

FoV	Steam SS	Environment	Effective Rendering Resolution (per eye)	Average FPS				Notes
				VR Low	VR Medium	VR High	VR ULTRA	
Small	100%	Space Station (in/out)	67/90	71/90	46/60	36/51	Yes, VR Medium has higher FPS than VR Low inside a station. Go figure.	
		Supercruise	90	90	60	52		
		Nav Beacon	90	88	54	45		
		Planetside	75	67	42	36		
		Ice Ring	84	75	53	44		
	72%	Space Station (in/out)	84/90	84/90	56/80	46/51		* There were almost 20 ships in the instance, an unusually high number
		Supercruise	90	82	75	64		
		Nav Beacon	80 *	74 *	70	56		
		Planetside	90	90	55	49		
		Ice Ring	90	90	70	60		
Normal	100%	Space Station (in/out)	52/80	56/73	35/47	27/42		
		Supercruise	81	79	50	40		
		Nav Beacon	74	67	45	35		
		Planetside	58	48	32	26		
		Ice Ring	67	62	40	32		
	72%	Space Station (in/out)	67/90	68/84	45/55	35/46		
		Supercruise	90	90	66	54		
		Nav Beacon	88	80	55	46		
		Planetside	80	67	44	37		
		Ice Ring	85	82	55	47		
Large	100%	Space Station (in/out)	74/90	75/90	52/82	37/66		
		Supercruise	90	90	84	67		
		Nav Beacon	90	87	74	60		
		Planetside	74	62	45	38		
		Ice Ring	90	86	59	50		
	72%	Space Station (in/out)	74/90	77/90	50/75	40/64		Again, VR Medium inside a Station has better performance than VR Low.
		Supercruise	90	90	83	67		
		Nav Beacon	90	90	74	59		
		Planetside	80	68	45	38		
		Ice Ring	90	87	58	45		