**Hardware requirements for processing AR and VR contents (recommended)**

1. Operating System: Microsoft Windows 10 on a 64-bit system
2. CPU: Intel Core i7 processor
3. Memory: 8 GB (minimum) and 16 GB (recommended)
4. Graphics Card: nVidia GeForce RTX 2080 Ti PCI-Express 3.0 with minimum 11 GB emmory
5. Network Card: 10 Gigabit Fast Ethernet
6. Graphics Software: Microsoft DirectX 11 or above
7. Storage: SSD PCIe NVMe (recommended)

**PC Build:**

The computers built for running VR applications should be flexible, it means that these PCs should have high processing power with a scope of upgradation in the future. And at the same time these PCs should have the power to meet the Oculus and HTC recommended specifications. (Minimum and in-budget)

1. Processor: Intel i5 6th generation or newer.
2. Motherboard: MSI intel Skylake B150 LGA 1151
3. Graphics card: nVidia GeForce GTX 1070
4. Memory: 8 GB
5. Storage: SSD PCIe NVMe (Samsung 850 EVO – 250 GB)
6. CPU Cooler: Cooler Master Hyper 212 EVO
7. Operating System: Windows 10 Pro
8. VR System: Oculus Rift, HTC Vice

**What about CPUs and GPUs?**

VR, AR systems requires more powerful GPUs over CPUs and not everyone can have powerful GPUs.

**How 5G and Fibre Optics will impact AR and VR use and development?**

As 5G is the latest and fastest internet connectivity technology. A research shows that 5G will solve the network requirement of AR and VR. This means AR and VR can go mainstream with the use of 5G.

5G solves the high bandwidth requirement demands of AR and VR technology. 5G will make AR and VR technology much faster with faster data flow.

Therefore shifting all the hardware to the cloud will help those who cannot afford high end systems. The users will need to have fast internet connectivity (5G or Fibre Optic), and a PC with basic graphics processing and storage.

The users can access the high end servers and use them for compiling and generating the AR, VR and MR content.