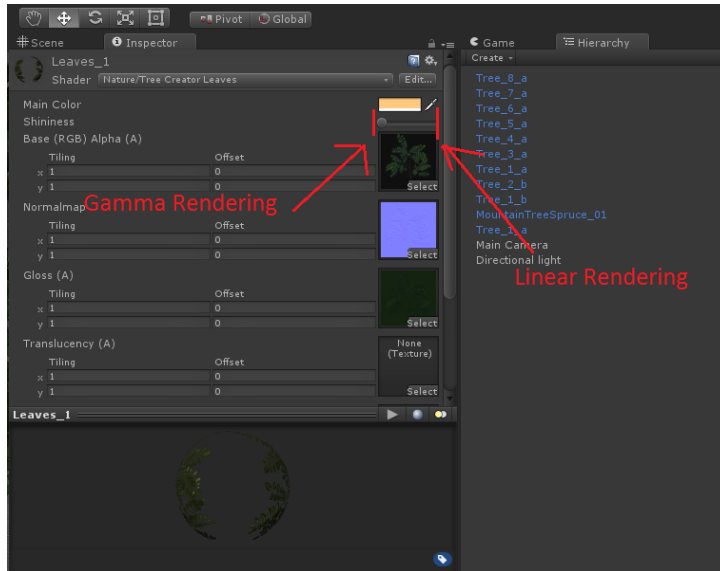
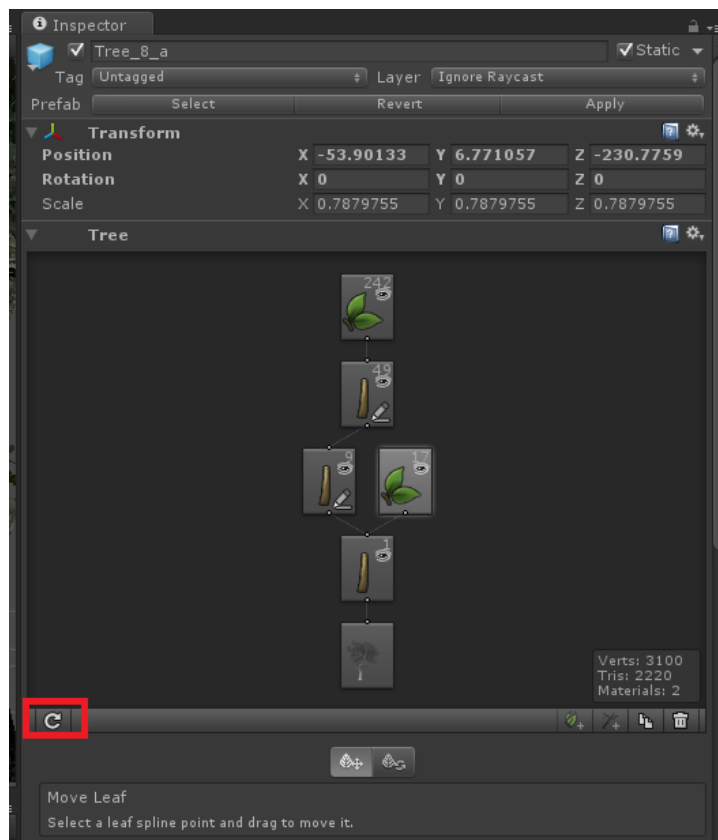


Rendering change - Gamma/Linear/Light problems

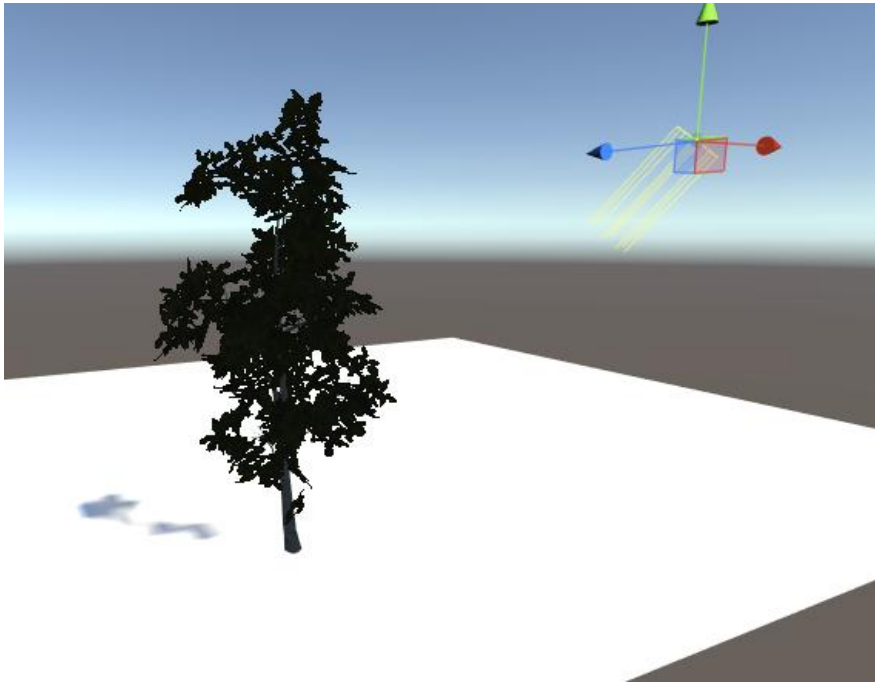
1. If you use linear rendering you have to adjust specular at tree materials. Each time you change rendering type you should adjust materials and refresh whole trees.. Here is small tutorial step by step:
 - I. Open Leaves/Bark materials, change shininess to value which you want.



- II. Click on the tree prefab, and recompile it → click refresh



2. if you use baked light you could have issue with trees like this:



Here is the solution:

- I. Tree must have lightmap static "off"
- II. Tree must have use light probe "on"
- III. You have to put light probe group at the scene.

