



<https://www.youtube.com/embed/1pNMo2UQY1o>



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VRChat



6 6
 VR


[docs.unity3d.com/](#)[Reflection Probe Box Projection](#)[docs.unity3d.com/](#)



Window>Rendering>Lighting Settings>>



Texels [] PC [] 30 []

[] " " [] " " []

[] UV [] " " [] UV " "

[]Unity [] PCSS []

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<https://unity3d.com/how-to/progressive-lightmapper-optimization-tips>

[] UV [] [UV builder](https://docs.unity3d.com/Manual/TextureStreaming.html) [] texel []

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????????[????????] Most scenes shouldn't need more than 2.\????????

[Occlusion Culling](#) [docs.unity3d.com/]

????? GameObjects ??? static [?????occlusion ? occludee static ??? true] ?????
Windows>Rendering>Occlusion Culling????????????? bake?

Unity [] VRChat []