For lighting, you have 3 options:

Fully Realtime

In this mode you can use a sun light with shadows to have a realtime lighting without GI for your models

Baked Ambient

In this mode you can bake ambient light only (sky light) to add indirect shadows in your tree models to have more realistic and volumetric lighting and use a realtime sun light to have realtime sun lighting with realtime shadows or without realtime shadows

The "baked ambient mode + realtime sun light" has been used in **GTA V** game

Steps:

1. Select all tree models and set them as Static in the Inspector
2. Select your sun light and set it as Realtime
3. Open **Window->Rendering->Lighting** and press **Generate Lighting** button

Fully Baked

Fully baked mode is the best lighting method to have maximum performance and quality. But you can't move or rotate the sun or any other light sources. This is the best solution for mobile platforms in most game types

Steps:

1. Select all tree models and set them as Static in the Inspector
2. Select your sun light and set it as Baked
3. Open **Window->Rendering->Lighting** and press **Generate Lighting** button

How to change scale of the all tree models?

You can globally change tree scales in project files

1. Search **Model** in the tree folder
2. Select all models
3. Change **Scale Factor** in the inspector
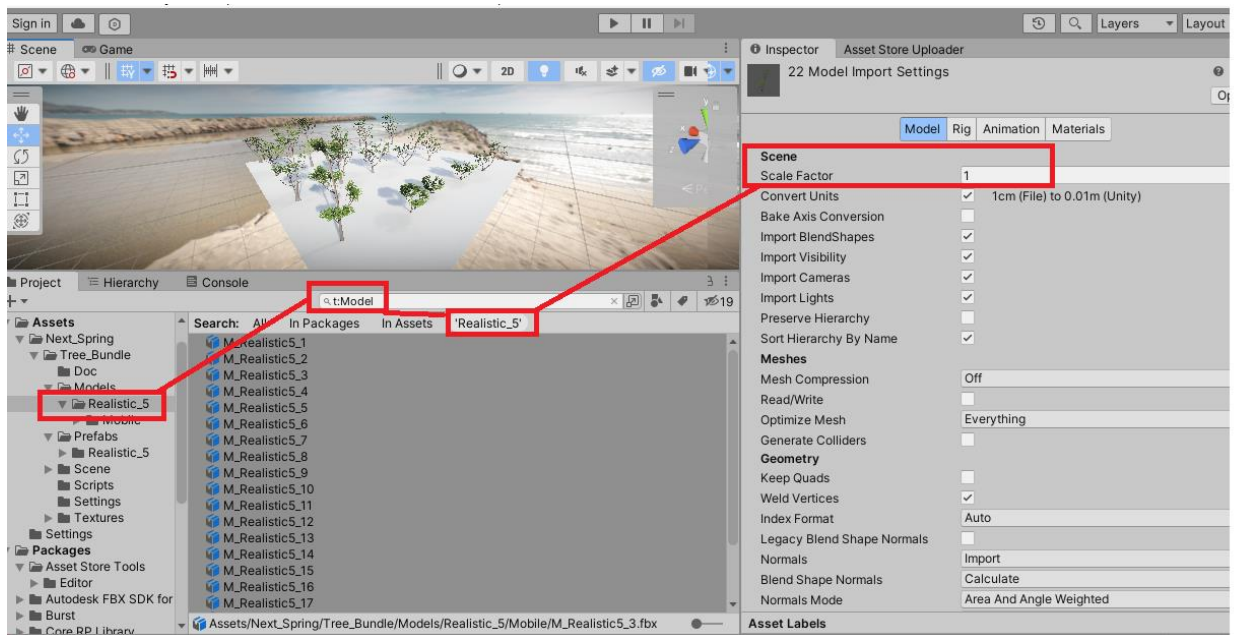
Read foliage rendering tips and tricks here:

https://forum.unity.com/threads/unity-foliage-rendering-tips-and-tricks.1482201