

# Performance

- Decide your target device class: mobile (billions), standalone headsets (10s of millions), or PC VR (millions)
- To keep frames/sec up, watch these metrics
  - number of triangles per frame (raw power of GPU):
    - mobile: < 100,000–200,000
    - standalone headsets: < 750,000–1,000,000
  - draw calls per frame (CPU–GPU bandwidth):
    - mobile: < 100–150
    - standalone headsets: < 100–175

# Google <model-viewer>

- web component (element in DOM tree) containing canvas
- only displays 3-D models

