

“Demo” Scene, Best settings for optimal graphics and performance:

QualitySettings

Levels

- Standart
- Default

Add Quality Level

Name Standart

Rendering

- Pixel Light Count: 2
- Texture Quality: Full Res
- Anisotropic Textures: Forced On
- Anti Aliasing: Disabled
- Soft Particles:
- Realtime Reflection Probes:
- Billboards Face Camera Position:
- Resolution Scaling Fixed DPI Factor: 1

Shadows

- Shadows: Hard and Soft Shadows
- Shadow Resolution: High Resolution
- Shadow Projection: Stable Fit
- Shadow Distance: 60
- Shadowmask Mode: Distance Shadowmask
- Shadow Near Plane Offset: 3
- Shadow Cascades: Four Cascades
- Cascade splits: 0, 1, 2, 3 (6.7%, 13.3%, 26.7%, 53.3%)

Other

- Blend Weights: 4 Bones
- V Sync Count: Every V Blank
- Lod Bias: 2
- Maximum LOD Level: 0
- Particle Raycast Budget: 4096
- Async Upload Time Slice: 2
- Async Upload Buffer Size: 4

Lighting

Environment

- Skybox Material: SkyMaterial
- Sun Source: None (Light)
- Environment Lighting: Skybox (Intensity Multiplier: 1)
- Environment Reflections: Skybox (Resolution: 128, Compression: Auto, Intensity Multiplier: 1, Bounces: 1)
- Realtime Lighting: Realtime Global Illumination:
- Mixed Lighting: Baked Global Illumination:

All Baked and Mixed lights in the Scene are currently being overridden to Realtime light modes. Enable Baked Global Illumination to allow the use of Baked and Mixed light modes.

Lightmapping Settings

- Lightmapper: Enlighten
- Indirect Resolution: 2 texels per unit
- Lightmap Resolution: 40 texels per unit
- Lightmap Padding: 2 texels
- Lightmap Size: 1024 texels
- Compress Lightmaps:
- Ambient Occlusion:
- Final Gather:
- Directional Mode: Directional

Directional lightmaps cannot be decoded on SM2.0 hardware nor when using GLES2.0. They will fallback to Non-Directional lightmaps.

Indirect Intensity: 1

Albedo Boost: 1

Lightmap Parameters: Default-Medium

Other Settings

- Fog:
- Halo Texture: None (Texture 2D)
- Halo Strength: 0.5
- Flare Fade Speed: 3
- Flare Strength: 1
- Spot Cookie: Soft

Occlusion

Camera

Camera

Tag: Untagged

Layer: Layer

Static:

Transform

- Position: X 0.6, Y 2, Z -15
- Rotation: X 0, Y 0, Z 0
- Scale: X 1, Y 1, Z 1

Camera

- Clear Flags: Skybox
- Background: Everything
- Projection: Perspective (Field of View: 60)
- Clipping Planes: Near 0.3, Far 1000
- Viewport Rect: X 0, Y 0, W 1, H 1
- Depth: 0
- Rendering Path: Deferred
- Target Texture: None (Render Texture)
- Occlusion Culling:
- Allow HDR:
- Allow MSAA:
- Target Display: Display 1

Auto Generate Generate Lighting

Post Processing Behaviour (Script)

Profile: PostFX_Profile (PostProcessingProfile)

Screenshot (Script)

Script: Screenshot

Camera Navigation (Script)

Script: CameraNavigation

- Rot Speed H: 50
- Rot Speed V: 50
- Move Speed: 25

Add Component