- ☑ Add light switch
- ☑ Add curtain
- ☑ Green coverage
- ☑ Add cubic probes
- ☑ Setup reference scene
- ☑ Calculate the illuminance of the reference scene
- ☑ Bake the cube
- ☐ Move textures (curtain and plant)
- ☐ Convert the color to CCT and intensity
- ☐ Add lighting schedule