

2017-06-17 THIS DOCUMENTATION IS SUPERSEDED BY THE [UNITY USER MANUAL LIGHTING SECTION](#). Please note these draft documents will be deleted in the near future.

5.6 DRAFT DOCUMENTATION: This is first draft documentation for a feature that is currently in new in Unity 5.6. As such, the information in this document may be subject to change before final release.

Baked Indirect mode

For Baked Indirect lights only indirect lighting is precomputed, no shadow precomputations are performed. Shadows are thus fully realtime within the shadow distance. In other words, Baked Indirects lights behave exactly the same as fully realtime dynamic lights **with additional indirect lighting** sampled from a precomputed lightmap and no shadows beyond the shadow distance. Effects like [fog](#) can be used to obscure the missing shadows past that distance.

Shadows

	Dynamic receiver		Static receiver	
	Within shadow dist.	Beyond shadow dist.	Within shadow dist.	Beyond shadow dist.
Dynamic caster	Shadow map	-	Shadow map	-
Static caster	Shadow map	-	Shadow map	-

Pros & Cons

- + Same visual fidelity as realtime lights
- + Realtime shadows for all combinations of static and dynamic objects
- + Indirect lighting
- Increased performance cost as shadow casting static objects need to be rendered into shadow maps, which is not necessary for some of the other stationary modes
- No shadows beyond shadow distance
- Increased memory requirements for lightmap texture set

Target platforms

- Mid-range PCs
- High-end mobile

Examples

- An indoor shooter or adventure game set in rooms connected via corridors. As the viewing distance is limited, everything that is visible will fit within the shadow distance, so missing shadows beyond it are not an issue.
- An outdoor scene where fog can be used to hide the missing shadows in the distance.