[illegible]

Unity[illegible]

[illegible]

[illegible]Silent

[illegible]Reflection Probes and You | VRCLibrary

[illegible]

- 1. [illegible]
- 2. [illegible]
- [illegible]

1. [illegible]

[illegible]“[illegible]”[illegible]——[illegible]

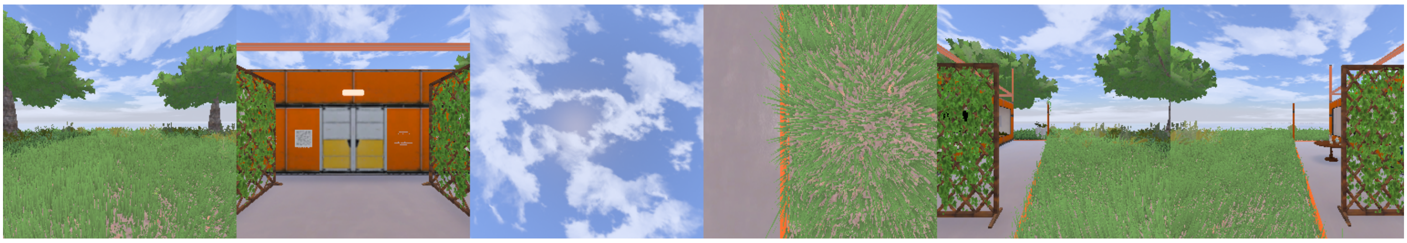
[illegible]“512”[illegible]512x512[illegible]2MB[illegible]2MB[illegible]

[illegible]

[illegible]Unity“[illegible]”——Unity[illegible]Unity

[illegible]“[illegible]”[illegible]

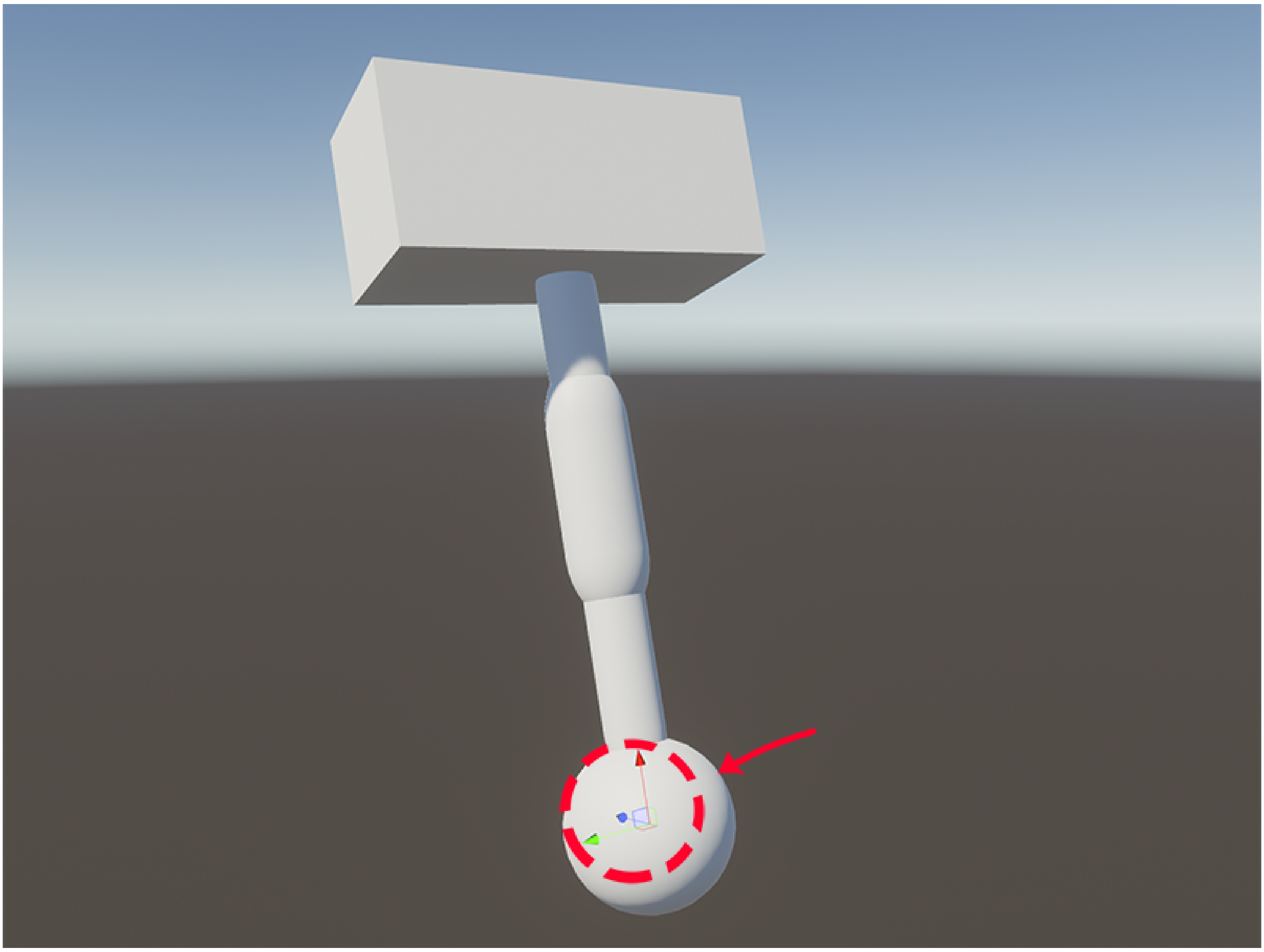
[illegible]



