Vertex Lit Shader: Baked Shadows Realtime Light V1.0

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Introduction

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Video Tutorial

https://www.youtube.com/watch?v=N50AC_kX17U

What does this shader do?

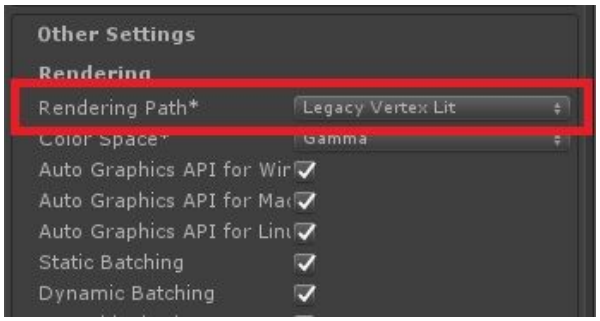
This shader works with Unity's **Legacy Vertex Lit** rendering path. More details here: https://docs.unity3d.com/Manual/RenderTech-VertexLit.html

By default, using Unity's built-in shader **Mobile/VertexLit** lighting works only as either baked or realtime but you cannot display a realtime light on a baked surface. This shader allows a baked surface to also receive realtime lighting.

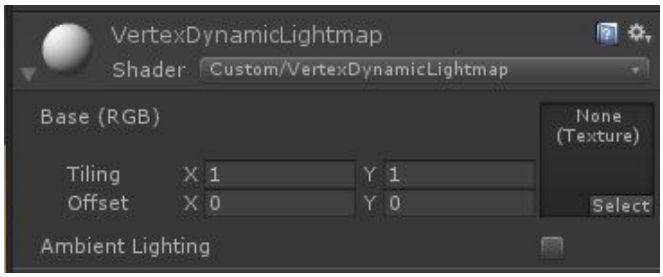
For example, a castle scene has realistic baked shadows and a torch on the wall is burning causing light to 'flicker' on the surrounding area.

How To Use

1. Ensure Legacy Vertex Lit rendering path is being used. This is set in the player build settings under 'Other Settings':

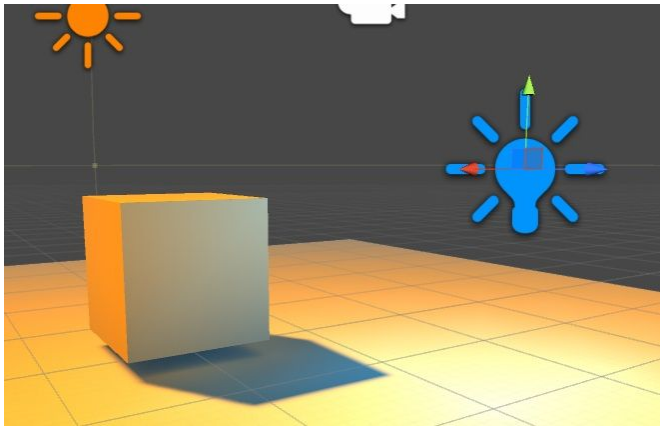


2. Assign the shader **Custom/VertexDynamicLightmap** to your material, OR assign the material from this project at **VertexDynamicLightmap/Materials/** to your objects.



3. The **Ambient Lighting** option will toggle realtime ambient lighting on baked surfaces. This is important because if you are using ambient light, which is baked into the lightmap, and the surface also receives that ambient light in realtime, the ambient light is actually being displayed twice and it will be too bright.

4. Configure the lighting options and bake! The surface will have a detailed lightmap and it will also display dynamic light with Vertex Lit rendering.



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