

HTrace: World Space Global Illumination

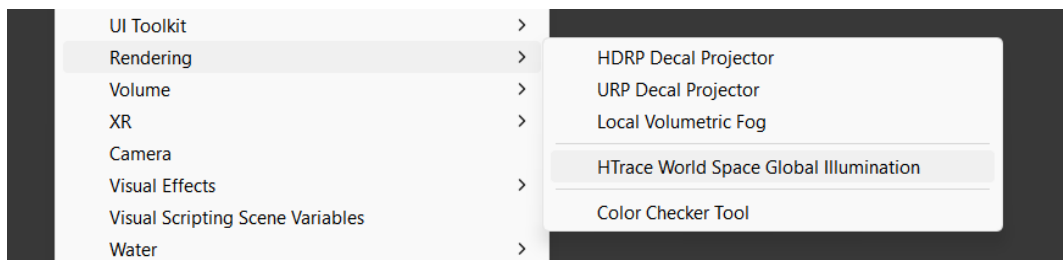
Quick-start manual

This is a short manual that helps you to get started with HTrace: World Space Global Illumination. If you have any questions, bug reports or suggestions - feel free to reach out to us via [Discord](#).

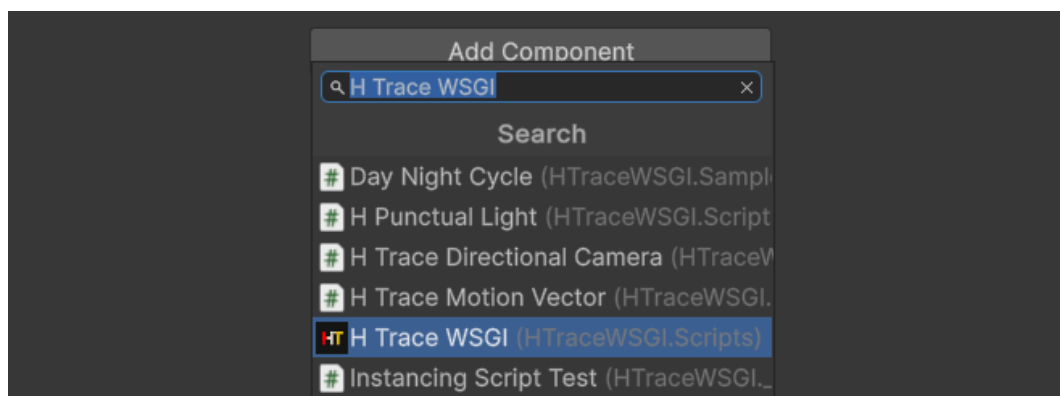
You can find full documentation here: [Online Documentation](#).

Adding HTrace WSGI to Your Scene:

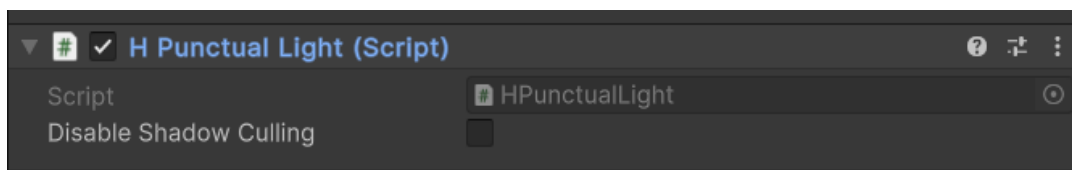
1a. Right Click to open a dropdown menu and find the **Rendering** category. Then select **HTrace World Space Global Illumination**:



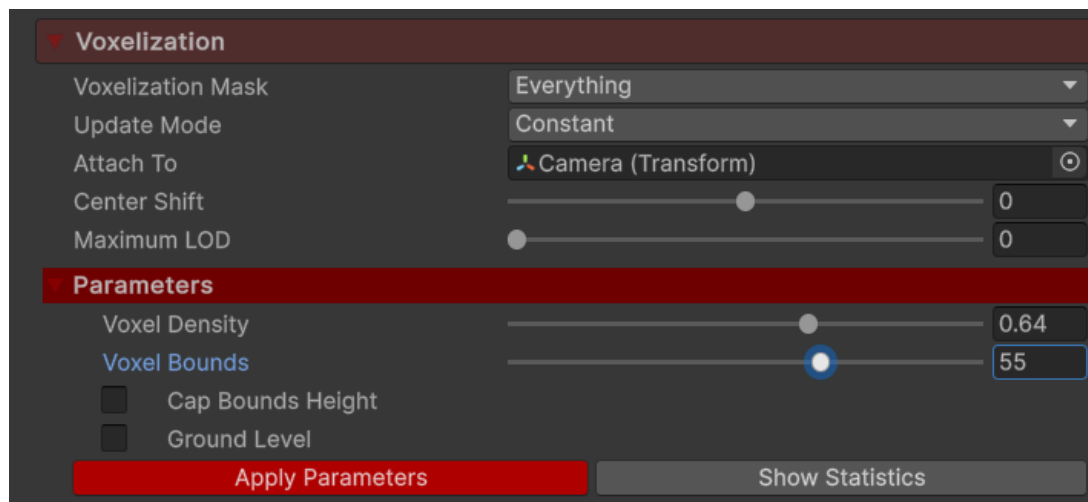
1b. Alternatively, you can add **HTrace WSGI script** to any empty game object:



2. Add the HPunctual Light script to all **Spot** and **Point** light sources that you want to participate in world-space GI (the screen-space contribution will be gathered automatically):



3. Apply voxelization **Parameters** (if highlighted in red) to initialize voxelization:



Important Notes:

- Unity does not write object motion vectors in the **Scene View**. As a result, moving objects may fail to accumulate correct indirect lighting. **Game View** is unaffected by this.
- Make sure to read the [full documentation](#) to better understand the asset, especially if you're encountering any issues.
- Use **Debug Views** to check whether your scene is voxelized correctly. The **Voxelized Color** and **Voxelized Lighting** debug views are the primary tools for troubleshooting world-space lighting issues.