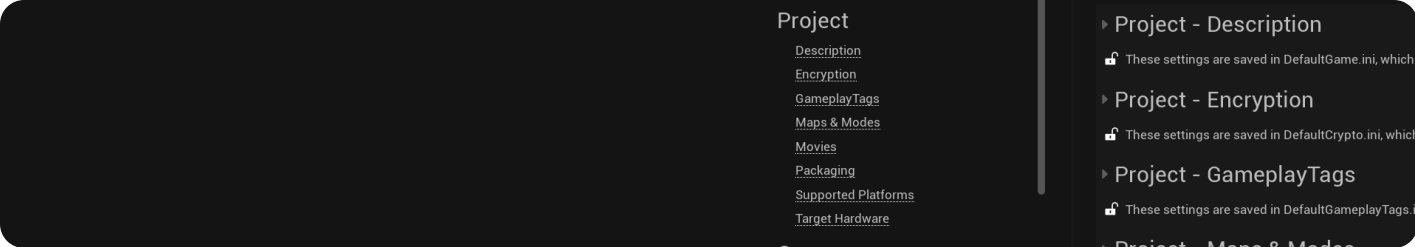# Android Material Quality - Vulkan

Reference for the Android Material Quality - Vulkan section of the Unreal Engine Project Settings.

Android Material Quality - Vulkan
Forward Rendering Overrides

Setting	Description
Discard Quality During Cook	Discard quality during cook.
Enable Quality Override	Enable quality override.
Force Fully Rough	This setting forces Roughness input value to 1. Enabling this can improve performance.
Force Non-Metal	This forces the Metallic input value to 0. Enabling this can improve performance.
Disable Lightmap Directionality	Disable lightmap directionality.
Force Low Quality Reflections	Force low quality reflections.
Force Not Use Pre-Integrated GF for Simple IBL	Force not use pre-integrated GF for simple IBL.
Disable Material Normal Calculation	Disable material normal calculation.
Mobile Shadow Mapping Quality	Mobile shadow mapping quality.

Setting	Description
Update Preview Shaders	This button updates the editor to reflect changes to quality settings.