Samsung - Be it Work, Study or Gaming, The Galaxy Tab A8 Aces it All

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With so many of us working or studying remotely, a device that can manage everything without breaking any sweat is a must-have. Be it working, gaming, or studying, the Galaxy Tab A8 aces it all. It offers a plethora of features that make it the perfect partner for productivity and entertainment.

A bigger view to a broader world

The Samsung Galaxy Tab A8 offers a stunning 10.5' wide display that immerses you within the screen. You can enjoy your favourite movies and TV shows or enjoy how-to videos for a hobby that you love. With Samsung TV Plus, you can also enjoy free TV anywhere and at any time on the amazing display.

Dive into dynamic sound

The Galaxy Tab A8 elevates the audio experience with its quad-speaker system. The tablet also supports Dolby Atmos so that you can hear every detail of the audio in high quality. It has been designed to deliver immersive audio on the go. Enveloping you within the movies, games and other content that you love.

Made for power users

The Galaxy Tab A8 sports a powerful Octa-Core processor and 4 GB RAM. It enables you to multitask without any problem. Be it running multiple productivity apps in a split view or playing your favourite games, you will never be disappointed with the Galaxy Tab A8. It also boasts a 7040 mAh with 15W fast charging so that you spend less time charging it and more time using it.

Perfect for online classes and kids

The Galaxy Tab A8 also comes with Samsung Kids. It is filled with fun activities that give your child a safe environment to explore and connect with the world. You can also use improved parental controls to set limits on playtime, give selective access to apps, and see their activities at a glance. The tablet also features built-in screen recording so that you can record online classes simply and seamlessly.

Secured by Knox

The Samsung Galaxy Tab A8 is secured by Knox, a multi-layered, state of the art platform that constantly inspects the core software and verifies the integrity of the device. Samsung Knox locks intrusions out starting at the hardware level. In real-time, the kernel which serves as the brain of the device is prevented from compromise. This ensures that no one but you can get access to the data stored on your device.

So, what are you waiting for? Get your Samsung Galaxy Tab A8 today!

Contact:

E: corpcommindia@samsung.com

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EUROTRADE
COMPUTER & COMMUNICATION MEDIA FOR IT BUYERS

online news

Samsung reveals the Odyssey Ark, a 55-inch curved gaming monitor that can rotate into portrait mode

355 words
14 February 2022
ETMAG.com
FMETMA
English

Samsung showed off another of its Odyssey gaming monitors at CES yesterday, one that falls into the category of unconventional. Not only does the Odyssey Ark measure a TV-like 55-inches, but it also has a massive curve and can be rotated into portrait mode.

Samsung grabbed gamers' attention earlier this week when it revealed the 32-inch Odyssey Neo G8, the world's first monitor to combine a 4K resolution with a blistering 240Hz refresh rate. With the Odyssey Ark, another 4K display, Samsung didn't reveal the refresh rate or other specs, but it does have a few features that set it apart from the pack.

The most noticeable element of this monitor is that it's massive: an outrageous 55-inches, making it the size of many standard television sets. Samsung says the 16:9 display's "multi-view" feature uses an "adaptable screen size to fit the game or the program without compromising its 4K display and bright, colorful images." It also comes with a dial controller for managing the lighting and the interface.

The monitor has what looks like a pretty extreme curve—Samsung didn't reveal the radius (R). The 49-inch Odyssey Neo G9 has a 1000R curve, so we could be looking at the same thing here.

But the most interesting feature in the Odyssey Ark is its ability to swivel into portrait mode. It's a feature available in plenty of monitors, but not something you'd expect to find in one measuring 55-inches and with such an aggressive curve. Samsung says it gives users a "cockpit-style" view to "[offer] a new gaming experience." Tim Schofield shows how this orientation can be used for multitasking with games, streams, and videos open simultaneously—or you could just have the world's longest Twitter feed on your display.

No word on the Odyssey Ark's availability or price. The Odyssey Neo G9 has a $2,500 MSRP, so expect this one to carry a hefty price tag.

Document FMETMA0020220214ei2e0000w

EUROTRADE
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online news

Samsung's 2022 TVs have a gaming hub that supports Stadia and GeForce Now, as well as consoles

416 words
11 February 2022
ETMAG.com
FMETMA
English

It was only a matter of time before TV makers started baking in cloud gaming support to their latest models. We've already seen a smattering of sets with various levels of game-streaming support. Samsung revealed select models of its 2022 lineup have easy access to a few different streaming services, passthrough controller support, and a centralized CEC hub.

Update (01/06/22): A stadia spokesperson reached out to clarify whether the sets could deliver 4K streaming and it appears they can.

"Stadia enables 4K streaming for Stadia Pro subscribers for devices that support 4K video, and that applies to Samsung's Gaming Hub," Stadia told us via email. "Of course, anyone interested in trying Stadia for the first time can claim a free month trial to Stadia Pro when they sign up on Stadia.com."

The original story follows below:

On Monday, Samsung gave CES 2022 a sneak peek at some of its upcoming television technology. In addition to three new smart monitors and a reimagined Eco Remote with RF harvesting, a "select" number of 2022 TVs will support Google Stadia, Nvidia GeForce Now, and Utomik game-streaming apps.

The support is part of a feature called "Samsung Gaming Hub" and will make it easy to sign into and play your cloud gaming accounts. The company first hinted at the hub in an October SDC21 keynote. The hub features quick access to any gaming systems connected to the TV. Leveraging HDMI-CEC (Consumer Electronics Control), you'll be able to power up your device and switch to the correct input automatically right from the hub.

Modern sets have had HDMI-CEC for a while now, but Samsung appears to be streamlining the experience. The firmware reportedly has passthrough controller inputs for PlayStation and Xbox gamepads, meaning players can play using a single controller on any supported console or cloud gaming platform.

Samsung could not confirm if the sets had 4K cloud-streaming support, just saying that it was working with other companies to offer the best experience possible.

"We are working with partners to bring their best levels of service to our platform," Samsung's Gaming Product Director Mike Lucero told The Verge. "We will be announcing details as we get closer to launch." Lucero also implied that the hub might come to older models, but Samsung is concentrating on its 2022 TVs for now.

Document FMETMA0020220211ei2b00004

StarHub offers Samsung Galaxy S22 Series 5G smartphones with cloud gaming service

270 words
10 February 2022
Telecompaper Asia
TELASI
English

Singapore operator StarHub has announced an exclusive deal for customers, pairing the latest Samsung Galaxy S22 Series 5G smartphones with 5G speeds to power gaming on the cloud. With every pre-order or purchase of the Samsung Galaxy S22 Series 5G (Galaxy S22 5G, S22+ 5G, and S22 Ultra 5G) on any Mobile+ plan, customers can receive a 6-month GeForce Now Powered by StarHub subscription worth SGD 119.94 at no additional cost.

Subscribers will have instant access to top PC titles such as Apex Legends, Destiny 2, and Rocket League on their mobile devices. GeForce NOW Powered by StarHub is hosted exclusively on GameHub+, StarHub's dedicated platform for gamers.

