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Unity??

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???Silent

?????Reflection Probes and You | VRCLibrary

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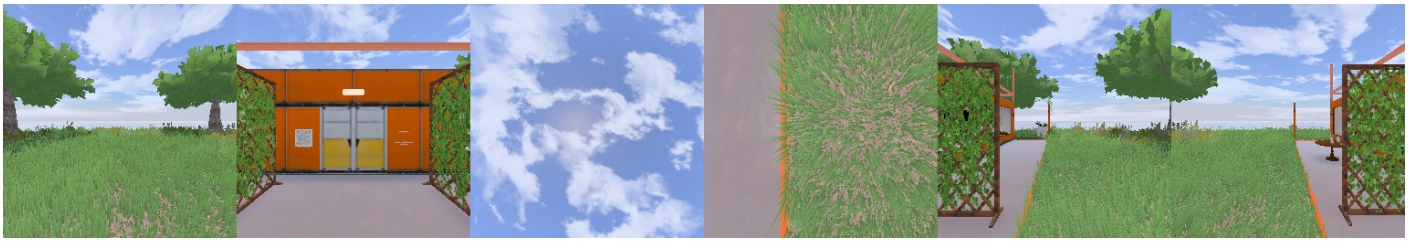

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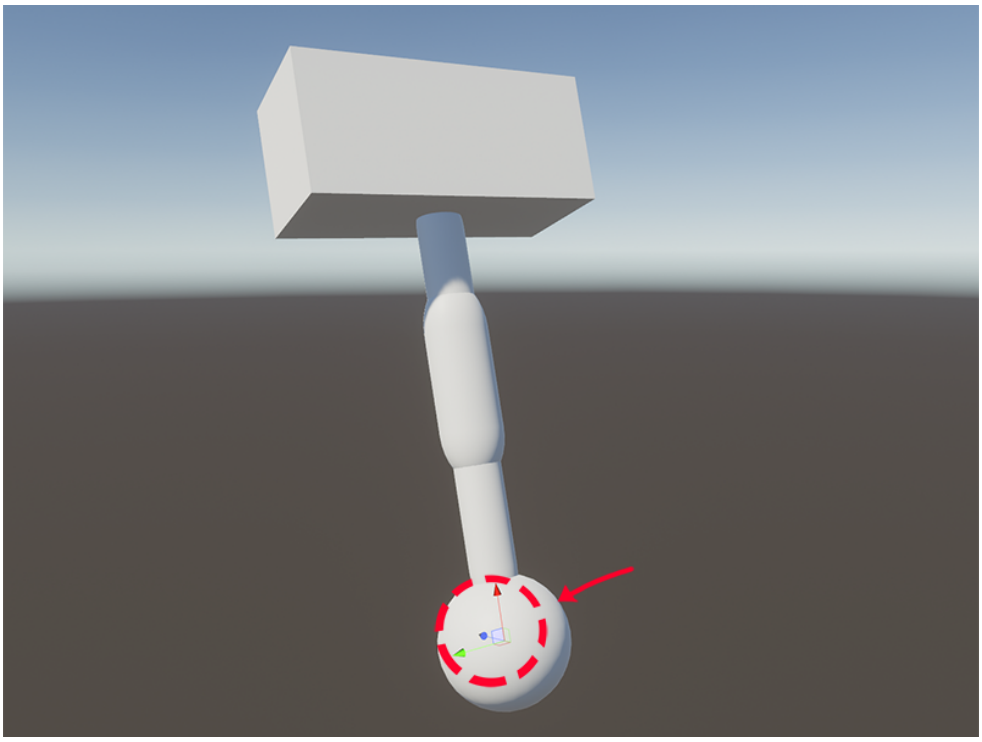

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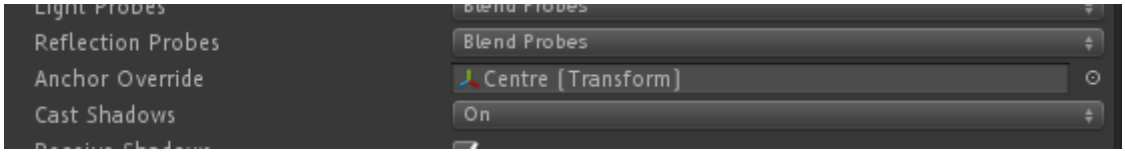
??? Unity ????????????"Anchor Override"????????????



