### **VIVE Specs**

Headset Specs

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| **Screen:** | Dual AMOLED 3.6’’ diagonal |
| **Resolution:** | 1080 x 1200 pixels per eye (2160 x 1200 pixels combined) |
| **Refresh rate:** | 90 Hz |
| **Field of view:** | 110 degrees |
| **Safety features:** | Chaperone play area boundaries and front-facing camera |
| **Sensors:** | SteamVR Tracking, G-sensor, gyroscope, proximity |
| **Connections:** | HDMI, USB 2.0, stereo 3.5 mm headphone jack, Power, Bluetooth |
| **Input:** | Integrated microphone |
| **Eye Relief:** | Interpupillary distance and lens distance adjustment |

Controller specs

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| **Sensors:** | SteamVR Tracking |
| **Input:** | Multifunction trackpad, Grip buttons, dual-stage trigger, System button, Menu button |
| **Use per charge:** | Approx. 6 hours |
| **Connections:** | Micro-USB charging port |

Tracked area requirements

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| **Standing / seated:** | No min. space requirements |
| **Room-scale:** | 2 m x 1.5 m room size, 5 m max. between base stations |