You can use 2 lighting mode:

- 1. Realtime
- 2. Baked

1.Realtime

For realtime lighting mode, you can use the **"wind and translucency"** shaders. Just select the leaf and trunk materials and select the below shaders for materials:

Leaf:

Tree Pack/Pipeline/Leaf/Leaf Optimized

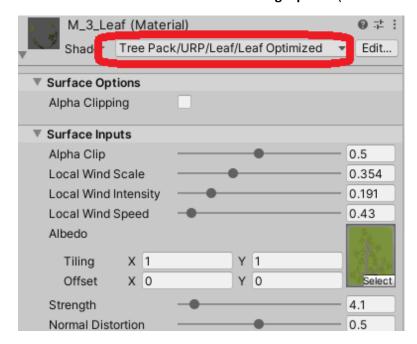
Trunk:

Tree Pack/Pipeline/Bark/Leaf Optimized

Note 1: Pipeline is the URP or Standard

Note 2: Standard means the Built-in rendering pipeline (Core 3D)

Note 3: URP means the Universal Rendering Pipeline (Core 3D URP)



Now you can add Wind to your scene:

- Create an empty game object
- Select the empty game object
- Add "TSP_WindController" component in the inspector

Tag Untagged Layer Default Transform 0 1 X 1.6002! Y 5.0435 Z -3.533! Position Z 0 X O Y O Rotation ∞ X 1 Y 1 Z 1 Scale '≡ Hierarch' ► A ■ Console ▼ # ✓ TSP_Wind Controller (Script) 0 7 · All 图 Script TSP_WindController M_P3_Tree_2 M_P3_Tree_1 Speed 2.41 World Frequency 0.047 Main Camera Bend Amount 0.047 Directional Light Global Volume Wind Controller Add Component Plane

2.Baked

For baked lighting, you need to use standard or lit shaders without wind effect. So select your leaf and trunk materials and change the shaders type to the **Universal Rendering Pipline/Simple Lit**

Now you can set your models to the static and bake your models

Follow tips:

https://forum.unity.com/threads/unity-foliage-rendering-tips-and-tricks.1482201/