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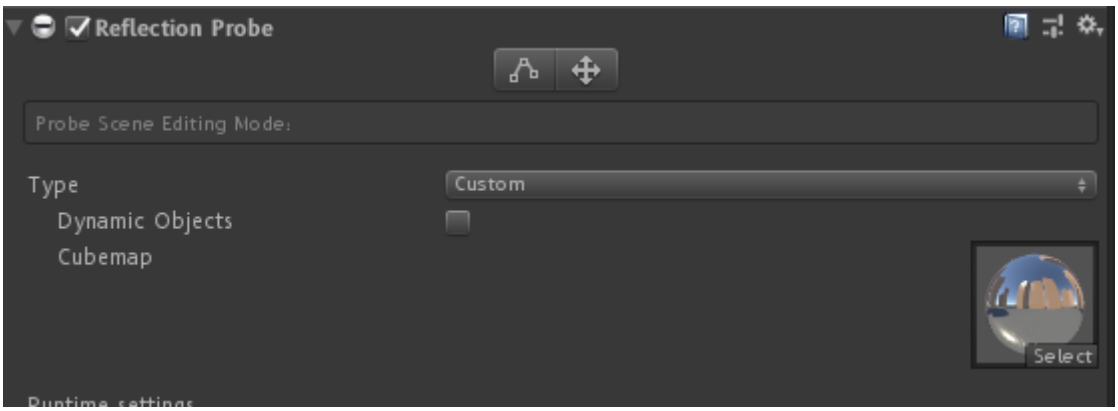
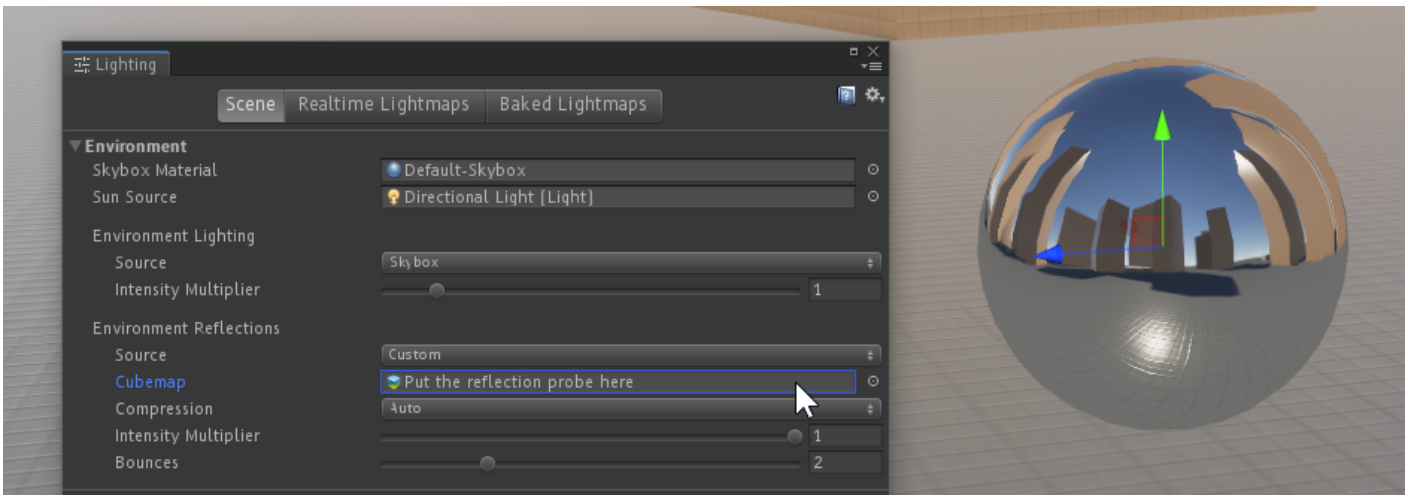


??????????Window > Rendering > Lighting???????????“???”????????????????



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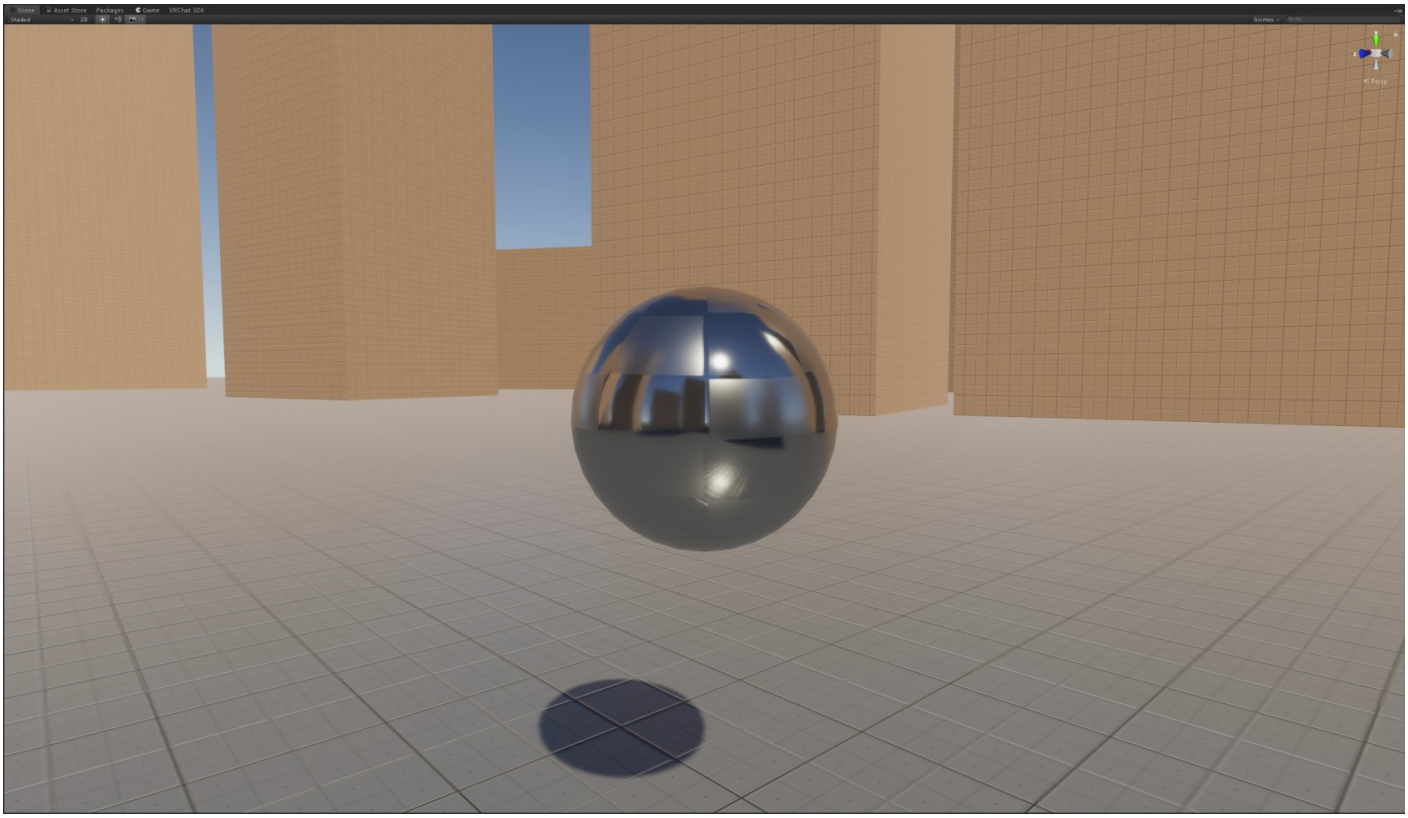

