

Hi

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

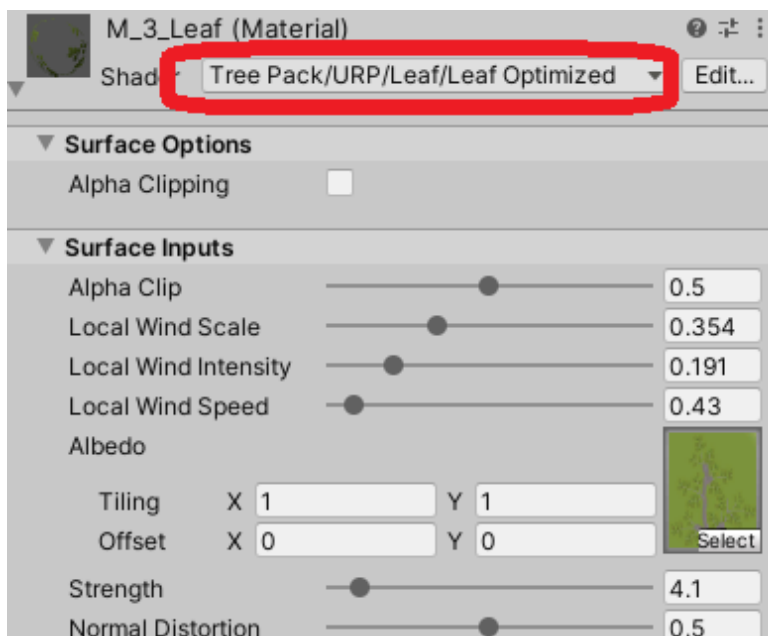
Trunk:

Tree Pack/**Pipeline**/Bark/Leaf Optimized

Note 1: **Pipeline** is the **URP** or **Standard**

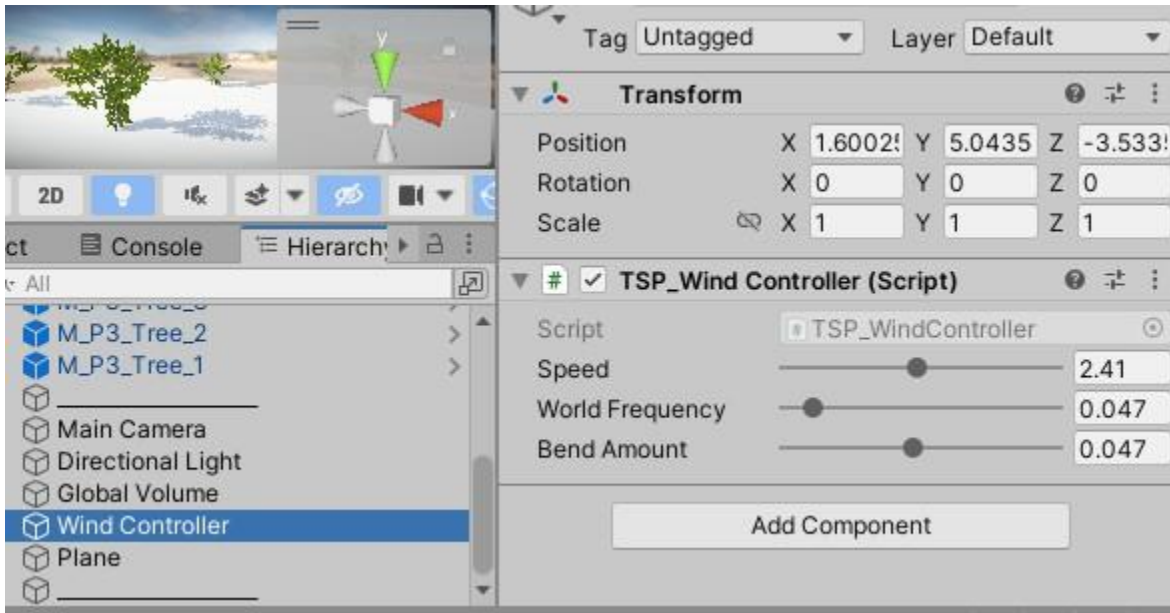
Note 2: **Standard** means the **Built-in** rendering pipeline (Core 3D)

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
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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 Pipeline/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/>