

VR Settings for Unreal Engine 4/5

Applying these settings will take time during a restart!

Some of these features are not available on all versions

For PC VR:

- **Project Settings | Engine | Rendering | VR | Instanced Stereo:** True
- **Project Settings | Engine | Rendering | VR | Round Robin Occlusion Queries:** True
- **Project Settings | Engine | Rendering | Forward Renderer | Forward Shading:** True
- **Project Settings | Engine | Rendering | Default Settings | Anti-Aliasing Method:** MSAA
- **Project Settings | Engine | Rendering | Default Settings | Ambient Occlusion Static Fraction:** False
- **Project Settings | Project | Description | Settings | Start in VR:** True
- **Project Settings | Engine | Rendering | Defaults Settings | Auto Exposure:** False
- **Project Settings | Engine | Rendering | Mobile Shader Permutation Reduction | Support Combined Static and CSM Shadowing:** False
- **Project Settings | Engine | Rendering | Misc Lighting | Allow Static Lighting:** True

Additionally, standalone VR:

- **Project Settings | Engine | Input | Mobile | Default Touch Interface:** None
- **Project Settings | Target Hardware:** Mobile and Scalable
- **Project Settings | Platforms | Android | APK Packaging:** Configure and set settings needed
- **Project Settings | Platforms | Android SDK:** Verify that your SDK locations are set.
- **Project Settings | Engine | Rendering | VR | Mobile HDR:** False
- **Project Settings | Engine | Rendering | VR | Mobile Multi-View:** True
- **Project Settings | Engine | Rendering | VR | Mobile Multi-View Direct:** True

- **Project Settings | Engine | Rendering | VR | Monoscopic Far Field: True**
- [My UE4.27 Project Settings To Build Oculus / Meta Quest 2 Applications And Performance Settings](#)

Installing the **MetaXR** plugin will present a feature to apply all of the settings above. You may then decide to disable the plugin if you no longer need it for the project and retain the applied settings.

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