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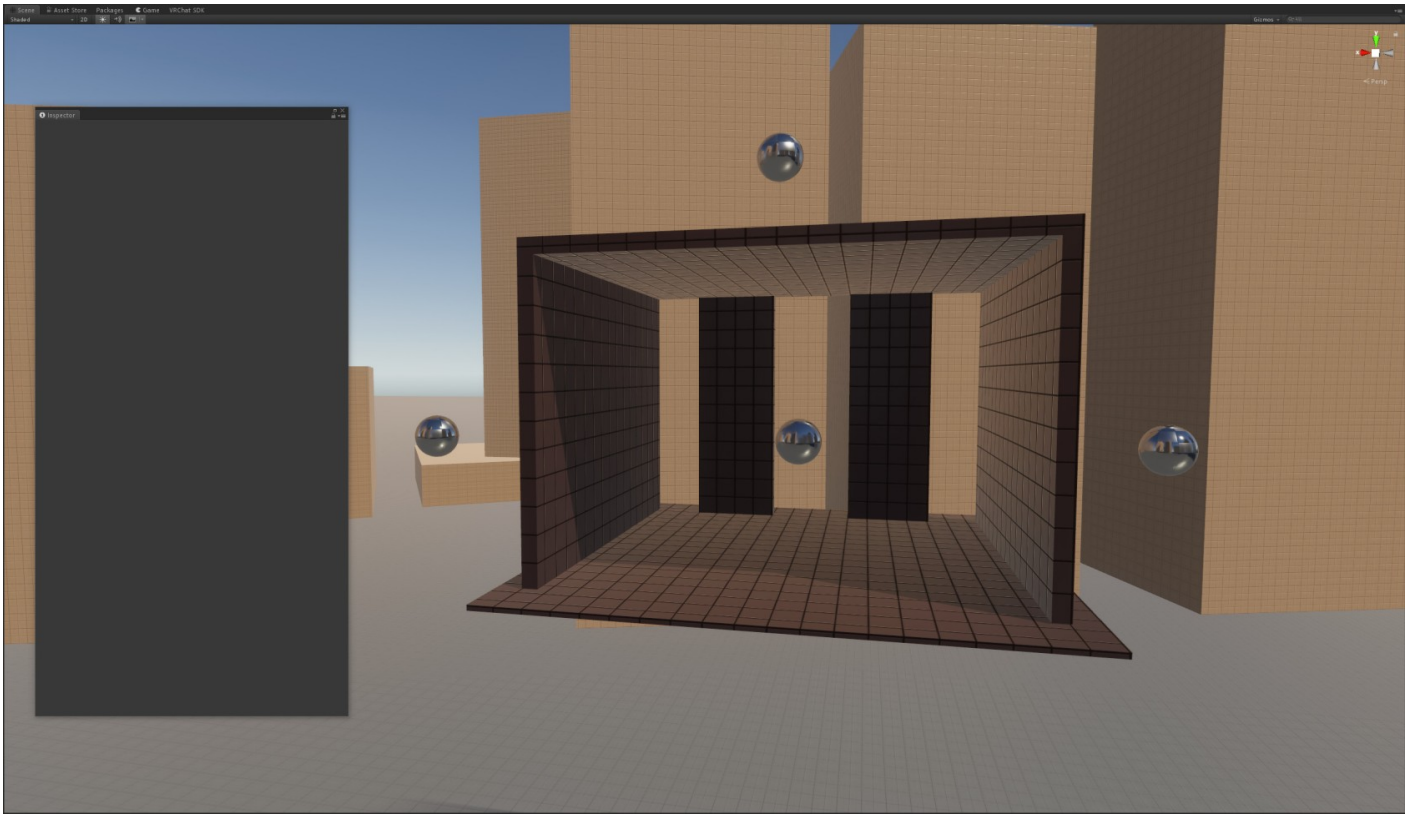

