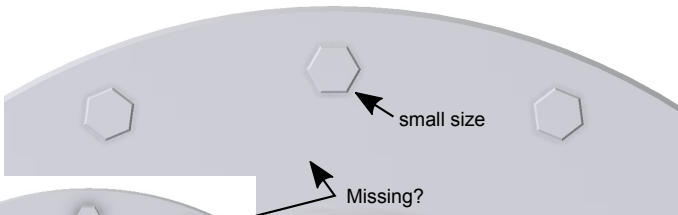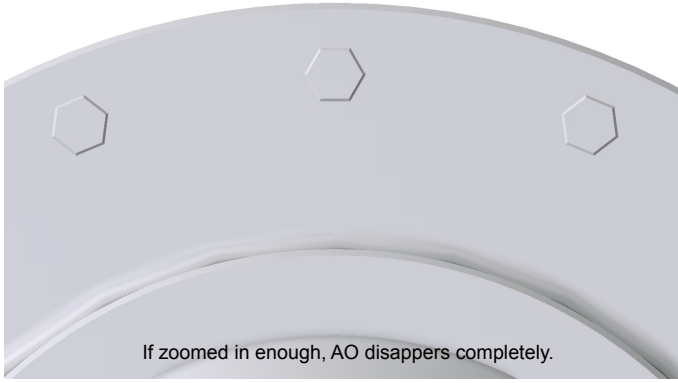
AO size should not be dependend of zoom, but of the geometry.