Hi Myself satish I wanted to share some tips or steps for bakery setting,(Required Bakery GPU)

You can use this scene for your application if there is no inter-action or without modifying the scene.

You can modify this scene as per your requirement,for the bakery setting I have already shared my original setting.

After Import Bakery GPU you will see my setting,there are few steps required before hit the render button.

1)Need to Check bekary light..Need to click the Fix button.

2)Unity Area light..Need to click Match lightmapped to area light or Match material to Light(to Match Light Intensity)

3)Bakery Light Mesh..Need to click the Fix button.

4)ies Spotlight..Need to click the Fix button.

5)Need to check Light map Output Path

Please let me know if you have issue with light setting,you can drop me mail.(satishparab007@gmail.com)

Thank You.