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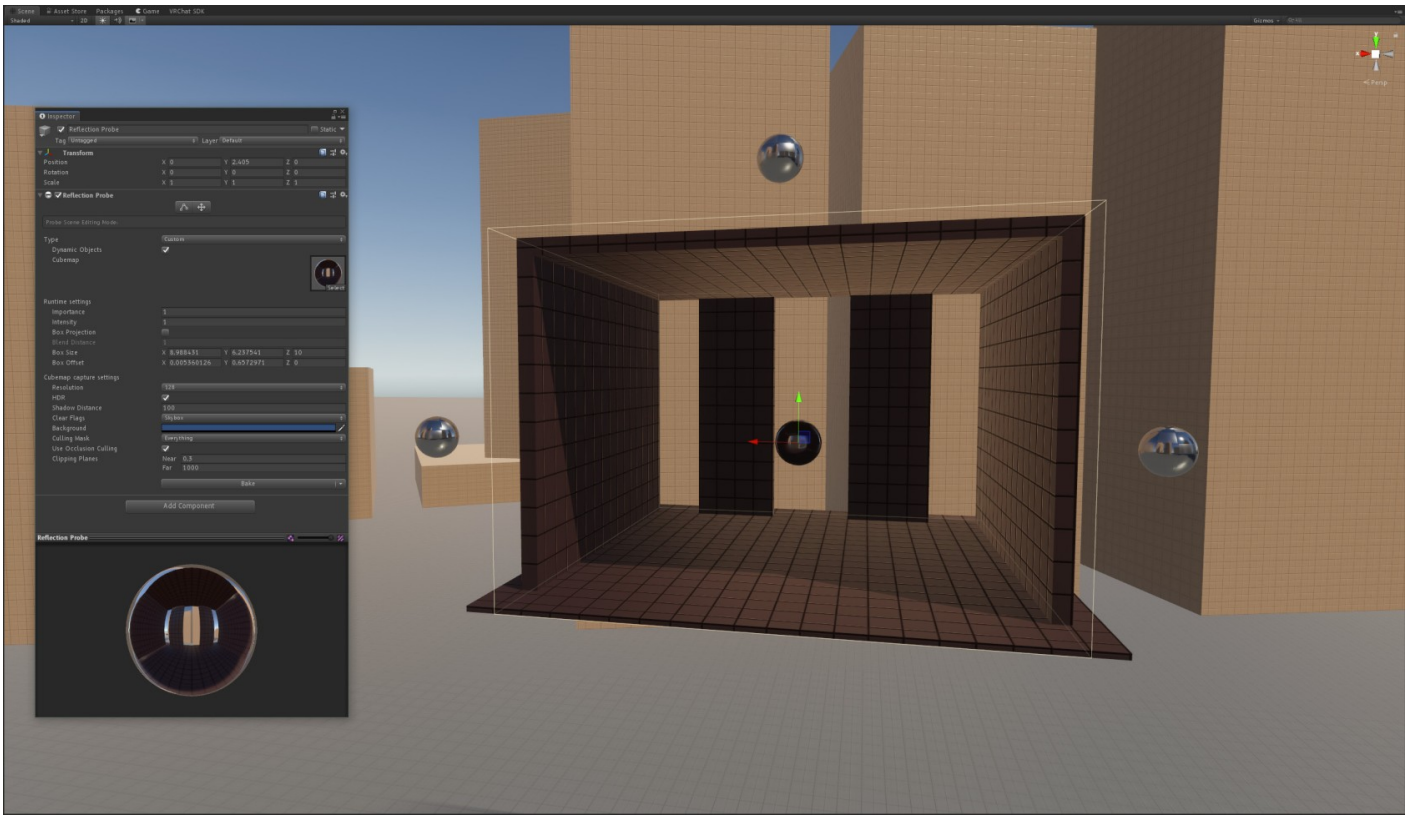
Inspector
Reflection Probe
Transform
Position
Rotation
Scale
Reflection Probe
Type
Custom
Dynamic Objects
Cubemap
Runtime settings
Importance
Intensity
Box Projection
Box Size
Box Offset
Cubemap capture settings
Resolution
HDR
Shadow Distance
Clear Flags
Skybox
Background
Culling Mask
Everything
Use Occlusion Culling
Clipping Planes
Near
Far
Bake
Add Component
Reflection Probe

