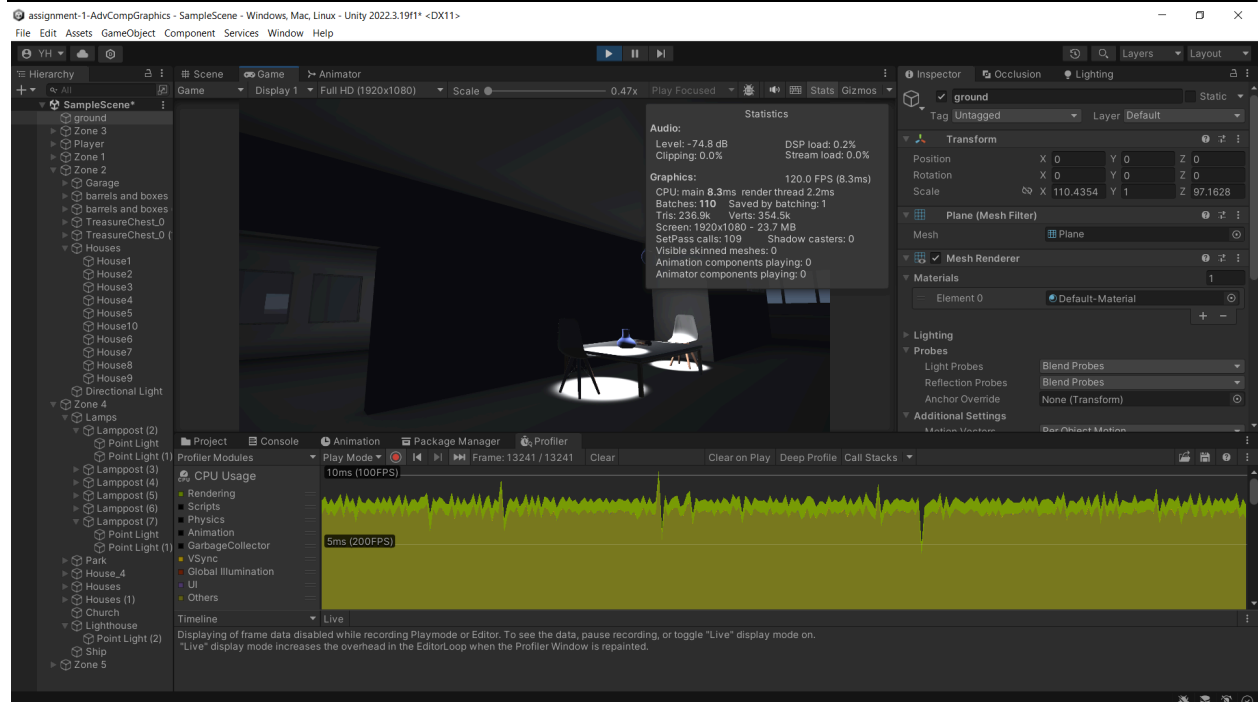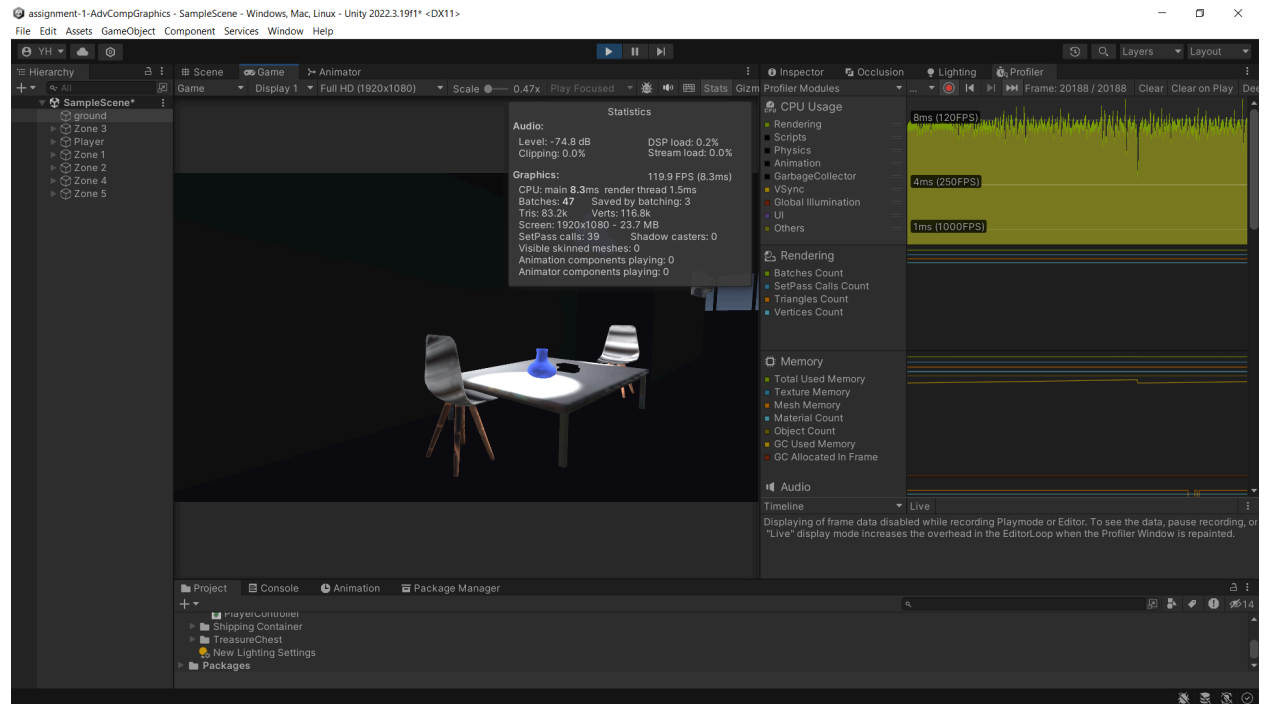# Real-Time Vs Baked Lights

For the two light rendering methods, their peak FPS is 120. However, baked lights had more stable performance during runtime with less stuttering. The data is shown below. Do note that the difference in Tri Count and Vert Count is solely because of the difference in player position as shown in the pictures below. Visually speaking, using real-time lights resulted in a better final image, as seen in the two images below.

Statistic	Real-Time Lights	Baked Lights
FPS Peak	120FPS	120FPS
Batches	110	47
Saved By Batching	1	3
SetPass Calls	109	39
Triangles	236.9k	83.2k
Vertices	354.6k	116.8k

Real-Time Lights

Baked Lights