[illegible]Unity[illegible]

[illegible]

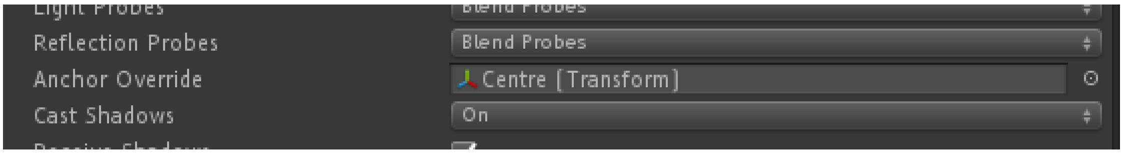
[illegible]



[illegible]

[illegible]——[illegible]Unity[illegible]“[illegible]”——[illegible](0, 0, 0)[illegible]

[illegible]GameObject[illegible]“[illegible]”[illegible]



Light Probes: Blend Probes
Reflection Probes: Blend Probes
Anchor Override: Centre (Transform)
Cast Shadows: On

[illegible]

[illegible]

Unity[illegible]

[illegible]Unity[illegible]

[illegible]Unity[illegible]

[illegible]

[illegible]Unity[illegible]Unity[illegible]

[illegible]Unity[illegible]Unity[illegible]

[illegible]

2.

-
-
-
-

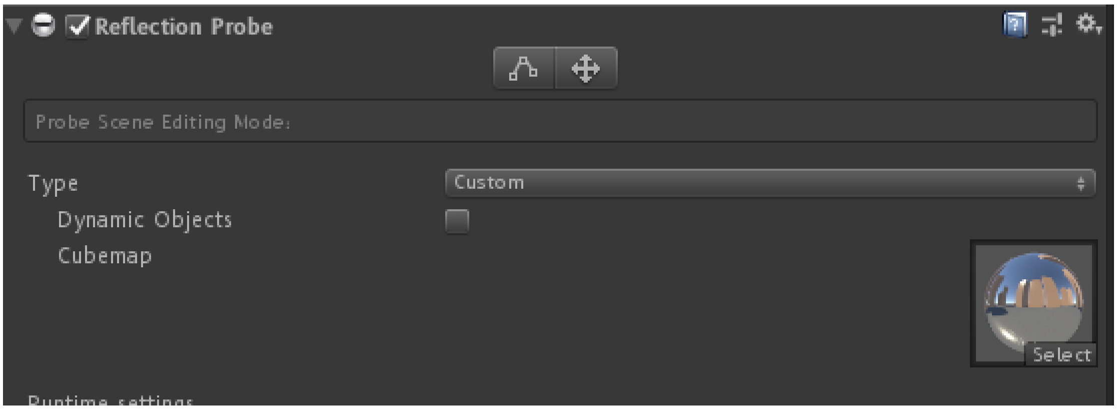
1.

