

# Context-Aware-VR

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# VR headset survey



Figure 1: Phone-driven VR

Properties:

- ▶ Built-in gyroscope and accelerometer → rotation
- ▶ No positional tracking → through phone or indoor positioning system (Ken)
- ▶ No eye tracking solutions
- ▶ Precision and quality → dependent on phone
- ▶ Unity or Unreal Engine → no OpenVR

# VR headset survey



Figure 2: Oculus Rift S

## Properties:

- ▶ Pc-driven
- ▶ No base stations → less precise
- ▶ Play area defined by controller
- ▶ OpenVR compatible → orientation
- ▶ €450 (incl. 2x controllers)

## VR headset survey



Figure 3: HTC Vive Cosmos (NOT ELITE)

### Properties:

- ▶ Pc-driven
- ▶ No base stations → less precise
- ▶ Play area defined by controller
- ▶ OpenVR compatible
- ▶ Upgradable to ELITE
- ▶ Eye tracking → Pupillabs
- ▶ €800 (incl. 2x controllers)

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Figure 4: HTC Vive Cosmos ELITE

Properties:

- ▶ Pc-driven
- ▶ Base stations → external tracking
- ▶ Eye tracking → Pupillabs
- ▶ €1030 (incl. 2x base stations v1 and 2x controllers)