Performance Documentation -by Archana,10-02-2023

Performance:

* File size of Mirror.glb
* Shadows  
  - Experiment with jason data(casters,receivers,lights)  
  - Shadow map size
* Reflection  
  - Lod/SSR  
  - make mirror selectable and experiment with floor and mirror reflections separately
* Add the vase and make it selectable
* Move progress bar to where it can be visible.

Report after doing all these experiments:

* map size
  + shadow mapsize  
    -30 FPS when far is 1000 and mapsize is 1000  
    -21 FPS when far is 1000 and mapsize is 512  
    -26 FPS when mapsize is 1012  
    -28 FPS when mapsize is 512
  + There is no much difference in the FPS but there is difference in the resolution of the shadow.

Actions to Improve UI/UX:

* show text containing actions to perform for measurements while hovering the measurements button
* add different light fixtures in lighting tab
* add scale, delete
* clear error in gandivam that is causing because of rollup in server