Unity

Unity

“”

-
-



Reflection Probe

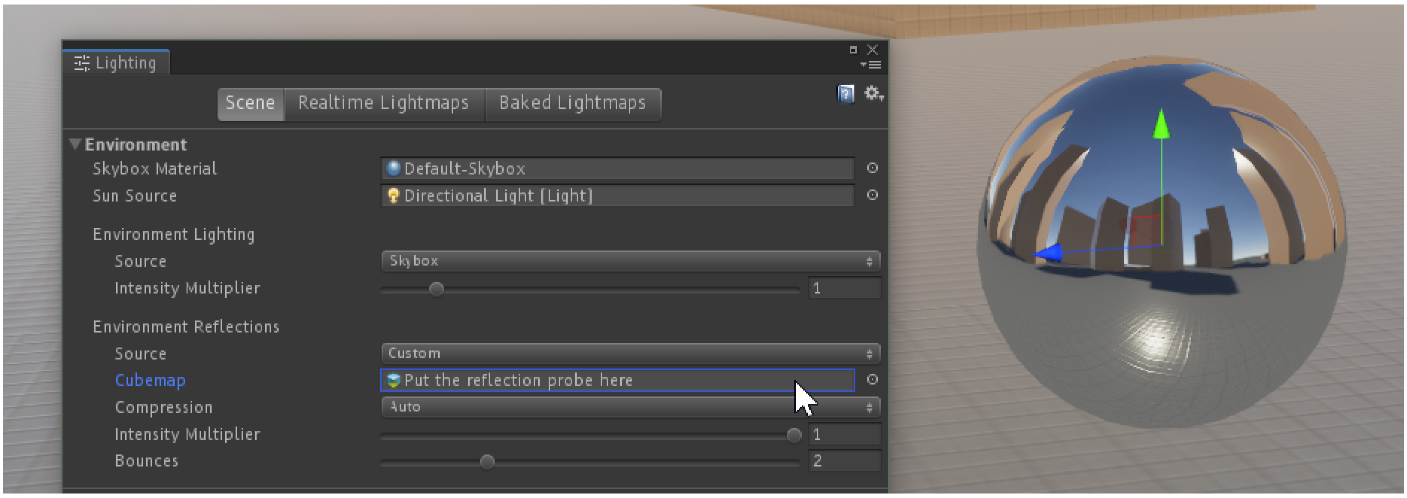
Probe Scene Editing Mode:

Type: Custom

Dynamic Objects: ☐

Cubemap

Select
Runtime settings



Lighting
Scene
Realtime Lightmaps
Baked Lightmaps

Environment

Skybox Material: Default-Skybox

Sun Source: Directional Light (Light)

