

### About:

#### What is this?

These are the recommended Unity3D settings when making Oculus mobile (Quest, Go, etc.) games.

#### Where do these come from?

The Oculus blog: Mobile VR Settings

#### Where can I learn more?

Check out my youtube channel at [sharkjets.com](https://www.youtube.com/channel/UCsharkjets)

### Project Settings:

#### Audio

DSP Buffer Size: Good Latency

Spatializer Plugin: OculusSpatializer

#### Quality:

Quality Level for Android: Simple/Medium only

Pixel Light Count: 1

Anisotropic Textures: Disabled

Anti Aliasing: 4x Multi Sampling

Shadows: Hard Shadows Only

Blend (Skin) Weights: 2 Bones (or less) B

VSync Count: Don't Sync

#### Graphics: *(Change these to match on all tiers)*

Standard Shader Quality: Low

Rendering Path: Forward

Realtime Global Illumination CPU Usage: Low

### Build Settings

Texture Compression: ASTC

### Player Settings

#### Resolution & Presentation:

Use 32-bit Display Buffer: checked

Disable Depth and Stencil: unchecked

#### Other Settings:

Color Space: Linear

Auto Graphics API: uncheck

Graphics API: OpenGLES3

Static Batching: checked

Dynamic Batching: checked

GPU Skinning: checked

Graphics Jobs: unchecked

Scripting Backend: IL2CPP

Prebake Collision Meshes: checked

Keep Loaded Shaders Alive: checked

Optimize Mesh Data: checked

*\*Multithreaded Rendering: checked*

*\*Enable Internal Profiler: checked*

#### XR Settings

Virtual Reality Supported: checked

Stereo Rendering Mode: Single Pass

*\*These items are listed in the official documentation but may be missing in newer Unity versions.*



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