



### Unity Assets - Illumination Proxy v1.7.4

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**Unity Assets - Illumination Proxy** is a versatile light manipulation framework for Unity, designed to emulate indirect global illumination across all Unity versions and platforms, with optimizations for mobile performance.

#### How to use spotlights for project design?

You can use "Unity Assets - Illumination Proxy" to design your project.

It enables the creation of impressive indirect lighting using minimal resources and Unity lights for optimal compatibility and efficiency. Utilizing shadowless point lights to simulate bounced light from surfaces, the system delivers realistic global illumination that is scalable based on hardware capabilities. It supports all Unity light types (point, spot, and directional) and functions on all platforms, including both Unity Free and Pro versions. The "hero follow" mode provides global illumination in open environments by focusing indirect lighting effects around the protagonist.

#### "Unity Assets - Illumination Proxy" Samples:



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