Environment Lighting

Source: Skybox

Intensity Multiplier: 1

Environment Reflections

Source: Custom

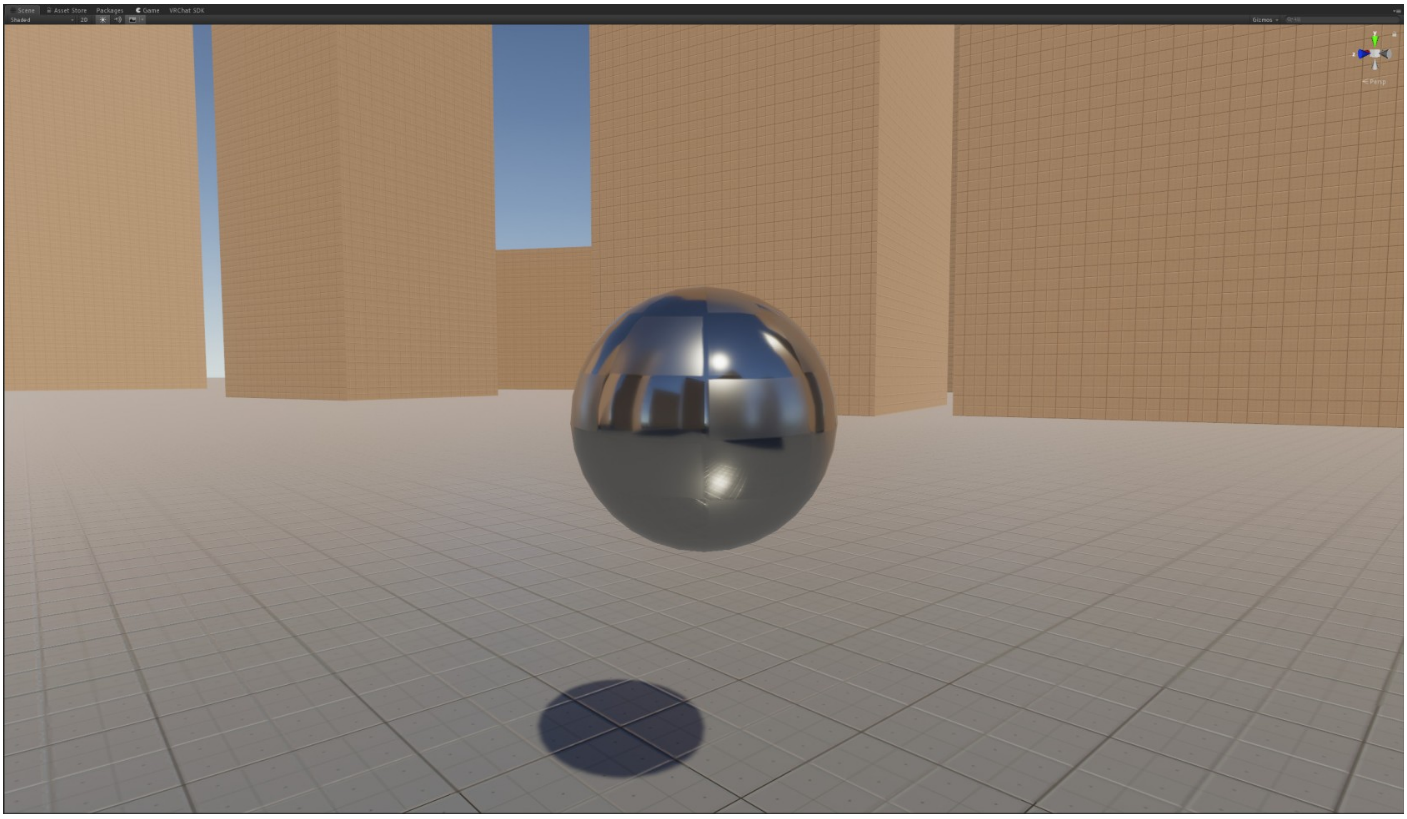
Cubemap: Put the reflection probe here

Compression: Auto

Intensity Multiplier: 1

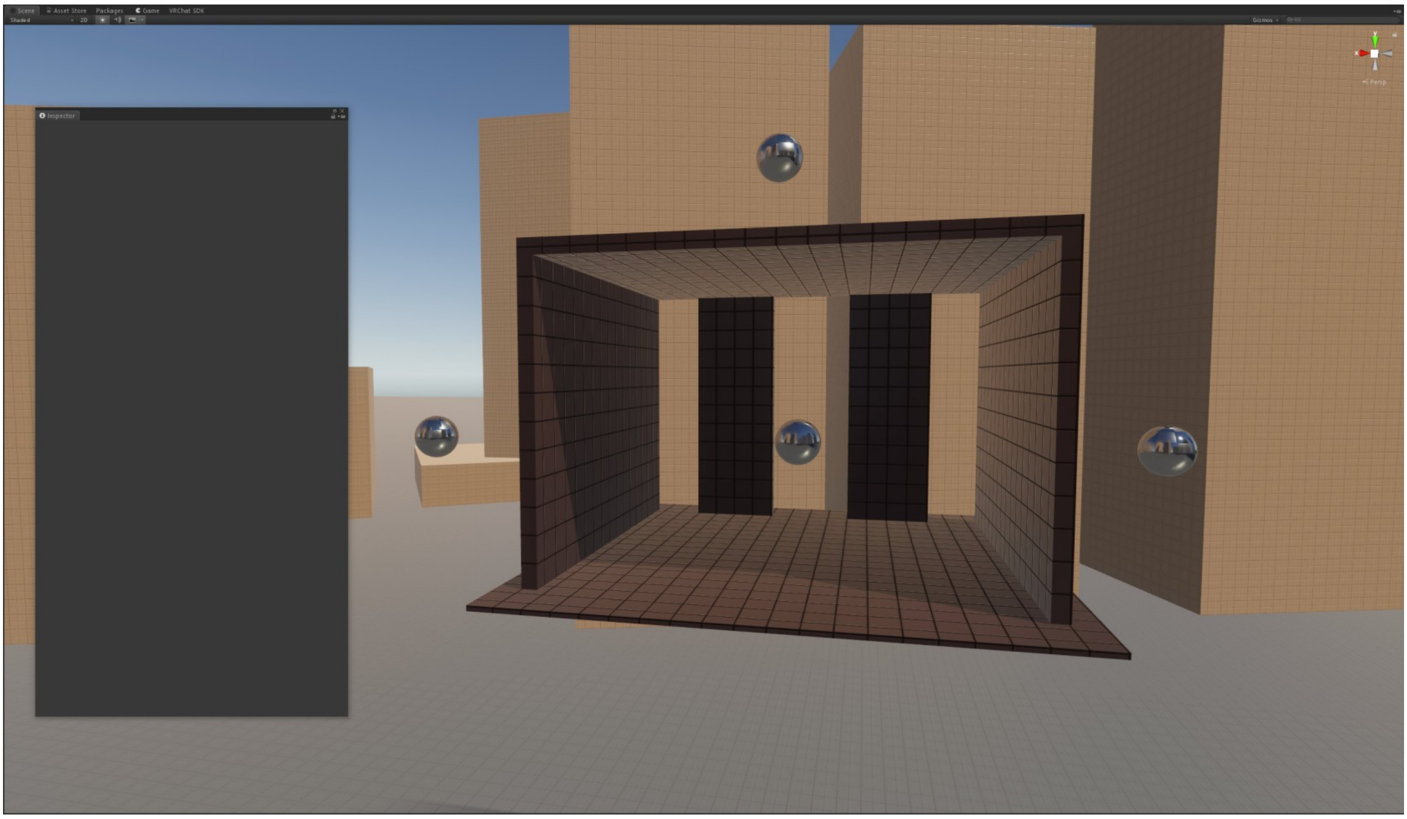
Bounces: 2

[illegible]