StarHub customers will be able to access over 1,000 different game titles on GeForce Now with their new Galaxy S22 Series 5G.

Customers on StarHub 5G receive connectivity for gaming, streaming, surfing, video calling and more. The service currently covers more than 75 percent of Singapore, and with the company's recently won 2.1GHz wireless spectrum rights, StarHub 5G says it is on track to reach nationwide coverage this year.

Apart from the Samsung Galaxy S22 Series (Galaxy S22 5G, S22+ 5G, and S22 Ultra 5G), customers who pre-order or purchase the Samsung Galaxy Tab S8 5G lineup (S8, S8+ and S8 Ultra) will also receive the 6-month GeForce Now subscription at no extra cost. Pre-orders are open until 3 March while stocks last. The devices will be commercially available at StarHub Shops from 4 March.

Document TELASI0020220210ei2a0005m

StarHub Ltd. - StarHub Unleashes Next Level Cloud Gaming on Samsung's New Galaxy S22 Series 5G

120 words
10 February 2022
Public Companies News and Documents via PUBT
LCDVP
English

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StarHub Unleashes Next Level Cloud Gaming on Samsung's New Galaxy S22 Series 5G

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'The time is now for game streaming': Q&A with Samsung head of product management for gaming Mike Lucero

Alexander Lee
1,319 words
9 February 2022
Digiday
DIGIDAY
English

Last month, Samsung announced the upcoming launch of its Gaming Hub, a centralized discovery platform allowing Samsung smart TV users to easily access game streaming services such as Stadia, NVIDIA GeForce NOW and Utomik, in addition to livestreams and other YouTube Gaming content, in one location.

Game streaming platforms have thus far struggled to achieve mass adoption, despite steady technological improvements in recent years. Dedicated gaming devices, including both consoles and gaming PCs, remain the most popular way to play: last year, 41 percent of gamers said they used consoles, with 37 percent preferring PCs, according to a Morning Consult report.

Samsung's Gaming Hub increases the accessibility of these game streaming services, consolidating them into a single convenient location for gamers equipped with Samsung smart TVs. It was designed with console players in mind, giving them the option to use a broad selection of the most popular controllers with the Gaming Hub and directly invoke their consoles within the Hub to launch gameplay.

The emergence of the Samsung Gaming Hub could be the tipping point for the mainstream adoption of game streaming services. Whether it succeeds, it's likely to push other smart TV manufacturers to put more resources into the gaming community. Digiday sat down with Mike Lucero, Samsung's director of product management for gaming, to shed some light on Samsung's plans for the Gaming Hub — and how it fits into the company's broader strategy for the gaming space.

This interview has been lightly edited and condensed for clarity.

What is the Gaming Hub, and why did Samsung choose this moment to launch a gaming-focused discovery platform?

The Samsung Gaming Hub brings together world-class hardware and software that breaks down the silos that inherently exist in the gaming world right now and creates a single place that is a unified experience for gamers. We've made gaming a first-class citizen on our TVs by creating an experience that's uniquely designed for them; since gaming is, after all, the number-one form of entertainment, we thought that gamers deserve to be treated that way, and they responded very well.

The time is now, for game streaming. It's just like music and video have transformed over the years, becoming much more streaming-centric as the primary distribution means. The gaming industry is sort of reaching the same moment in time, where it's actually been tried several times, but now it feels much more like it's the right place at the right time. This is just the beginning; we've got plenty more that we'll be announcing over the year.

How does the Gaming Hub fit into Samsung's broader approach to the gaming community?

At the end of the day, the Samsung Gaming Hub is just one important touchpoint. Obviously, a lot of people play games on their TVs, and so it's a pretty big canvas for gamers to engage with Samsung. As you look at the history of a 10-foot experience, it's about pushing a button and just getting into your gameplay. So it's a very simple place with a lot of scale, a lot of reach. From that perspective, I would say it's absolutely part of a bigger strategy to bring the ecosystem to gamers and create a new, convenient place for them.

More gamers play their console games on Samsung TVs than any other television, and they also trust the Samsung brand. So it's a delighter, if you will, that they can easily consume all that directly through their television. Obviously, we have a lot of touchpoints into gaming — I personally just focus on the 10-foot experience, but bringing the ecosystem to the gamers is a big part of our strategy.

I will say that we have built affinity with gamers over the years — it's not like we're suddenly in the gaming business. Our marketing team has heavily targeted gamers, because our TVs are a great experience for gaming, and we've done a lot of investments on the technology side. So it's not like we're just coming out of nowhere; this is extending the conversation.

How did you pitch the Gaming Hub to partners such as Stadia and Utomik?

Our affinity with gamers is important, and there's no question that that helped make the case. But what is really more important to the publishers, and the partners and the streamers in this case, is that we have tremendous reach. Since we have the biggest footprint among smart TVs in the marketplace, that makes us very appealing, because the numbers of people we can reach and bring into their services through the Samsung Gaming Hub is unbeatable in the market. So that unique position is really what is very attractive to them, combined with the fact that we convinced them that the way our technology was engineered into our TVs was going to create a more performant gaming experience. Those two were big elements, but also that we really know how to attract audiences and drive engagement.

One criticism of game streaming services is that they involve game licenses; they don't always allow users to fully own the games they play on the platform. What's your response to these fears?

I would actually go back and say, what are we really trying to solve for here? With the Gaming Hub, console users are also first-class citizens, in our experience — you can go to streaming services, but you can also go to your PlayStation, your Xbox, your Switch. So we respect all sorts of form factors and all means of distribution.

At the end of the day, it's an individual choice. And there are plenty of collectors out there that will always buy the disc regardless; actually, sometimes I'm one of those. But attitudes change over time. 20 years ago, you would go out and buy CDs, and that whole notion doesn't exist anymore. The whole notion of rental is just the way things have gone. So I think, over time, people will decide accordingly. I don't intend to make a choice for anybody, I just intend to give them the choice.

The gaming industry has seen a fair amount of consolidation in recent months. What does this mean for the future of the Samsung Gaming Hub?

So, I see two implications at the macro level. First is that, clearly, the platforms are going to be more individually attractive, in certain ways. In the case of consoles, each console will have more differentiation that's purely console-driven; the first-party offerings will continue to expand and make that brand and that platform more attractive to that set of users. So there's going to be a sort of aggregation around those platforms, around that first-party content.

So that's the first, sort of obvious, observation. The second is that it does sort of underscore the value of having a single place where everything is easily accessible. Let's say all that content is only available on Xboxes and PlayStations and Nintendos — this is obviously an easy place to get into those. But those aren't the only players in town that are doing that kind of consolidation. As that happens with other publishers that are affiliated with the streaming services we've announced, that same factor will occur. So the notion of convenience has never been more important because everything is getting more fragmented. The benefit of having a one-stop place for all that is just underscored even more.

The post 'The time is now for game streaming': Q&A with Samsung head of product management for gaming Mike Lucero appeared first on Digiday.

