Tools for automatically placing light probes

This section covers information on light probe placement tools.

LightProbesVolumes (free)

Light Probes Volumes is a free tool that places probes down based on the scene collision. It's easy to use and quick to set up. Simply place down volumes and have it fill them.

Magic Light Probes

Magic Light Probes is a paid asset on the Asset Store. It costs about as much as Bakery, and goes on sale about as often. It uses some algorithms to place probes along where light is varied and where lights are. It can be used to place a lot of probes down at once, following the map geometry really closely, in a way that can represent lighting surprisingly faithfully. The setup procedure is complicated, but it can produce really good results. However, it's prone to bugs.

AutoProbe

AutoProbe is a paid asset on the Asset Store. It costs half as much as Bakery, but goes on sale fairly often too. It uses simple methods to scatter light probes around the scene evenly within volumes. It also has an optimisation function to remove unnecessary probes after the scene is baked. It produces good results.

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