Entry Task:

Date: \_\_\_\_4/29/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

It’s a blender side problem, didn’t apply the transform positions after you made your changes so it didn’t save and to fix the rotation problem you needed to the it done in blender and fix the direction it’s facing when export to unity.

Date: \_\_\_\_4/30/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

Baked lighting is used for static lighting for object that are the light and aren’t moving, realtime lighting is used for

Date: \_\_\_\_5/1/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/2/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/3/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_