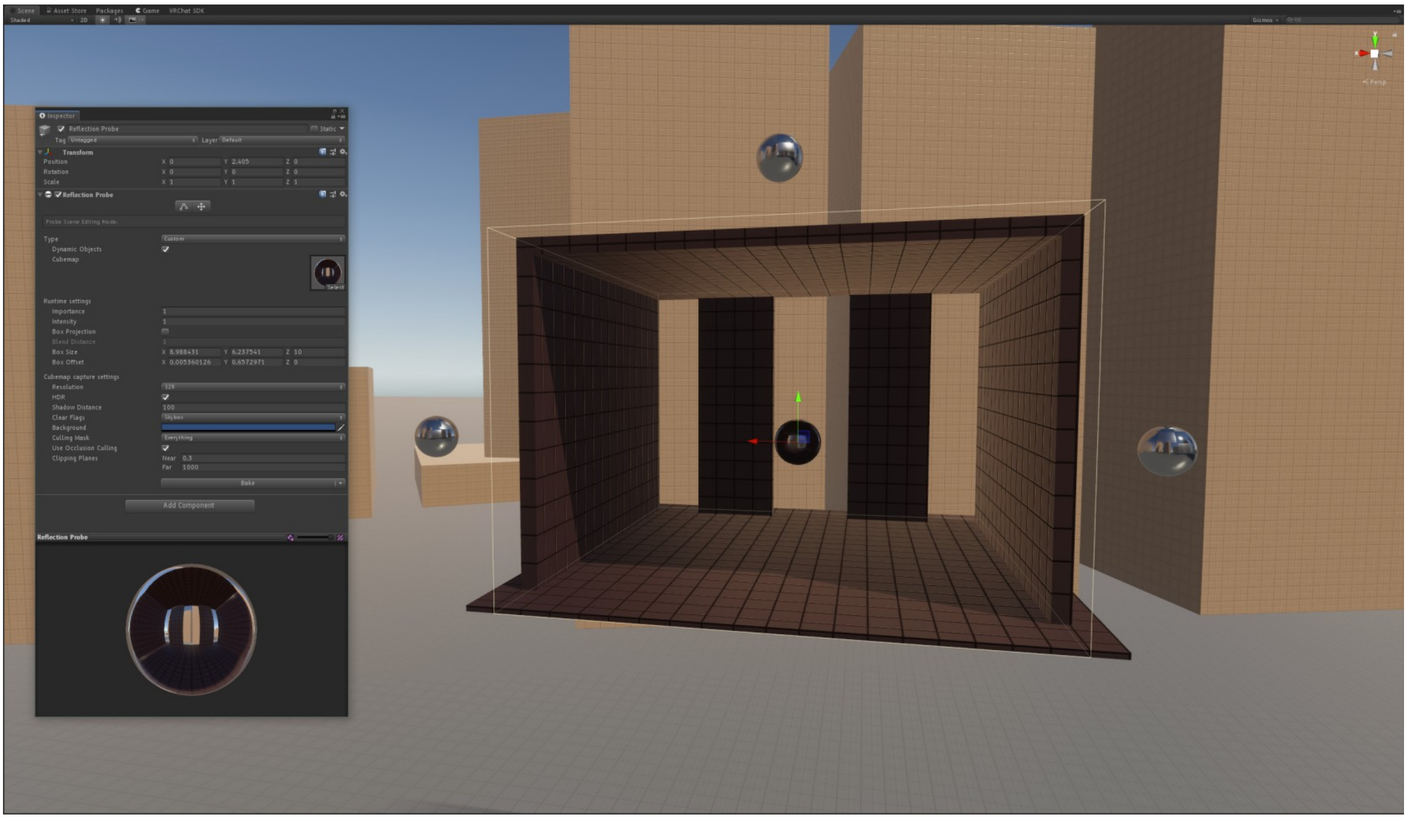
2. [illegible]

[illegible]


Scene
Asset Store
Packages
Game
VRChat SDK
Shaded
Inspector
Gizmos
Persp

[illegible]

[illegible]


Scene
Asset Store
Packages
Game
VRChat SDK
Shaded
Inspector
Probe Scene Editing Mode:
Select
Bake
Add Component
Gizmos
Persp

☑ Reflection Probe ☐ Static
Tag Untagged Layer Default

Transform
Position X 0 Y 2.405 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

