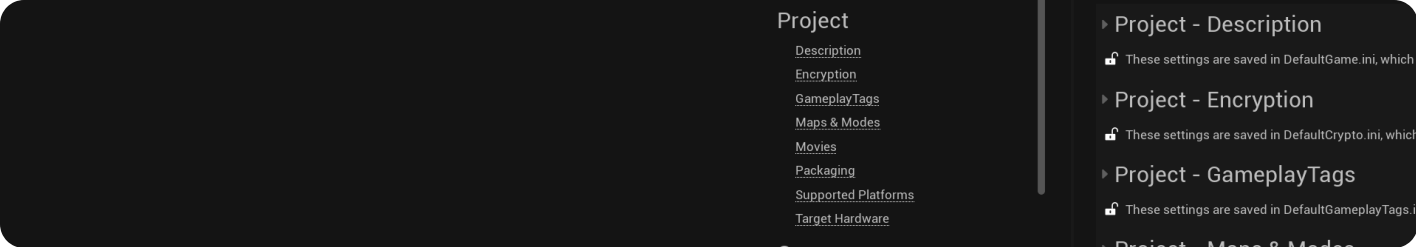# Android Material Quality - ES31

Reference for the Android Material Quality - ES31 section of the Unreal Engine Project Settings.



# Android Material Quality - ES31
## 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. |