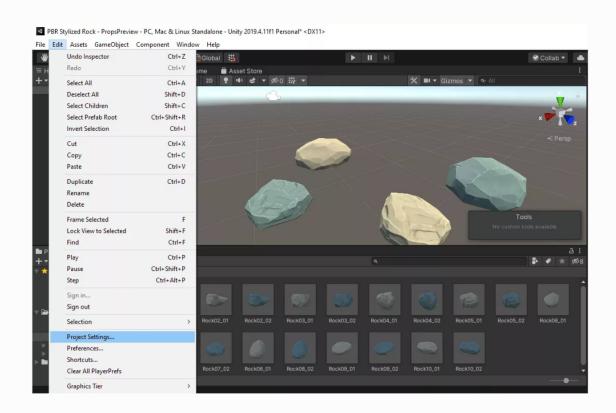
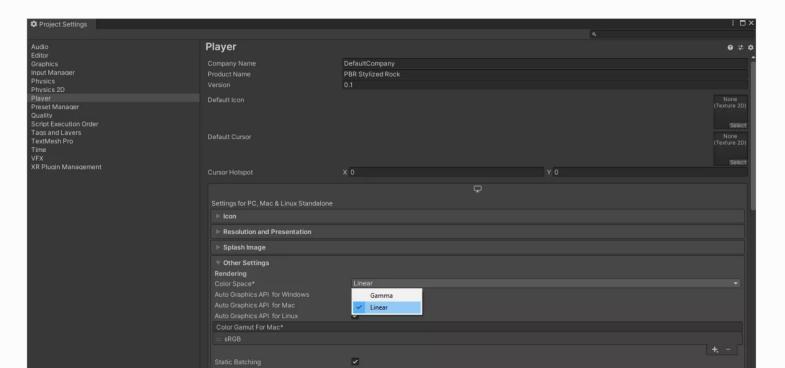
How to set up our packages:

1. Open Unity and click on "Edit "button



- 2. Click on "project settings"
- 3. Inside player setting look for "color space", click on it and set it "linear"



Dynamic Batching
GPU Skinning*

Graphics Jobs

Lightman Encoding

High Quality

4. Set up lights and bake like the next image

