



VIVE VR Rendering Performance User Guide

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VR Rendering Performance

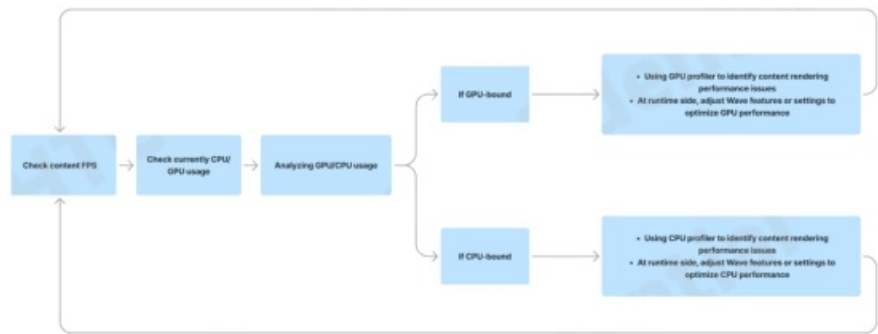


Figure 2-5-1 Check performance workflow

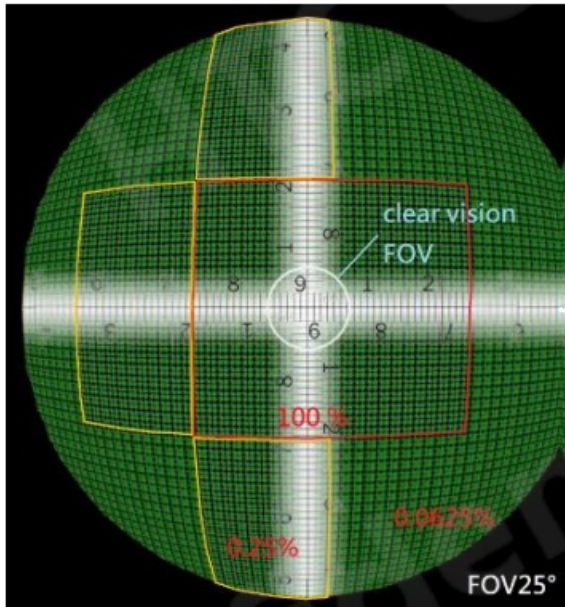


Figure 3-1-1 Foveated rendering



Figure 3-1-2 FSE effect

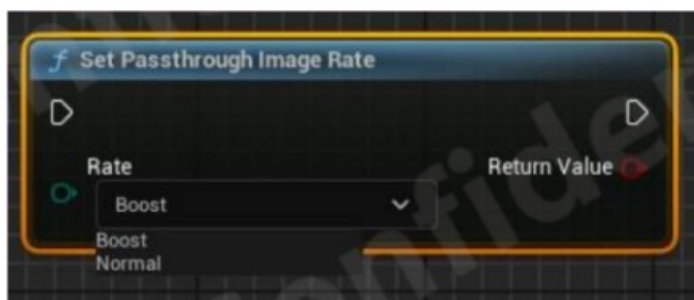


Figure 3-2-2 Passthrough image rate blueprint node

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-  [Tutorial for MR Contents — Wave VR 6.2.0 documentation](#)
-  [Framerate — Wave VR 6.2.0 documentation](#)
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