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Virtual Reality in Tourism Market to See Stunning Growth | Oculus, HTC, Samsung, Facebook

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8 February 2022
iCrowdNewswire
ICROWDN
English

The Latest research study released by HTF MI "Global Virtual Reality in Tourism Market" with 100+ pages of analysis on business Strategy taken up by key and emerging industry players and delivers know how of the current market development, landscape, technologies, drivers, opportunities, market viewpoint and status. Understanding the segments helps in identifying the importance of different factors that aid the market growth. Some of the Major Companies covered in this Research are Oculus, HTC, Samsung, Facebook, Cyber Group, EON Reality, Google, Nokia

Click here for free sample + related graphs of the report @:
https://www.htfmarketreport.com/sample-report/3775308-global-virtual-reality-in-tourism-market-3

Browse market information, tables and figures extent in-depth TOC on "Virtual Reality in Tourism Market by Application (Travel Agency, Hotel, Tourist Attractions, Other), by Product Type (3D, 4D & Other), Business scope, Manufacturing and Outlook – Estimate to 2028".

for more information or any query mail at sales@htfmarketreport.com

At last, all parts of the Global Virtual Reality in Tourism Market are quantitatively also subjectively valued to think about the Global just as regional market equally. This market study presents basic data and true figures about the market giving a deep analysis of this market based on market trends, market drivers, constraints and its future prospects. The report supplies the worldwide monetary challenge with the help of Porter's Five Forces Analysis and SWOT Analysis.

If you have any Enquiry please click here @:
https://www.htfmarketreport.com/enquiry-before-buy/3775308-global-virtual-reality-in-tourism-market-3

Customization of the Report: The report can be customized as per your needs for added data up to 3 businesses or countries or 2 analyst hours.

On the basis of report- titled segments and sub-segment of the market are highlighted below:

Global Virtual Reality in Tourism Market By Application/End-User : Travel Agency, Hotel, Tourist Attractions, Other

Market By Type : 3D, 4D & Other

Global Virtual Reality in Tourism Market by Key Players: Oculus, HTC, Samsung, Facebook, Cyber Group, EON Reality, Google, Nokia

Geographically, this report is segmented into some key Regions, with manufacture, depletion, revenue (million USD), and market share and growth rate of Virtual Reality in Tourism in these regions, from 2022 to 2028 (forecast), covering China, USA, Europe, Japan, Korea, India, Southeast Asia & South America and its Share (%) and CAGR for the forecasted period 2022 to 2028.

Informational Takeaways from the Market Study: The report Virtual Reality in Tourism matches the completely examined and evaluated data of the noticeable companies and their situation in the market considering impact of Coronavirus. The measured tools including SWOT analysis, Porter's five powers analysis, and assumption return debt were utilized while separating the improvement of the key players performing in the market.

Key Development's in the Market: This segment of the Virtual Reality in Tourism report fuses the major developments of the market that contains confirmations, composed endeavors, R&D, new thing dispatch, joint endeavours, and relationship of driving members working in the market.

To get this report buy full copy @: https://www.htfmarketreport.com/buy-now?format=1&report=3775308

Some of the important question for stakeholders and business professional for expanding their position in the Global Virtual Reality in Tourism Market :

Q 1. Which Region offers the most rewarding open doors for the market Ahead of 2022?

Q 2. What are the business threats and Impact of latest scenario Over the market Growth and Estimation?

Q 3. What are probably the most encouraging, high-development scenarios for Virtual Reality in Tourism movement showcase by applications, types and regions?

Q 4.What segments grab most noteworthy attention in Virtual Reality in Tourism Market in 2022 and beyond?

Q 5. Who are the significant players confronting and developing in Virtual Reality in Tourism Market?

For More Information Read Table of Content @:
https://www.htfmarketreport.com/reports/3775308-global-virtual-reality-in-tourism-market-3

Key poles of the TOC:

Chapter 1 Global Virtual Reality in Tourism Market Business Overview

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Chapter 3 Major Application Wise Breakdown (Revenue & Volume)

Chapter 4 Manufacture Market Breakdown

Chapter 5 Sales & Estimates Market Study

Chapter 6 Key Manufacturers Production and Sales Market Comparison Breakdown

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Chapter 8 Manufacturers, Deals and Closings Market Evaluation & Aggressiveness

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Chapter 11 Business / Industry Chain (Value & Supply Chain Analysis)

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Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, LATAM, Europe or Southeast Asia.

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DOW JONES NEWSWIRES

Press Release: Wondr Gaming and Toronto Raptors Fred VanVleet & Chris Boucher partner with Samsung to showcase Samsung Odyssey monitor and SSD for gamers

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3 February 2022
17:30
Dow Jones Institutional News
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English

Wondr Gaming and Toronto Raptors Fred VanVleet & Chris Boucher partner with Samsung to showcase Samsung Odyssey monitor and SSD for gamers

PR Newswire

TORONTO, Feb. 3, 2022

TORONTO, Feb. 3, 2022 /PRNewswire/ - Wondr Gaming Corp. (CSE: WDR) (CSE: WDR.WT) (OTCQB: WDRGF) (the "Company" or "Wondr Gaming") and Toronto Raptors Fred VanVleet and Chris Boucher partner with Samsung to host a Call of Duty Warzone Plunder challenge on Twitch, facing off with Wondr C.O.D. streamers to promote the Samsung Odyssey monitor and SSD (solid state drive) for gamers.

As part of the strategic partnership, Samsung also leverages Wondr's Shorty Awards nominated production studio, with distribution across Gamelancer, the fastest growing gaming network on social media and the largest global gaming network on TikTok, with 20+ owned and operated channels, featuring over 1 billion monthly views and 25,000,000+ followers. Wondr recently signed a non-binding LOI to acquire Gamelancer.

Key terms of the activation include:

-- 2 1/2 hour live stream on Twitch

-- Unboxing videos on Instagram, Facebook, and YouTube

-- Social posts on TikTok, Instagram, and Facebook

-- Custom videos across Gamelancer's TikTok and Instagram channels

"It's an honor to welcome Samsung to the Wondr family and to pair them with Wondr brand ambassadors Fred VanVleet and Chris Boucher," said Rob Frohling, Wondr Gaming's Chief Revenue Officer. "As we push ourselves every day to discover new and disruptive ways to reach Millennial and Gen Z gamers, this opportunity allows us to emotionally connect our audience of 25,000,000+ gamers with Samsung, the world's leader in gaming monitors."

About Wondr Gaming

Wondr Gaming Corp, a publicly traded entertainment company on the Canadian Securities Exchange (CSE: WDR) (CSE: WDR.WT), builds partnerships and fosters community within the esports, professional sports, and music industries through loyalty & rewards, NFTs, and media business. Wondr Gaming generates revenue through brand partnerships hosted on its loyalty platform, the sale of NFTs focused on esports, professional sports and the music industry, and through direct media and programmatic sales hosted on GameLancer's 20+ owned and operated channels, featuring over 1 billion monthly views and 25,000,000+ followers.

Neither the Canadian Securities Exchange nor its Market Regulator (as that term is defined in the policies of the Canadian Securities Exchange) accepts responsibility for the adequacy or accuracy of this release.