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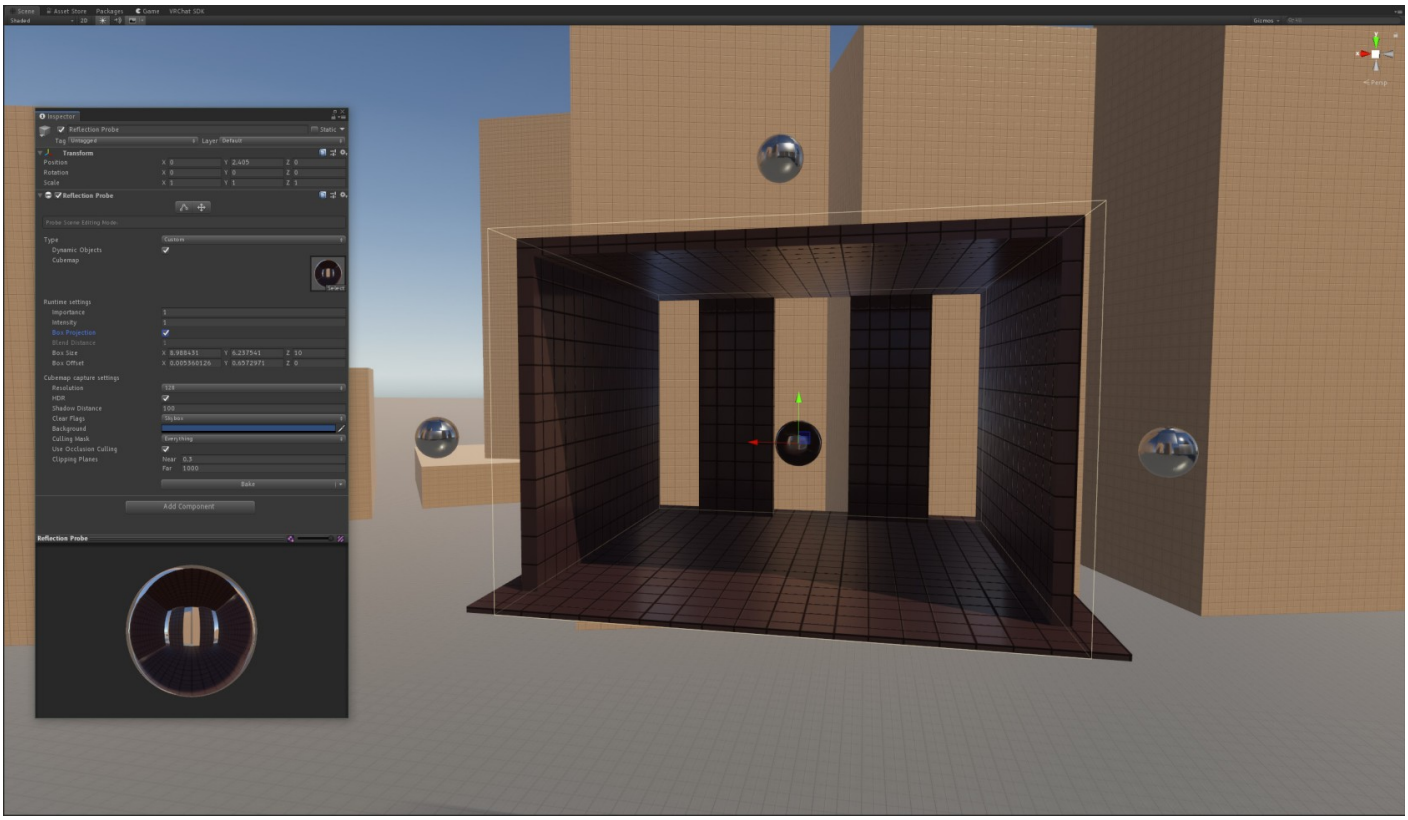

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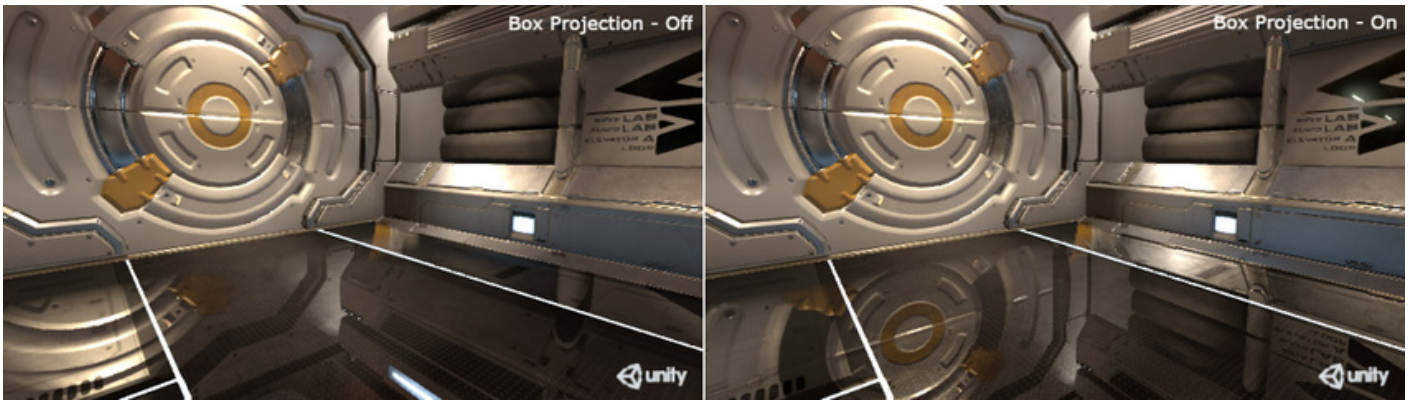