☑ Reflection Probe
Type Custom
Dynamic Objects ☑
Cubemap

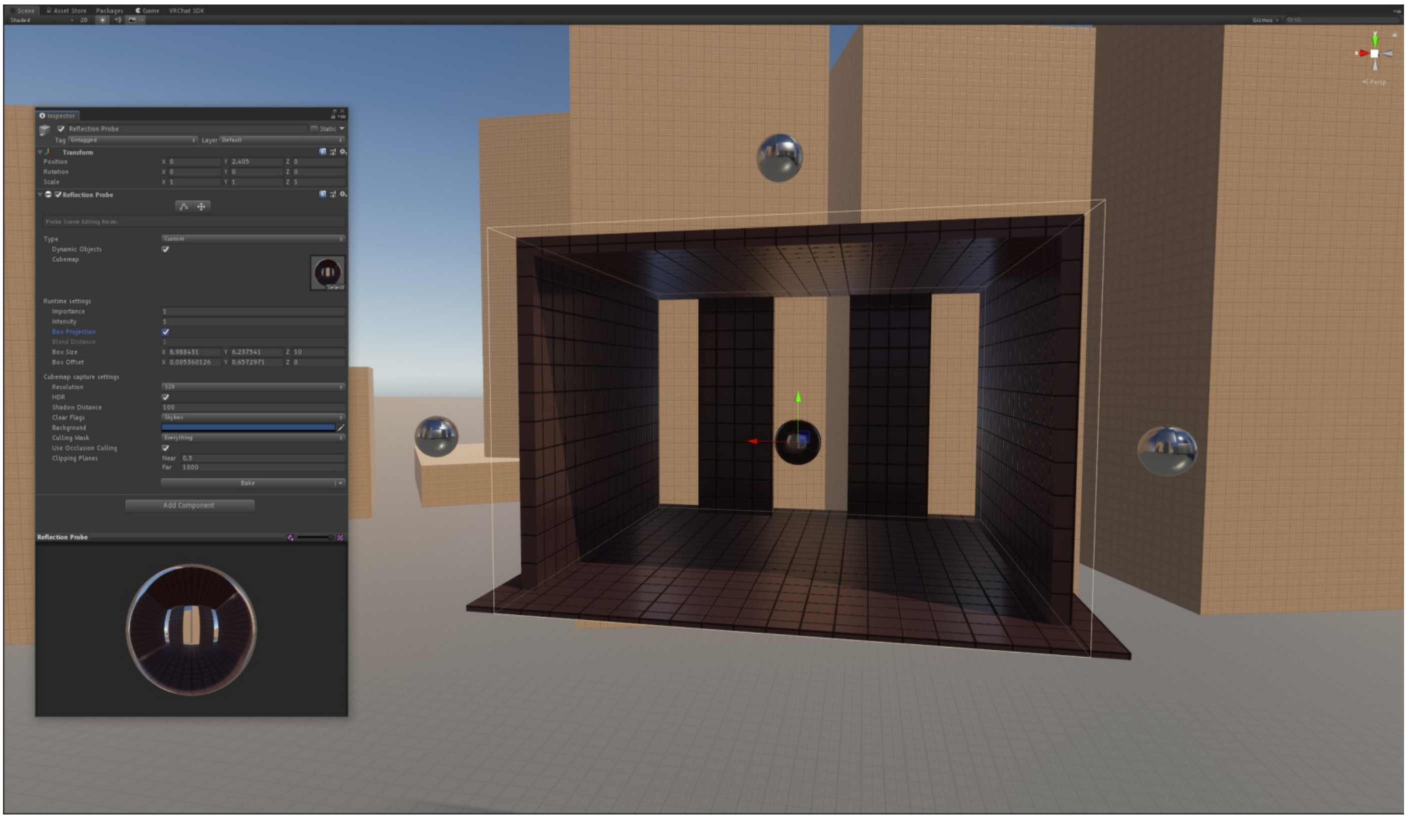
Runtime settings
Importance 1
Intensity 1
Box Projection ☐
Blend Distance 1
Box Size X 8.988431 Y 6.237541 Z 10
Box Offset X 0.005360126 Y 0.6572971 Z 0

Cubemap capture settings
Resolution 128
HDR ☑
Shadow Distance 100
Clear Flags Skybox
Background
Culling Mask Everything
Use Occlusion Culling ☑
Clipping Planes Near 0.3 Far 1000

Reflection Probe

[illegible]

[illegible]


Scene
Asset Store
Packages
Game
VRChat SDK
Shaded
2D
Gizmos
Persp
Inspector
Add Component
Bake
Select

Reflection Probe ☑ Static ☐
Tag Untagged Layer Default

Transform
Position X 0 Y 2.405 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Reflection Probe ☑
Probe Scene Editing Mode:
Type Custom
Dynamic Objects ☑
Cubemap

Runtime settings
Importance 1
Intensity 1
Box Projection ☑
Blend Distance 1
Box Size X 8.988431 Y 6.237541 Z 10
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Cubemap capture settings
Resolution 128
HDR ☑
Shadow Distance 100
Clear Flags Skybox
Background
Culling Mask Everything
Use Occlusion Culling ☑
Clipping Planes Near 0.3 Far 1000