Forward Looking Information

This news release contains forward--looking statements and forward--looking information within the meaning of applicable securities laws. These statements relate to future events or future performance. All statements other than statements of historical fact may be forward--looking statements or information. More particularly

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SOURCE Wondr Gaming Corp.

/CONTACT: Jon Dwyer, Chairman and Chief Executive Officer, Email: investor@wondrgaming.com; Bill Mitoulas, Investor Relations, (416) 479-9547, Email: bill@wondrgaming.com

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ForeignAffairs
global open source intelligence

MIL-OSI Economics: Samsung Delivers Premium HDR Gameplay with HDR10+ GAMING Standard Support for Its New Screens

717 words
1 February 2022
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Samsung provides HDR10+ GAMING support for hassle-free, accurate HDR gameplay experience with low-latency, VRR (Variable Refresh Rate), and over 120Hz.

Game developers and hardware manufacturers are excited to support new gaming opportunity

JOHANNESBURG, South Africa - 31 January 2022- Samsung has announced that select 2022 4K and 8K TVs and gaming monitors will support the new HDR10+ GAMING standard, delivering the immersive, ultra-responsive HDR gaming experience to gamers. The new, cutting-edge HDR gameplay will be unveiled at CES 2022 along with a list of 4K and 8K game titles, all powered by NVIDIA GPUs.

"We are extremely proud to announce that the new HDR10+ GAMING standard will be adopted by Samsung's 2022 Neo QLED line up with the Q70 TV series and above and gaming monitors, allowing users to enjoy a game-changing experience through cutting-edge visuals and richer, life-like images," said Mike Van Lier, Head of Consumer Electronics at Samsung South Africa. "Samsung will continue to invest in users' viewing experiences as technology continues to advance and provide enhanced new features and capabilities."

Advanced HDR Technology Maintains the Artistic Intent of Game Developers

This new standard, developed by HDR10+ Technologies, LLC, gives game developers the tools they need to provide gamers with a compelling and consistent HDR gaming experience without the need for manual calibration across a variety of display technologies for various input sources, including consoles, PCs and more.

Samsung's 2022 TV and gaming monitor line-up will support the HDR10+ GAMING standard by allowing automated HDR calibration that provides stunning picture quality to meet game developers' demand. This translates into one of the most responsive and accurate gaming experiences available to date.

By removing the need for manual settings when games are loaded, something previously only possible with movie and television content, the game engine automatically optimises video game content in real-time. This feature ensures details in the dark shadows and preserves the brightest highlights so that gamers can see and react to everything on the screen. It also configures the display to "true reference mode", providing better colour, also without the need for gamers to spend additional time with game settings.

Several gaming companies, including Saber Interactive, are expected to showcase their HDR10+ GAMING titles during the upcoming CES 2022. "We are very excited to help usher in a new era of video game picture quality. By adopting HDR10+ GAMING, gamers of all ages will enjoy cutting-edge visuals for the best overall gaming experience," said Todd Hollenshead, Head of Publishing at Saber Interactive. "The HDR10+ GAMING standard is genuinely raising the bar, and we are proud to be at the forefront of bringing it to market with games like Redout 2, the fastest 8K anti-gravity racer ever made, and with Pinball FX, the king of digital pinball, brought to life in a brand-new way."

Game Mechanic Studios is also showcasing their HDR10+ GAMING title "Happy Trails and the Kidnapped Princess," which will be available in 2022.

HDR10+ Continues to Expand with Industry Support and Adoption for Premium HDR Experiences

HDR10+ brings superior picture quality by optimising brightness and contrast scene-by-scene or frame-by-frame, with more accurate colour expression.

Introduced four years ago, HDR10+ has built robust support across the industry, with 128 partners and over 4,000 supported devices, including TVs, projectors, smartphones and tablets from more than 28

manufacturers. HDR10+’s metadata also offers flexible reference tone and mapping curve definition for content creators, allowing them to deliver more impactful images exactly as they intended them to be seen.

In addition, NVIDIA GeForce RTX 30 Series, RTX 20 Series, and GTX 16 Series GPUs will support the HDR10+ GAMING standard with drivers scheduled for release in 2022.

"NVIDIA GeForce gamers can enjoy a brighter, more vivid and consistent HDR gaming experience on their monitors or TVs from the support of the new HDR10+ GAMING standard," said Vijay Sharma, Director of Product Management at NVIDIA.

For more information on Samsung’s upcoming 2022 product portfolio and features, please visit www.samsung.com.

MIL OSI Economics -

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TECHCIRCLE

Technology
Samsung?EUR(TM)s ray tracing ready SoC is part of wider push to offer desktop-level gaming on smartphones

Team TC
526 words
19 January 2022
TechCircle
MMVTCE
English

The boom in mobile gaming and the popularity of games such as PUBG Mobile have encouraged OEMs and chip makers to offer more desktop-level gaming features such as 120Hz or higher refresh rates, high touch sampling rate and overclockable processors (increasing CPU clock speed to make the device run faster) on smartphones.

Now Samsung has launched a mobile system on chip (SoC) Exynos 2200 that offers GPU based on AMD's RDNA 2 graphics architecture. What it entails is that the smartphones powered by the new Exynos processor will be able to take advantage of the hardware-accelerated ray tracing feature.

Ray Tracing is a process of graphics rendering that simulates inside a game how light travels in the real world, resulting in more natural shadows, reflections and refractions as light ray comes in contact with other objects in the game. It is one of the key highlights of the RT series of GPUs offered by Nvidia and AMD's RX series GPUs used in desktops PCs and gaming laptops.

Also read: CES 2022: Samsung unveils monitors for gamers, entertainment & WFH consumers [1]

Last month, Qualcomm [2] had unveiled its latest Snapdragon 8 Gen 1 SoC that offers a bunch of high-end gaming features such as desktop-class volumetric rendering, which allows game developers to recreate more realistic fog, smoke and particle effect in the games. Snapdragon 8 Gen 1 also supports Unreal Engine 5 and has Frame Motion Engine that can generate twice as many frames in a game without consuming additional power. Support for Unreal Engine 5 means developers will be able to create more desktop-like cinematic experiences in mobile games. Unreal Engine 5 offers a more dynamic global illumination and reflection system based on ray tracing.

The Snapdragon 8 Gen 1 also has an Adreno control panel that will allow gamers to customise the GPU parameters such as frames per second (FPS) or texture filtering. This is a common feature in gaming notebooks and is also found in high-end gaming smartphones.

Though many see foldable phones as a productivity device for multi-tasking, their large screen can offer a lot more legroom for gaming. The Samsung Galaxy Z fold, for instance, offers a 7.6-inch display with a 120Hz refresh rate and resolution of 1768 x 2208p, which makes it ideal for gaming.

Smartphones with refresh rates ranging from 120Hz to 144Hz are quite common in mid and premium smartphones. Until sometime back it was available mostly in gaming laptops and monitors. Higher refresh rates lift the gaming experience by improving reaction time and reducing motion blurs in fast-paced action or racing games. More mobile games now support 120Hz or higher refresh rates, which makes having devices supporting a lot more appealing for gamers.

