

Unity Lighting Modes Reference Card

Light

	Receiver		Receiver	
Submode	Direct lighting	Indirect lighting	Direct lighting	Indirect lighting

Realtime

	Dynamic receiver		Static receiver	
Realtime	Realtime	-	Realtime	-
Realtime GI	Realtime	Realtime Light Probes	Realtime	Realtime lightmap

Mixed

	Dynamic receiver		Static receiver	
Baked Indirect	Realtime	Light Probes	Realtime	Lightmap
Shadowmask	Realtime	Light Probes	Realtime	Lightmap
Distance Shadowmask	Realtime	Light Probes	Realtime	Lightmap
Subtractive	Realtime	Light Probes	Lightmap	Lightmap

Baked

	Dynamic receiver		Static receiver	
Static	Light Probes	Light Probes	Lightmap	Lightmap

Shadows

Submode	Receiver		Receiver	
Caster	Within shadow dist.	Beyond shadow dist.	Within shadow dist.	Beyond shadow dist.
Caster	Within shadow dist.	Beyond shadow dist.	Within shadow dist.	Beyond shadow dist.

Realtime

	Dynamic receiver		Static receiver	
Dynamic caster	Shadow map	-	Shadow map	-
Static caster	Shadow map	-	Shadow map	-

Mixed

Baked Indirect	Dynamic receiver		Static receiver	
Dynamic caster	Shadow map	-	Shadow map	-
Static caster	Shadow map	-	Shadow map	-

Shadowmask	Dynamic receiver		Static receiver	
Dynamic caster	Shadow map	-	Shadow map	-
Static caster	Light Probes	Light Probes	Shadowmask	Shadowmask

Distance Shadowmask	Dynamic receiver		Static receiver	
Dynamic caster	Shadow map	-	Shadow map	-
Static caster	Shadow map	Light Probes	Shadow map	Shadowmask

Subtractive	Dynamic receiver		Static receiver	
Dynamic caster	Shadow map	-	Main light shadow map	-
Static caster	Light Probes	Light Probes	Lightmap	Lightmap

Baked

	Dynamic receiver		Static receiver	
Dynamic caster	-	-	-	-
Static caster	Light Probes	Light Probes	Lightmap	Lightmap