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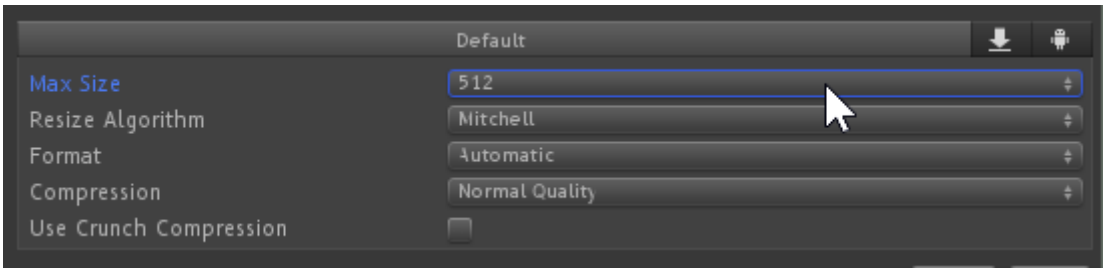
Default
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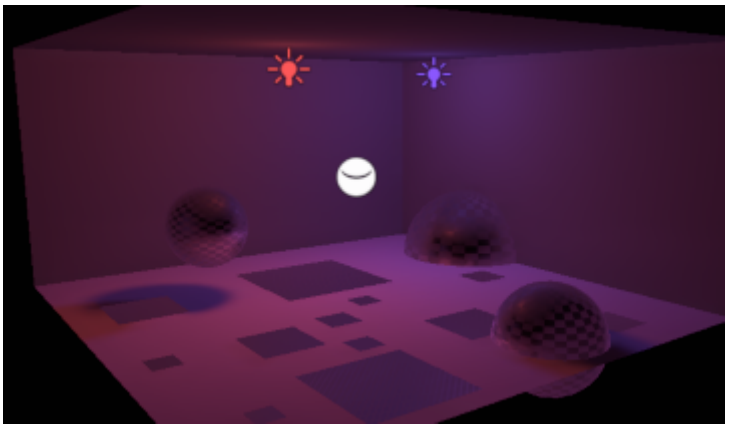

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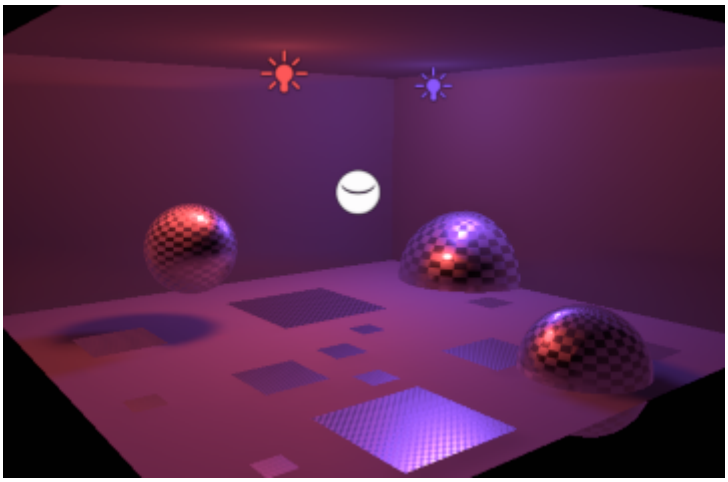

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