VR engine performance comparison.

Create identical scenes in both Unity VR and Unreal VR and compare how well the applications perform (using FPS as the main measure of performance) when rendering high amounts of identical models.  
**Independent variables:** count of objects in scene, engine used

**Dependent variables:** fps, CPU usage, GPU usage

**Controlled variables:** triangle count on mesh, texture on mesh, programs running the background, hardware used; Headset: Oculus Quest 2, system: intel core i7, 12th gen, NVidia GeForce RTX3070ti, DDR4 32 GH ram (I don’t remember the speed)