[1] https://www.techcircle.in/2022/01/05/ces-2022-samsung-unveils-monitors-for-gamers-entertainment-wfh-consumers

[2] https://www.qualcomm.com/products/snapdragon-8-gen-1-mobile-platform

Click here to view story.

Click here to view image.

Document MMVTCE0020220119ei1j0002u

Samsung Created a Dark Fantasy World to Herald a New Era of Mobile Gaming

Brittaney Kiefer
554 words
18 January 2022
Adweek
ADWE
English

With Samsung Electronics set to introduce a processer that could change the experience of mobile games, it has unveiled an action-packed campaign that immerses viewers in an all-new gaming world.

Samsung says its Exynos 2200 mobile processer, which will be built into phones launching this year, will bring the kind of high-quality graphics and speed that are usually restricted to console-based games to mobile games.

To build anticipation among gamers, Samsung's ad illustrates what the next generation of mobile gaming could look like.

<section class="section section--teaser section--teaser_partners section--teaser_partners--horizontal px-0 py-4">

Buying Activision Blizzard Is a Metaverse Play by Microsoft

</section>

The film, entitled "The Marketplace," begins in a busy bazaar that serves as a visual metaphor for an online app store. A young woman passes street vendors who try to sell her items from old mobile games--such as heavily pixelated, 8-bit computing-style fruit and weapons.

Unimpressed, she turns all of them down but then catches the eye of a mysterious white rabbit. Like a scene out of Alice in Wonderland, the rabbit lures her down an alleyway to a black market, where a cast of foreboding characters trade weapons in full HD quality.

The woman is at first overwhelmed, but then she picks up a heavy-duty weapon of her own and joins the battle.

The ad ends with the tagline, "Playtime is over," to herald the start of a more serious and immersive form of mobile gaming.

<figcaption class="p-2 mb-2">Samsung/BBH</figcaption>

Bartle Bogle Hegarty created the campaign, which will run until the end of February across YouTube, Instagram, Twitch, Reddit and TikTok.

Matthijs Van Heijningen directed the film through production company MJZ, while post-production house The Mill Paris created the CGI characters and special effects.

"We wanted to implicitly express how the Exynos 2200 processor will bring differentiated gaming experience on mobile, in a short condensed fashion. We are very excited to see BBH's creativity come to life in this adventurous hero film--and believe this project may be a big milestone that changes the course of how we promote semiconductor products in the future," Changwan Kim, brand manager at Samsung Electronics, said in a statement.

CREDITS:

Global Chief Marketing Officer, BBH Group: Adam Arnold

Executive Creative Director: Helen Rhodes

Creative Directors: Philip Holbrook, Stuart Royall

Art Director: Wil Maxey

Copywriter: Elliott White

Producer: Joe Pawsey

Senior Account Director: Sam Hardy

Account Director: Agata Krupa

Account Manager: Alexander Boden

Strategy Director: Aparna Bangur

Chief Strategy Officer: Will Lion

Production Company: MJZ

Director: Matthijs Van Heijningen

Producer: Donald Taylor

Editor: Rich Orrick at Work Editorial

Post-production House: The Mill Paris

Sound House: Sam Ashwell at 750mph

Composition: Goldstein Music

<section class="section section--teaser section--teaser_partners section--teaser_partners--horizontal px-0 py-4">

Samsung and K-Pop Artist BIBI Launch a Fashion Collection in AR

</section>

Document ADWE000020220119ei1i0000u

Hindustan Times, business

Gaming is the focal point for Samsung's next mobile chip, but caveats may apply

Vishal Mathur

690 words
18 January 2022
Hindustan Times
HNTM
English

India, Jan. 18 -- Samsung has announced its next challenger in the mobile processor space - it's called Exynos 2200. It is set to power the company's next line-up of smartphones, expected to be the Galaxy S22 series, which should be unveiled next month.

This chip will sit across the table from the likes of Qualcomm's Snapdragon 8 Gen 1, MediaTek Dimensity 1200, Huawei's Hisilicon Kirin 9000 series and Apple A15 Bionic. All said and done, will the Exynos 2200 take a big step forward in terms of gaming on smartphones?

The not-so-secret ingredient for the Exynos 2200 is AMD's RDNA 2 graphics architecture, and the gaming console inspiration that comes with it. But what really is the big deal about the AMD RDNA 2 technology? This is the architecture that has been used as the foundation for what Samsung calls the Xclipse graphics processing unit (GPU) that'll sit alongside the new processor.

Incidentally, it this very architecture that AMD has used as the basis for developing graphics for the latest generation Sony PlayStation 5 and the Microsoft Xbox Series X and Xbox Series S consoles.

That means gamers will be able to take advantage of features such as Ray Tracing - in gaming, this tech is used to simulate lighting effects, patterns of rays and reflections in graphically rendered scenes for more realism. The Exynos 2200 will be the first ever implementation of hardware-accelerated ray tracing on mobile GPUs, used in smartphones.

But before you begin to expect console-esque gaming on your phone, there are certain variables that will likely come into play. Heat dissipation has a huge bearing on how fast the processor will clock once the virtual ceiling is in place to prevent overheating. Phones heat up quicker than a PC, and most definitely much more than a gaming console.

Each phone may get a different level of throttling, depending on size and capacity of the cooling architecture. That will decide for how long the maximum performance is available before things are clocked down to keep the internals safe. Those are basics for gaming on phones, no matter the tech or hardware in place.

Secondly, graphics intensive games may need updates to be able to take advantage of all the benefits of the new architecture, which is likely to happen in due course.

Finally, how much free RAM is available at the time (the apps running in the background have a say in this), will have a bearing on performance.

The Exynos 2200 is manufactured using Samsung's 4-nanometer (nm) EUV process. The Snapdragon 8 Gen 1 also has a similar architecture, for instance. Yet, the Apple A15 Bionic which is still the fastest mobile processor for smartphones, has been made on the 5nm process.

There will be a tri-cluster structure at play in Samsung's newest chip - this will have one high performance ARM Cortex X2 flagship core, three cores that'll be ready to handle the medium performance tasks while four cores that are optimized for apps that don't require as much performance grunt, to save on battery.

We will get to know the exact core speeds for this chip when the Samsung Galaxy S22 is announced next month. Some battery life advantages are to be expected in theory - a smaller physical size of the chip and the on-the-fly adjustment of settings for performance, should help draw more runtime from each battery charge cycle.

Right now, we do not know how the Exynos 2200 will perform in the real world. Till we get to use the next line of Samsung's flagship phones, that is. Samsung uses the Exynos chips in flagship Galaxy S phones in many countries including India, though phones sold in the US are powered by Qualcomm processors.

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Document HNTM000020220118ei1i002pd

IANS | India's Largest Independent Newswire

International

Samsung launches Exynos 2200 chip to boost mobile gaming

337 words
18 January 2022
Indo-Asian News Service
HNIANS
English

Seoul, Jan 18 (IANS) South Korean tech giant Samsung on Tuesday announced its new premium mobile processor 'Exynos 2200' with an aim to redefine mobile gaming experience.

