

Hi

If you want to use the lighting box 2 for mobile or webgl platform, you must know something:

## Mobile Platforms

=> Some effects are not available for mobile platforms (in lighting box 2):

**Ambient Occlusion**

**Screen Space Reflections**

**Volumetric Lighting**

**Height and Distance fog**

**Depth of field**

**Auto Exposure**

**You can buy the mobile lighting box 3 to support latest mobile effects**

=> You should use the forward rendering path and not the deferred. Deferred is useful for SSR,AO and volumetric lighting effects and in case that you have too many realtime lights that are not suitable for low-end mobiles (2022 or older)

=> You can't use auto exposure effect. So when switch to the mobile target, you must increase overall exposure settings from the Color tab.

=> Realtime GI is not suitable for mobiles

=> TAA anti-aliasing is the best choice for mobiles as anti-aliasing solution. So forget others. When you turn on TAA on a Redmi 9A (low-end) device, your 22 fps will be 20 fps with the TAA is on

=> You can update the realtime shadows and quality settings from the Edit->Project Settings Quality menu

**Also you can use my other quality selection asset:**

<https://assetstore.unity.com/packages/tools/utilities/game-quality-settings-212677>

The best optimization solution is the resolution scale reduction. Use the above asset for that purpose

**Mobile performance test Redmi 9A:**

<https://www.youtube.com/watch?v=WzmMAM1p2sA>

**Tutorials playlist:**

<https://www.youtube.com/playlist?list=PLVXvfvDWvto0Ygyh4DDIR-pJ4wTKdqHoV>

## **WebGL 2.0**

For webgl platform, you have less limitations compare to the mobile.

You can not use some things:

**Realtime GI**

**Volumetric Lighting**

**Screen Space Reflections**

**Auto Exposure**

## Windows vs WebGL2.0 Demo:

### Windows:



### WebGL 2.0:

