



“ [Blender Guru](#) ”

- <https://youtu.be/Qj1FK8n7WgY>
- <https://youtu.be/O8i7OKbWmRM>
- <https://youtube.com/playlist?list=PLjEaoINr3zgH9vCr47kSS5W8PEJBNliwK>



GPU GPU CF

“ ”

texels/

- **Prioritize view**
- **Light bounces** 2
- **Lightmap size**
- **Ambient Occlusion**

generate lighting GPU

Prioritize view

“ ” Unity

1. **Directional light**
2. **Point light**
3. **Spot light** 0-180
4. **Area light**

Bake

“Hierarchy” “Lighting” > “Light Probe Group” 8

shift ctrl+d

“Skybox” Unity

Unity

“Create” > “Material”

“Window” > “Rendering” > “Occlusion Culling” “Bake”

“Hierarchy” > “Lighting” > “Occlusion Area”

☐ Occlusion

[illegible]

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