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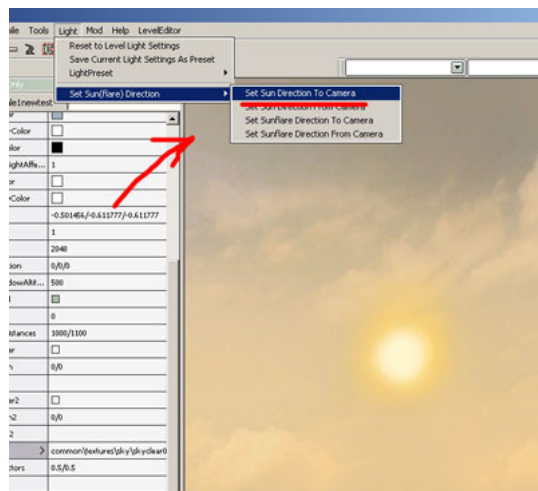
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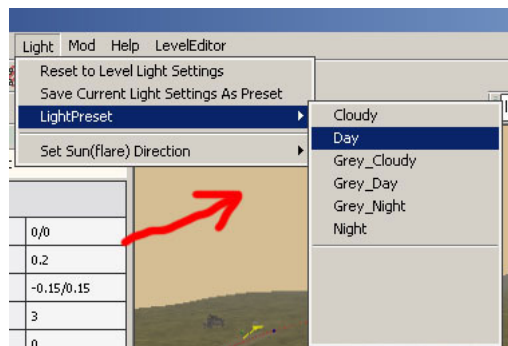
Coding**Simple lightmap setup**

by Lobo and Fenring

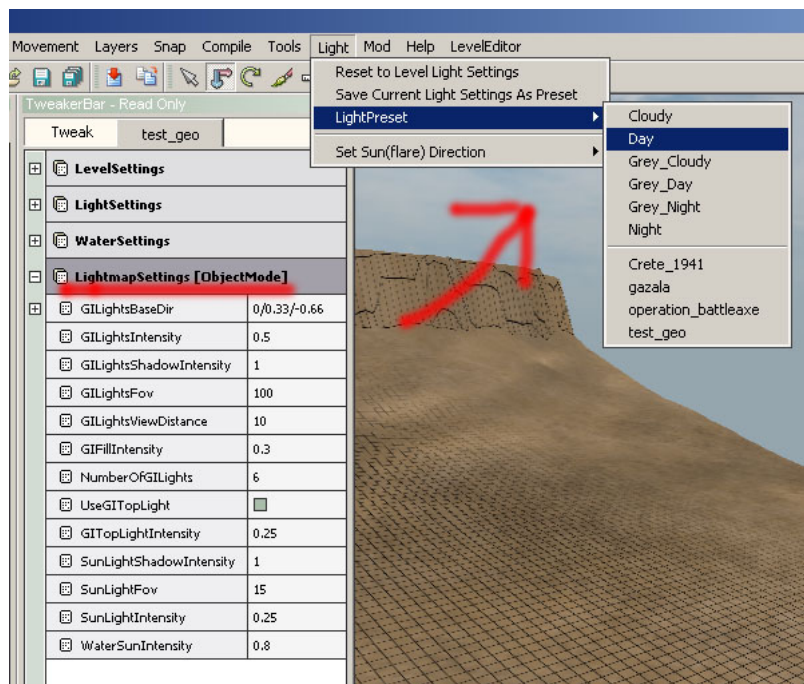


First we set the sun so that it matches your skybox, place the sun in center of camera and "Set Sun Direction To Camera".

The lightpresets are a fine start we select "Day" for this map.



Then select the lightsettings object mode, otherwise your shadows may appear to dark:

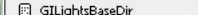


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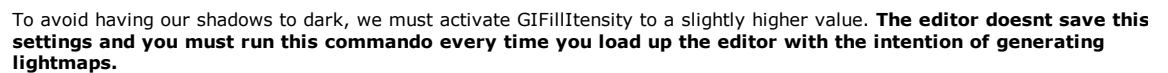
TweakBar - Read Only

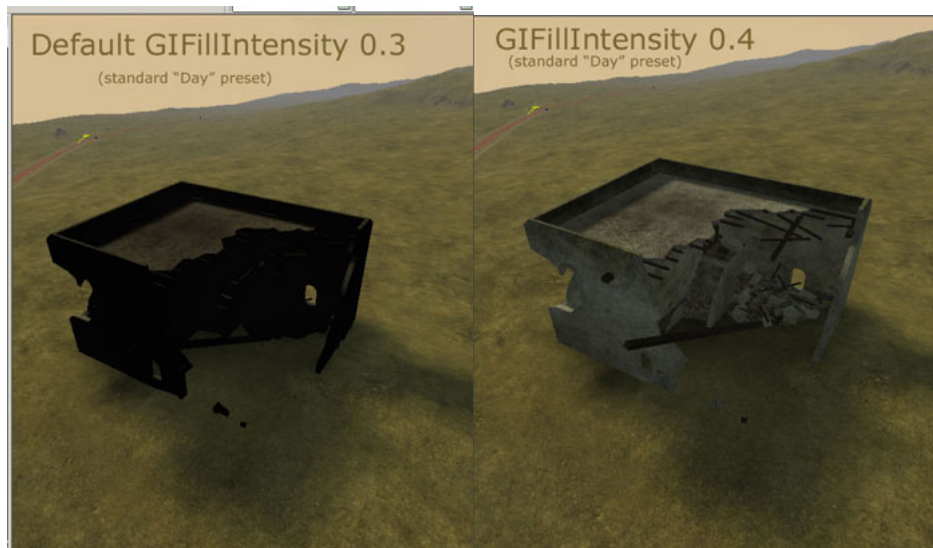
Tweak test_geo

- LevelSettings
- LightSettings
- WaterSettings
- LightmapSettings [ObjectMode]
 - GILightsBaseDir 0.0/33/-0.66
 - GILightsIntensity 0.33
 - GILightsShadowIntensity 1
 - GILightsFov 45
 - GILightsViewDistance 10
 - GIFillIntensity 0.3
 - NumberOfGILights 8
 - UseGITopLight ☒
 - GITopLightIntensity 0.1
 - SunLightShadowIntensity 1
 - SunLightFov 2
 - SunLightIntensity 1
 - WaterSunIntensity 0.8



The screenshot shows the Unity Inspector window with the 'LightmapSettings' component selected. The 'LightmapSettings' dropdown menu is open, displaying two options: 'Switch To Terrain Mode' and 'Save Object Mode'. The 'Save Object Mode' option is highlighted in blue.





Quite huge differences with small setting! Small tutorial but this should keep you out of lots of unnecessary trouble.

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