A picture containing text, furniture, seat

Description automatically generated

Screenshots did not show the OVR framerate overlay in my app, so instead I took a photo with my phone.

Framerate:

Framerate was a constant battle in development of the app. Many of my models came from this website I found for interior designers archive3d.net which has gorgeous 3d models for free. What I did not realize until quite late in the development process was that many of the models I downloaded had several million vertices, and while unity has some tools I used to bake lighting on the models and pre-render some parts, some of the models had to be replaced. That said, overall framerate of the project remains decently high in most areas. The main play area seems to maintain 50+ frames at all times, even when interacting with objects (although occasionally when objects get too close to the player they launch the player away which causes a significant frame drop).

Outside, the project seems to hold close to 72 (max framerate) even while looking at the animated tree. Some of the models, like the ivy model still drop the framerate somewhat but not to the point where it is visibly noticeable (to around 50 or 60fps).

Behind the building area however, framerate tanks. I do not know why this happens, there is no models back there that do not exist elsewhere and there are no lighting effects. My best guess is that some of the lights inside the building are causing some reflective issue on the back wall, but it does not happen on any of the other walls so that seems unlikely. There is not much to see behind the building, when I realized this issue, I moved everything that was back there elsewhere, so it is not a big factor in gameplay, but I recommend avoiding moving quickly through the area.

In all areas, the quest will occasionally drop a few frames and immediately pop back up, I assume this is just the nature of the processor as it seems to happen even while not in the app.