	Unity Built-in Pipeline	Lightweight Pipeline
Platform Coverage	All	All
Rendering Paths	· Multi-pass Forward · Multi-pass Deferred	· Single-pass Forward
Lighting Attenuation	· Separate precomputed attenuation textures for Point and Spot · Vertex light attenuation does not reach 0 intensity at range boundary.	· Physically Based Light Attenuation. Light intensity decreases by the inverse-square law.
Color Space	· Linear with sRGB light intensity · sRGB	· Linear with linear light intensity · sRGB.
Realtime Lights	· Directional, Spot and Point · Amount of pixel lights controlled by Quality Settings · Forward path limited to 8 pixel lights. · Supports up to 4 vertex point lights.	· Directional, Spot and Point · Amount of pixel lights controlled by Pipeline Asset · 1 Main Directional light always shaded per-pixel. · Up to 8 additional lights that can be shaded per-pixel or per-vertex.
Light Modes	· Baked · Mixed · Baked Indirect · Shadow Mask · Distance Shadowmask · Subtractive · Realtime	· Baked · Mixed (WIP / ETA Unity 19.1) · Baked Indirect · Shadow Mask · Subtractive · Realtime

Global Illumination	· Directional, Spot, Point and Rectangular Area Lights · Baked · Lightmap (Non-Directional and Directional) · Light Probes · Realtime · Dynamic Lightmap · Realtime Lightprobes	· Directional, Spot, Point and Rectangular Area Lights · Baked · Lightmap (Non-Directional and Directional) · Light Probes · Realtime GI Not Supported.
Light Culling	· Per-Object. No Compute.	· Per-Object. No Compute.
Shader Library	· Dozens of non physically based shaders specializations · Unified Standard PBS Shaders: · Metallic workflow · Specular workflow · Roughness workflow	· Unified non-physically based shader (Simple Lit) · Unified physically based shader (Lit) that covers Metallic and Specular workflows
Physically Based Shading	· Disney Diffuse + Cook Torrance (GGX, Smith, Schlick) Specular · Lambertian Diffuse + Simplified Cook Torrance (GGX, Simplified KSK and Schlick) Specular · Lambertian Diffuse + Non-Microfaceted LUT Specular	· Lambertian Diffuse + Simplified Cook Torrance (GGX, Simplified KSK and Schlick) Specular
Light Cookies	· Monochrome	· Single light cookie support for the main light.
Light Probes Modes	· One interpolated probe · LPPV	· One interpolated probe
Reflection Probes	· Sorted per-object, blend between at most 2 probes	· Sorted per-object, no blending

Shadows Features	· PSSM Stable and Close Fit · Filtering: PCF · No depth clip. Pancaking done in vertex.	· PSSM Stable Fit · Filtering: PCF · No depth clip. Pancaking done in vertex.
Shadow Modes	· Light Space · Screen Space	· Light Space · Screen Space
Shadow Casting Lights	· Directional, Spot, Point · Multiple shadow light casters, one per-pass.	· Directional and Spot · Single shadow light caster supported as main light.
General		
Camera	· Sorts camera by depth value · Stack Management · Groups by common camera state · Handles depth state between cameras	· Sorts camera by depth value · No stack management · RenderTarget scale supported · Game renders at scaled resolution · UI renders at native resolution
Anti-Aliasing	· MSAA, TAA	· MSAA
Pipeline Additional Data	· Motion Vectors	· None
Post-Processing	· Legacy Post-Processing stack · new Post-Processing Stack	· Subset of the new Post-Processing Stack FX · No support for: TAA, Motion Blur, SSR
Debug option	· Display GBuffer · Display various bake lighting view mode	

Sky lighting	· Procedural Sky · Cubemap/LatLong Sky · Ambient Lighting	· Procedural Sky · Cubemap · Ambient Lighting