Lighting

Use as few *dynamic* light sources as possible. Light sources in order of their impact on rendering performance (fastest first):

- ambient light
- directional light
- point light
- spot light

Often the ambient light computation can be omitted by already including the ambient light factor in the ambient material of the affected node. Bake light into texture for static lighting. Use multi-texture effects like *lightmaps*, *speheremaps* for certain light effects to achieve high detailed pixel lighting on simple surfaces without dynamic light sources.

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