

H-Trace: World Space Global Illumination

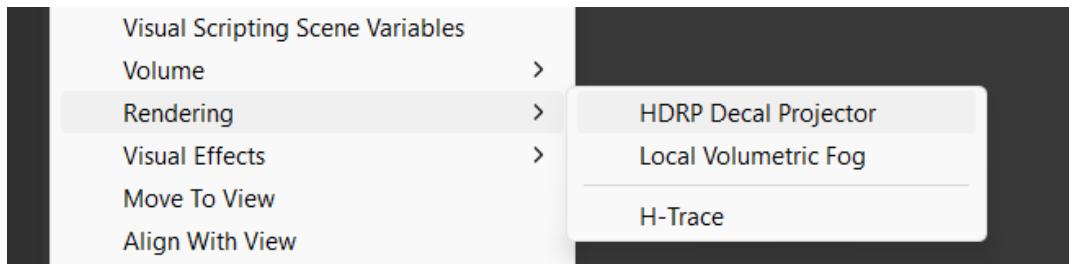
Quick-start manual

This is a short manual that helps you to get started with H-Trace. If you have any questions, bug reports or suggestions - feel free to reach out to us using [Unity Forum thread](#) or [Discord](#).

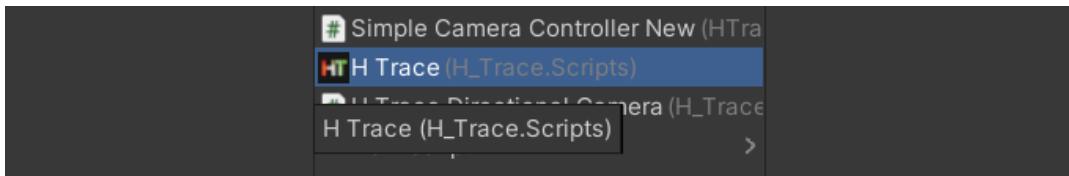
You can find full documentation here: [online documentation](#)

Adding HTrace to your scene

1a. Right click to open a dropdown menu and find the **Rendering** category. Then select **H-Trace**:



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



2. Apply voxelization **Parameters** (will be highlighted in red) to initialize voxelization:

