Steps:

Looked into runtime shadow map interpretation (rendering it to a texture and using that as how “shadowy” a place is), since it is based on camera position, unreliable

Lightmap ->

Shadowmask ->

Lightmapsettings @ <https://docs.unity3d.com/ScriptReference/LightmapSettings.html>

Troubles encountered:

Lightmap not easily accessible in code => possible fixes: copy the texture to another one that \*is\* readable (not efficient), light baking set to “manual” generates actual accessible files in your project => settings can be changed to allow access

Raycasthit lightmapcoord always results in the same value for the entire object, meaning it is useless.

Internet in Level is dead ☹