Polygon limit:

Complex model: 25.000  
Simple model: 5.000

Texture resolution scale:

Complex model, color: 2048x2048  
Complex model, normal: 2048x2048  
Complex model, ORM: 1024x1024

Simple model, color: 1024x1024  
Simple model, normal: 1024x1024  
Simple model, ORM: No ORM

Shading model: Unlit if possible

Lighting: Baked, or disabled

Unity version: 2021.3.15f1 (LTS) + Android build support