Reflection Probe

[illegible]

3. [illegible]

[illegible]

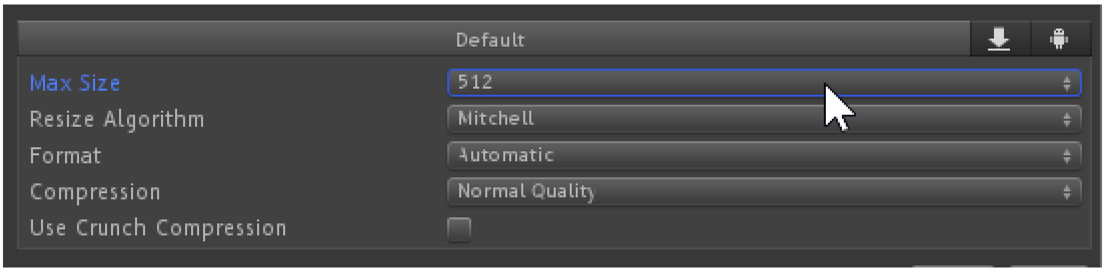
[illegible]?????????ScruffyRules[illegible]

[illegible]

[illegible]

1. [illegible]

[illegible]Unity[illegible]



Default

Max Size: 512

Resize Algorithm: Mitchell

Format: Automatic

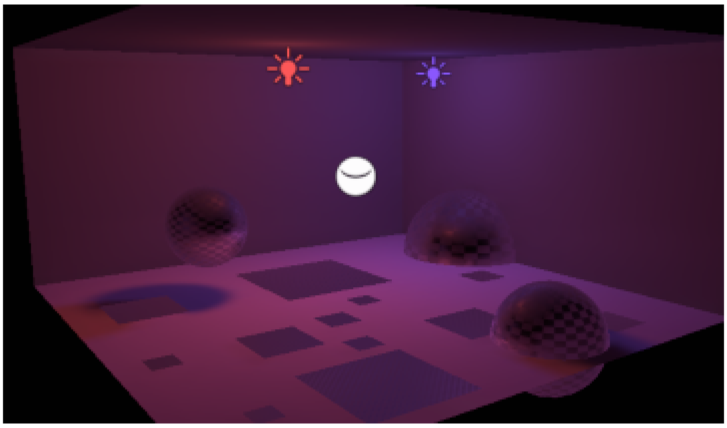
Compression: Normal Quality

Use Crunch Compression ☐

2. [illegible]

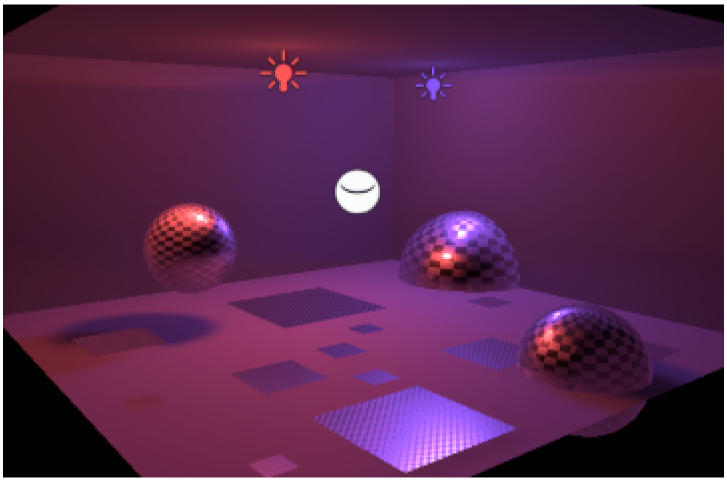
[illegible]

[illegible]/[illegible]



[illegible]

[illegible] Unity [illegible]



[illegible] Bakery [illegible]“[illegible]”[illegible]

3. [illegible]

[illegible]

[illegible]

[illegible]512x512[illegible]2MB[illegible]

[illegible]Unity[illegible]——[illegible]——[illegible]