VR Settings in Godot

Before getting started with settings, at the top, go to Project -> Project Settings and choose **Advanced Settings**.

Project Settings

- OpenXR Enabled: On
- Reference Space: Local Floor
- Physics -> Common -> Physics Ticks per Second: 72/80/90 (Set this to your desired headset FPS to avoid stuttering with physics)
- Rendering -> Anti Aliasing -> Quality -> MSAA 3D: 4x (Slow)
- Editor -> Manage Export Templates (installed)
- Installed the OpenXR Vendors plugin:

  https://docs.godotengine.org/en/stable/tutorials/xr/deploying_to_android.html#installing-the-vendors-plugin
- Project Settings -> Rendering -> Occlusion Culling -> **Use Occlusion Culling: On** (Must add an OccluderInstance3D to scene!)

Nodes

- **World Environment**: Disable Fog and any other effects. Set **Tonemap** to **Linear**.
- **DirectionalLight3D** -> Light ->Bake Mode: Static
- **DirectionalLight3D** -> Light ->Shadow: OFF
- **LightmapGI** added to the scene. Click **Bake Lightmaps** to bake lighting
- **OccluderInstance3D** added to the scene. All 3D models placed as children of this node. Click **Bake Occluders**

Model Settings

With a model selected in the **FileSystem** tab, set:

- Meshes -> Light Baking to **Static Lightmaps**
- Materials -> Extract -> **Extract Once**
- Preset Button at top -> **Set as 'Default' for Scene**

Android (Meta)

Ensure everything above is installed.

Android tools configured:

https://docs.godotengine.org/en/stable/tutorials/export/exporting_for_android.html#doc-exporting-for-android

> If you are in the SCiL lab, you can use the Unity's bundled Android SDK located: C:\Program Files\Unity\Hub\Editor*UNITY_VERSION_NUMBER* \Editor\Data\PlaybackEngines\AndroidPlayer

Project set to Mobile or Compatibility

Project - > Install Android Build Template

Project Settings

- Rendering/Textures/VRAM Compression/Import ETC2 ASTC: On
- XR/OpenXR/Color Space/Starting Color Space: REC709

Project/Export

- Use Gradle Build: On
- Min SDK: 34
- Target SDK: 34
- Package -> Unique Name: use a reverse URL, e.g. com.CompanyName.YourAppName
- XR Features/XR Mode: OpenXR
- Enable Meta Plugin: On
- There may be more if submitting your app through production

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