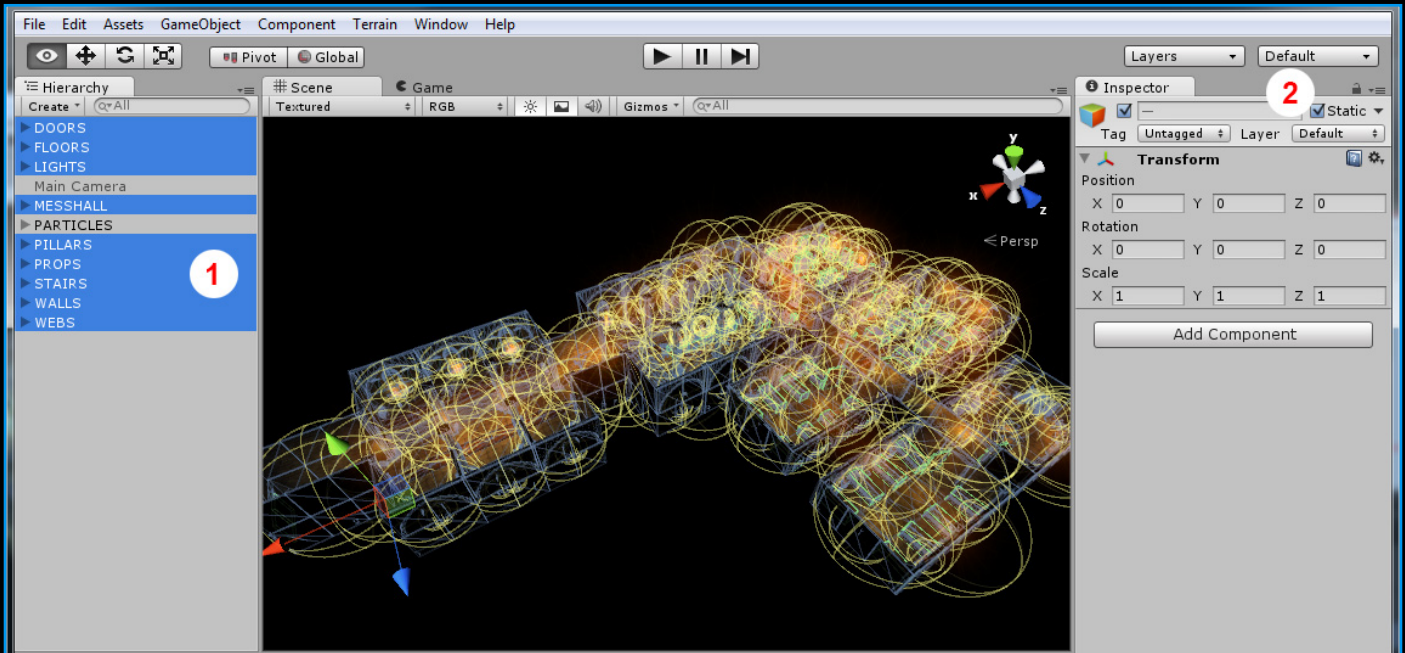


Baked lighting produces such spectacular results in comparison to normal lighting, that I would strongly recommend using baked lighting for all your lighting needs in Unity.

Adding 1 or more directional lights after the bake was done, will give characters and mobs nice live shadows that really adds realism to the scene.

**STEP 1:** Select all the groups that you want to be baked.

**STEP 2:** Make them Static in the inspector.



The settings below is just what I used when I did the Dragon Keep web demo scene. There is nothing hard and fast about what is in the settings below so feel free to experiment.

**STEP 3:** Set the settings to what you finally choose and hit "Bake Scene" and go make some coffee.

Setting "Quality" to low can make a huge render time difference so maybe do that to get quick results and when you happy just change that and do the final high quality bake.

The "Dragon Keep" scene took about 12 - 15 minutes with the high quality settings. Shadows are not black, use any colour, just very dark and it will bring those darker areas to life. I used 1 dark purple directional light for the "Dragon Keep" web demo scene.

