VRSpace.org - Feature #163

3d text is too slow

04/22/2023 02:17 PM - Josip Almasi

Status:	Closed		**Start date:**	04/22/2023
Priority:	Normal		**Due date:**	
Assignee:	Josip Almasi		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

... especially on mobiles. It doesn't render slow, but frame rate drops significantly during generation. In VR, this can easily cause nausea.

Investigate if reverting back to 2D text makes sense, or both options are viable.

History

#1 - 10/08/2023 01:26 PM - Josip Almasi

- Status changed from New to In Progress

- Assignee set to Josip Almasi

Using TextArea to show written text and Label to display name above avatar's head fails. Works fine for first avatar instance, but fails on subsequent instances - text does not display. Something about instantiating/cloning that involves AdvancedDynamicTexture material. Results pushed to avatar-text branch, maybe continue with babylon 5 or 6.

Option B, render only avatar name in 3D above the head, spoken text is written in chatlog anyway.

#2 - 10/08/2023 03:22 PM - Josip Almasi

- Status changed from In Progress to Resolved

Works well on ScrollablePanel though. Text is slightly less readable, but much more performant.

#3 - 11/11/2023 01:10 PM - Josip Almasi

- Status changed from Resolved to Closed