GILIGHT SYSTEM 1.0

1. About

The system in this package contains a simple way to configure Emissive Lightning, with visual gizmos simulating default Unity Lightning.
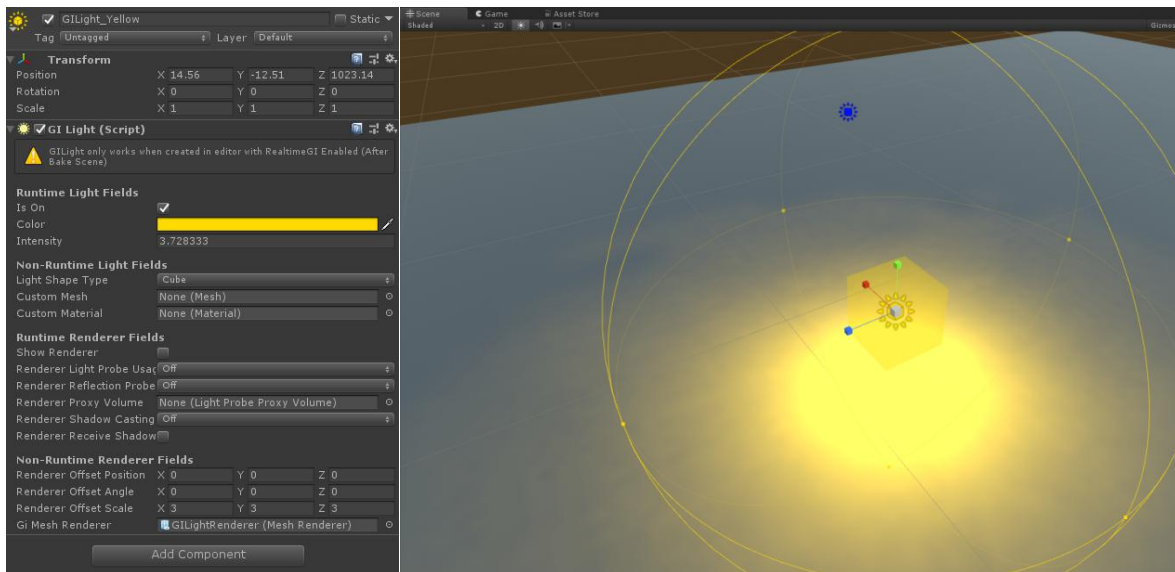
Pros:

- ❖ Realtime lightning Color/Range changes.
- ❖ Realtime Enable/Disable Lightning.
- ❖ No extra DrawCalls needed (very useful in VR Applications).
- ❖ Custom Light Shape.
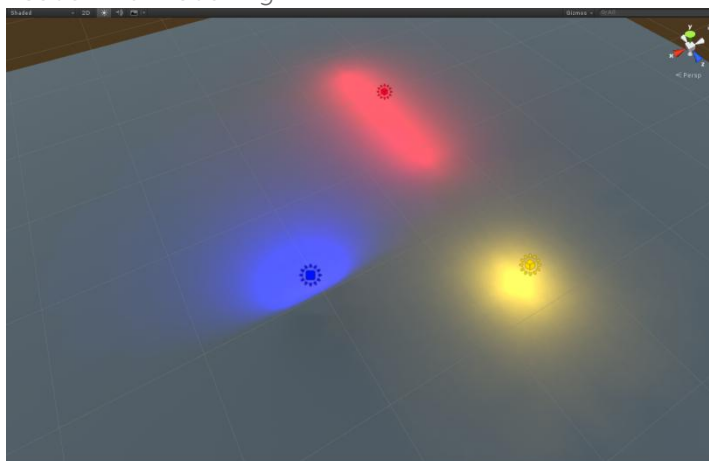- ❖ Support Deferred or Foward rendering.

Cons:

- ❖ No Shadow.
- ❖ Require RealTime Global Ilumination.
- ❖ Require bake before visualize results.
- ❖ No specular effect.
- ❖ Change position/shape/Rotation of the light in realtime is unsupported.
- ❖ **Lightweight Render Pipeline** not supported.

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2. Simple Guide

- ❖ Add GILight in an empty gameobject in scene.
- ❖ Change light color.
- ❖ The range of the Light is defined by light Intensity and mesh size so you can change in edit time the shape of the light, and the size of the mesh, and in realtime you can define the intensity range based in this mesh size.
- ❖ Change the shape of the light using "Light Shape Type". The default ones is Cube/Sphere/Quad. The "Cube" generates shape similar to point light (the "Sphere" too but with more precision, but requires more computer resources in realtime, so try avoid it). The "Quad" generate light in semi-circle style so can be used replacement to Area Light.
- ❖ The size of the mesh can be changed in "Renderer Offset Scale" so it is possible to transform a "Cube" in a "Tube" Light.

- ❖ It is possible to show/hide mesh.

3. License

Apache 2.0 (http://www.apache.org/licenses/LICENSE-2.0)

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