



Mixed Lighting

Unity "Sha
Bakery Unity

Light Probe Ringing

Bakery Ringing
Ringing Bakery "non-linear SH "
Ringing
Bakery deringing

Realtime GI

Unity GI Bakery Bakery Bakery "Enlighten GI "

<https://github.com/MerlinVR/VRC-Bakery-Adapter>

Bakery RNM SH VRChat Bakery

<http://techblog.sega.jp/entry/2019/04/25/100000>

Unity

<https://gitlab.com/s-ilent/lightmap-quality-regions>

Bakery