The Exynos 2200 is a freshly-designed mobile processor with a powerful AMD RDNA 2 architecture based Samsung Xclipse graphics processing unit (GPU).

"Built on the most advanced 4-nanometer (nm) EUV (extreme ultraviolet lithography) process, and combined with cutting-edge mobile, GPU and NPU technology, Samsung has crafted the Exynos 2200 to provide the finest experience for smartphone users," Yongin Park, President of System LSI Business at Samsung Electronics said in a statement.

With the most cutting-edge Arm-based CPU cores available in the market today and an upgraded neural processing unit (NPU), the Exynos 2200 will enable the ultimate mobile phone gaming experience, as well as enhancing the overall experience in social media apps and photography.

According to the company, the Exynos 2200 is one of the first in the market to integrate Arm's latest Armv9 CPU cores which offer a substantial improvement over Armv8 in terms of security and performance, the two areas that are becoming critically important in today's mobile communications devices.

The octa-core CPU of Exynos 2200 is designed in a tri-cluster structure made up of a single powerful Arm Cortex-X2 flagship-core, three performance and efficiency balanced Cortex-A710 big-cores and four power-efficient Cortex-A510 little-cores.

In addition, the Exynos 2200 offers more powerful on-device artificial intelligence (AI) with an upgraded NPU. The NPU's performance has doubled compared to its predecessor, allowing more calculations in parallel and enhancing the AI performance.

Also, the Exynos 2200 integrates a fast 3GPP Release 16 5G modem supporting both sub-6GHz and mmWave (millimeter Wave) spectrum bands.

With E-UTRAN New Radio-Dual Connectivity (EN-DC), which utilises both 4G LTE and 5G NR signals, the modem can boost the speed up to 10Gbps.

--IANS

wh/svn/na

Document HNIANS0020220118ei1i00232

CES 2022: Samsung's Odyssey Ark looks too graceful for gaming

Lori Grunin
660 words
5 January 2022
CNET News.com
CNEWSN
English

Samsung's is known for its innovative monitor designs, so we shouldn't be surprised that the company decided to create a 55-inch curved 4K gaming monitor that you can rotate into a vertical orientation, which it teased at CES 2022. Its Odyssey Ark isn't expected to ship until the second half of this year, giving Samsung plenty of time to deliver some important details. Or really any details. It doesn't seem to be a concept model, but it has that we-let-our-designers-loose look that's typical of concepts.

Thus far we know nothing useful about the display, such as panel technology or connections, and certainly not the price. Until we do, I'm going to cross my fingers that it's QD-OLED and less than $1,000. It can't possibly be both and unlikely to be the latter, but let a girl have her dreams.

The first question that comes to mind is "why would you want a rotating version of a 55-inch monitor?" In portrait orientation that would make it approach 4 feet tall (it's hard to estimate without knowing how curved it is), which Samsung calls a cockpit-style view. I can't imagine it's comfortable to look at while sitting at a desk -- I'd be terrified of it falling over on me, too. And if you move back to play using a controller, the curve will interfere with your view unless you tilt back in your chair, which diminishes your precision. Plus it would be too narrow; you'd probably want to place two of them side by side (which would likely make them impossible to rotate back).

Click to view image.

It does seem like it might be a good fit for an all-in-one gaming chair where you sit tilted back and look up, and you're also more likely to play driving or flight simulations that would benefit from a cockpit-type view.

But the Ark is too elegant to stick into any of those. It's simply stunning, at least in photos, with clean, classic lines and subtle edge illumination that bears no resemblance to the company's rather clunky-looking line of Odyssey gaming monitors. It has a similarly stylish wireless dial to manage lighting and the interface.

It simply doesn't conform with the gaming aesthetic we've gotten used to over the years. I think that's a good thing, and necessary given the changing demographics we've seen in gaming. Plus, it definitely follows the trend toward more low-key gaming laptop designs.

Unlike other 55-inch monitors we've seen, the stand supports tilting and pivoting which is nice. Samsung also says, "Multiview options allow users to adjust Odyssey Ark exactly how they want it with a totally adaptable screen size to fit the game or the program without compromising its 4K display and bright, colorful images." It's not clear what that actually means, though.

The company announced some other monitors this week as well, notably a smaller follow-up to its pricey 49-inch Odyssey G9 Neo QLED launched in July last year. The G9's new 32-inch little brother the Odyssey Neo G8 (G85NB) should have a more approachable price than the $2,500 G9.

Like it did with the G9 Neo QLED, Samsung offered just a teaser for the G8, with no price or ship date. Like its slightly older sibling, it has a curved screen with a peak brightness of 2,000 nits in HDR and high contrast, a 240Hz refresh rate and 1-millisecond gray-to-gray response time, the same design as the Odyssey G7 and G9 (in white) and support for FreeSync Premium Pro and G-Sync.

Click to view image.

The Ark rotated into portrait view. | Samsung | The view from above. | Samsung

Document CNEWSN0020220105ei150008u

Virtual Reality Devices Market SWOT Analysis, Key Indicators, Forecast 2028 The Top Companies Sensics, Samsung Electronics, Oculus VR, Microsoft, Leap Motion, HTC, Google, EON Reality, CyberGlove Systems

746 words
5 January 2022
iCrowdNewswire
ICROWDN
English

The Virtual Reality Devices Market assessment includes the forecast length 2022-2028, based on unique research in addition to a market evolution projection based on earlier studies. The studies provide an intensive market assessment for the time period underneath interest. For the have a observe length, the market length in terms of sales proportion, further to market developments together with drivers and restraints, are tested and provided. A unique maintain near the essential skills of each hobby concerned, further to a whole market fee chain evaluation, can aid in product differentiation. The market beauty evaluation within the report precisely analyses the market's functionality worth, offering the most up to date information to employer strategists.

Request a Free Sample of Report @ https://www.intelligencemarketreport.com/report-sample/269567

Key Player included in this Survey

Vuzix Sony Sixense Entertainment Sensics Samsung Electronics Oculus VR Microsoft Leap Motion HTC Google EON Reality CyberGlove Systems

The Virtual Reality Devices Market research file targets to offer an in-depth qualitative and quantitative analysis of the critical elements influencing the market boom. It successfully covers the important factors impacting market boom and key market dynamics, which includes corporation assets, on equal time as using a SWOT analysis to evaluate vulnerabilities and strengths. Geographic gain, geopolitical circle of relatives participants, macro and microeconomic problems, and geographic benefit are all used to the breakdown of the worldwide aggressive environment into regions in the global market assessment over the forecast period of 2022-2028.

Market Segmentation

Segmented by Type

Non-Immersive Type Semi-Physical Type Totally Immersive Type

Segmented by Application

Consumers Commercial Space Defense Medical Industry Other

The splendid description of the essential market instructions is meant to offer in-depth analysis, with an emphasis on key capabilities and the competitive advantage that can be obtained with the resource of the use of trending methods within the forecast period 2022-2028. Items equipped, which typically enlists the style of products to be had in the Virtual Reality Devices Market, processing era implemented, which specifies the several techniques used for processing and production, give up-customers, and applications, to name some, are all highlighted in the forecast length 2022-2028.

Make an enquiry of this Report @ https://www.intelligencemarketreport.com/send-an-enquiry/269567

Competitive Scenario

The studies analyses the competitive outlook and the market percentage held thru the organisation's top opposition. During the research period, the Virtual Reality Devices Market has grown to be separated into several divisions, each of which changed into very well analyzed in phrases of geography. This phase gives a listing of the top gamers further to a radical portfolio that includes their market function and crucial traits over the forecast duration of 2021-2027.

Major Highlights of the Virtual Reality Devices Market Report

The market dynamics and capacity forecast encompass the statistical boom rate as well as market estimations. The SWOT analysis, which analyses the market's strengths, weaknesses, possibilities, and threats, is covered inside the file. This global statement takes into attention geographic benefit, macro and

microeconomic troubles, geopolitical ties, and one-of-a-kind problems. Having a terrific aggregate of theoretical and statistical information that spans the complete market is vital.

Regional Analysis

Forecasts and analyses for global and regional markets are included in the report. The study includes both historical data and a revenue forecast. The study includes the drivers and restraints of the Virtual Reality Devices Market, as well as the impact they have on demand over the forecast period. The report also includes a study of global and regional market opportunities.

North America (United States, Canada and Mexico) Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe) Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia) South America (Brazil, Argentina, Colombia, and Rest of South America) Middle East and Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East and Africa)

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Document ICROWDN020220105ei15000s0

Samsung's 2022 Smart TV to integrate cloud gaming, video chat and NFTs

AnimationXpress Team
Distributed by Contify.com
352 words
4 January 2022
AnimationXpress
ATANIX
English

Samsung has made some early product announcements before the start of CES 2022 on 5 January. It has finally announced its new cloud gaming platform for TVs. As part of its CES 2022 announcements, Samsung's Gaming Hub is a new platform service aimed at the ability to play video games on your TV without a game console or gaming PC. Samsung confirmed that Nvidia's GeForce Now, Google Stadia, and Utomik will serve as launch partners for the Gaming Hub, with all three services powered by Tizen, Samsung's Linux-based mobile operating system with more services expected to arrive in the future.

This announcement of the Samsung Gaming Hub rivals competitors like Microsoft, which announced last year that its Xbox division is moving beyond consoles to bring the Xbox ecosystem and experience onto smart TVs and streaming sticks. At this point Samsung has not named Xbox as a partner for the Gaming Hub. It remains to be seen if both parties will partner on Samsung's new gaming endeavour.

To deploy high-quality visuals and sound, games will fully leverage the hardware and software available on Samsung Smart TVs. Samsung had previously stated that it was working on a number of improvements to improve cloud gaming performance on its televisions. This includes a dedicated video streaming pipeline with tight flow control and latency optimization. On top of that, the company is working on adding support for more gaming controllers, as well as support for the Bluetooth standard protocol and USB HID device profiles.For gamers, the most notable addition to the new TVs will be its game streaming discovery platform, the Samsung Gaming Hub, powered by Tizen. This service will allow game streaming providers to bring their game libraries directly to the TV. Samsung today announced partnerships with Nvidia GeForce NOW, Google's Stadia and Utomik, and says more partnerships will come further down the road.

Later this year, the Samsung Gaming Hub will be available on select Samsung Smart TV models.

Document ATANIX0020220104ei1400003

Home Entertainment

Samsung Unveils 2022 Smart TV Lineup Ahead of CES 2022 With Features Like Gaming Hub, Watch Together

Satvik Khare
847 words
3 January 2022
18:23
NDTV
NDTVIN
English

Samsung ahead of CES announced its 2022 smart TV lineup, boasting of Micro LED, New QLED, and Lifestyle series, along with a new lineup of soundbars. The new smart TVs and soundbar feature Dolby Atmos support. The company alongside introduced a new Smart Hub for its 2022 smart TVs that it claims "enables smart content curation, cloud gaming, video calls, on-screen multitasking, NFTs management and more." One of the main features of the Smart Hub is the Gaming Hub that lets players stream games from a handful of cloud gaming services. Samsung's also introduced its 2022 Eco Remote, which uses radio waves from the router to charge itself.

Through a press release, Samsung announced owners of its 2022 smart TVs will be able to use the Smart Hub's Gaming Hub to play games using Nvidia GeForce Now, Google Stadia, and Utomik game streaming services. Samsung also stated that players would benefit from faster game loading using the Gaming Hub on Samsung smart TVs launching in 2022. With Microsoft said to soon launch a smart TV app for Xbox Game Pass, it could also arrive on Samsung's Gaming Hub sometime soon. The new Smart Hub will also let users switch to Media and Ambient modes, apart from Gaming.

As per a report by The Verge, the Gaming Hub will also let users play their HDMI-connected consoles along with the game streaming services. Essentially, this will let users play cloud games and console games with a single controller — with both PlayStation and Xbox controllers supported from the start.

Samsung's gaming product director Mike Lucero told the Verge that it is "working with partners to bring their best levels of service to our platform." He added "We will be announcing details as we get closer to launch." It remains unclear whether the new Gaming Hub functionality would be available on existing TVs but Lucero mentioned that "We are starting with our 2022 models and are working to make the Gaming Hub available to even more Samsung customers."

Samsung also announced three new lineups of smart TVs ahead of the Consumer Electronics Show (CES) 2022. First of these is the Micro LED smart TV range. It comes in three display sizes — 110-inch, 101-inch, and 89-inch. This range of smart TVs feature 100 percent DCI and Adobe RGB colour gamut and have a 99.99 percent screen-to-body ratio. The displays have 4K resolutions at up to 120Hz refresh rate. It is also touting features like Art Mode and Multi View.

The second lineup introduced is the Neo QLED smart TVs that feature new Neo Quantum processors. They also feature EyeComfort mode that automatically adjusts the screen's brightness and tone, based on the surroundings. Other features include a Real Depth Enhancer and Shape Adaptive Light tech to enhance brightness, accuracy, and overall picture quality. They also get 8K resolution displays and OTS Pro, an improved version of Object Tracking Sound. Finally, Samsung detailed some of its 2022 Lifestyle range of smart TVs, which will feature models in three sub-ranges — Frame (ranging from 32- to 85-inch models), Serif (ranging from 43- to 65-inch models), and Sero (with a new vertical Multi View feature).

Furthermore, Samsung has also introduced a new lineup of soundbars. They feature updated Q Symphony surround sound experience and wireless Dolby Atmos. It briefly detailed the HW-S800B Ultra Slim Soundbar, said to redefine the slim category by integrating passive radiator technology into the sub-woofer for improved bass. It features top-firing speaker channels, and measures 1.6 inches in depth.

Samsung is also touting a new Watch Together app, that will let friends and families video chat while watching content. Earlier this week, Samsungannounced the NFT Aggregation Platform that will let users search, browse, and buy NFTs directly from its Smart TVs. Users will be able to preview the NFTs as well as read about its creator and creation story behind the tokens. Users who own NFTs will be able to showcase them on Samsung smart TVs.

Samsung's 2022 Eco Remote uses a solar panel, radio waves, and a USB type-C port for charging

Photo Credit: The Verge/ Samsung

A report by The Verge mentions that Samsung has reworked its Eco Remote. Like the previous Eco Remotes, it can still be charged with solar energy. The 2022 Eco Remote can now be charged using the radio waves from a Wi-Fi router using radio-frequency (RF) harvesting capabilities. Apart from this, the Eco Remote can be charged using outdoor or indoor lighting, or via the USB type-C port. It's an all television spectacular this week on Orbital, the Gadgets 360 podcast, as we discuss 8K, screen sizes, QLED and mini-LED panels — and offer some buying advice. Orbital is available on Apple Podcasts, Google Podcasts, Spotify, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020220104ei130000f

CE Noticias Financieras English
CES 22: Samsung bets on gaming services and a NFT platform with its new TVs

428 words
3 January 2022
CE NoticiasFinancieras
NFINCE
English

Samsung got ahead of the game streaming services race with a key announcement at the Consumer Electronic Show 2022: its latest TVs will have the option of incorporating Google Stadia, Nvidia GeForceNow and Utomik services as default applications.

The new Smart TVs will have a built-in "gaming hub", a special menu within their options where you could easily access these video game libraries. Each service would work like Netflix, Amazon Prime and most streaming platforms do: without the need to have the content downloaded.

These "cloud gaming" libraries work as subscription services and would only require users to have some sort of controller compatible with their television to start the gaming experience. To complement the gaming experience, services like YouTube Gaming would also be enabled to give users quick access to their favorite streams. Details of which TV models will support these systems and other details will be available from November this year.

The CES conference is one of the most important annual international technology exhibitions. Although many of the major exhibitors have announced that they would not participate due to the proliferation of the Omicron variant, the organization said it will be held from January 5 to 7. The most anticipated video game-related conferences remain among Sony, Ace Computers, HTC, Razer, Hypervsn and MAD Gaze.

READ MORE: For Square Enix president, NFTs can enable self-sustaining growth of video games

Samsung also bets on NFTs

The company announced that its products would also feature an integrated app for an NFT platform that would allow its users to discover, purchase and transact digital art compatible with their TVs.

Non-Fungible Token (NFT) technology will be key to the next generation of Smart products. These codes can represent digital items that enable their buyers to have an exclusive version of images, songs and any other cultural product. In this way, an NFT represents any digital object that can be imprinted with a kind of serial number code validated by a network of users.

With this announcement, Samsung redoubled the bet on thinking about attributes for your software that complement the interconnection with the digital world and made it clear that his vision of technological advancement is not only about hardware with better technical specifications.

READ ON:

Sonic Frontiers was supposed to launch in 2021, but was postponed for a good reason

All the video games that are coming during 2022.

These are the top 10 video games of 2021

Document NFINCE0020220103ei13007no

c|net NEWS.COM

Samsung Neo QLED TVs promise prettier pictures, better gaming at CES 2022

David Katzmaier
781 words
3 January 2022
CNET News.com
CNEWSN
English

Samsung has long made the most popular TVs in the world, and while the company dabbles in unique models like The Frame art TV and massive, expensive Micro-LED TVs, its bread and butter is basic QLED models.

At CES 2022, the company didn't make any massive changes to its top-of-the-line Neo QLED models, but those televisions, as evinced by the excellent Q90A I reviewed, already presented a compelling high-end alternative to OLED TVs from the likes of LG and Sony.

Available in 4K and 8K resolution, the 2022 Neo QLEDs augment their mini-LED, local dimming backlights with new extras. One, called Shape Adaptive Light Control is said to reduce stray illumination by analyzing on-screen objects and shaping the light to match. Another, called Object Depth Enhancer, employs more processing to further distinguish the objects from the background. In my experience these types of processing enhancements have subtle effects, at best, so I'll reserve judgment until I can review a new model.

Click to view image.

While the main reason to buy a high-end TV is for better picture quality, Samsung also made a host of other changes to its 2022 Neo QLED and step-down TVs. Here's a quick roundup:

Gaming hub: Launching later this year on "select 2022 Samsung smart TV models" is new dedicated menu section with one-stop access for gaming, whether via the cloud or connected consoles. The full cloud gaming libraries of Google Stadia, Nvidia GeForce Now and Utomik will be available at launch and users will be able to pair third-party controllers to the TV for instant play, no console or other hardware required. The hub will also access to YouTube gaming to follow streamers. Beyond cloud gaming, there's a new game bar with more information available on things like refresh rate or VRR mode, a zoom mode that can expand things like mini-maps and even the ability to pull up a YouTube video alongside a game on-screen -- a boon if you get stuck and need a tutorial.

144Hz refresh rate for gaming: Designed to take advantage of the hastiest video output from high-end PC gaming cards, select TVs will refresh at 144Hz with variable refresh rate. Note that consoles like the Xbox Series X and Sony PlayStation 5 max out at 120Hz, so they won't take advantage of this feature, and in any case, the extra smoothness should be subtle.

New home screen: The main home page itself is now full-screen and offers a "continue watching" playlist of movies and TV from multiple streaming providers, as well as curated recommendations. Another section of the home menu allows easy access to Ambient mode, Samsung's feature that displays art, time and weather and other customizable content when the TV is "off."

Click to view image.

NFT aggregation and purchase: New for 2022 is the ability to buy new NFTs (nonfungible tokens) and display ones you own on the big screen. You can browse and preview an NFT prior to purchase, including analyzing blockchain metadata. The TV can also automatically display settings according to the creator's specifications.

New solar remote with RF harvesting: Samsung introduced solar panels on its TV remotes last year, and for 2022 it adds the ability to recharge by collecting radio waves from objects like your Wi-Fi router and converting them into power.

Watch together: This feature, similar to watch party apps on streaming services, lets you share viewing experiences with friends and family. It relies on a camera on a compatible device or an optional webcam connected to the TV, and Samsung says it works with TV shows, video games and more.

Rotating, motorized wall mount and stand for portrait mode: Last year Samsung introduced The Sero, a 43-inch TV with a built in motor that allows the screen to rotate from standard horizontal (landscape) mode

into vertical (portrait mode). In 2022 it will sell a mount that does the same with other TVs. Samsung's 2022 TVs will support vertical viewing with portrait-oriented menu systems and a multiview feature that offers apps like TikTok and YouTube in vertical mode, as well as mirroring and casting from a vertical phone. A key on the remote can rotate the TV.

Samsung didn't announce specific series, pricing or availability for its new QLED TVs.

Click to view image.

| Samsung | Samsung's new gaming hub for 2022 TVs offers one-stop access to cloud and console games. | Samsung | Samsung TVs will get a platform dedicated to NFTs. | Samsung

Document CNEWSN0020220103ei1300009

Samsung Gaming Hub Is a Game Discovery Streaming Platform Coming to Select Samsung 2022 Smart TVs

Alessio Palumbo
529 words
3 January 2022
Wccftech.com
NEWAGAE
English

The Samsung Gaming Hub just got announced at CES 2022. Powered by Tizen, it's a game discovery streaming platform that will be released later this year for select Samsung 2022 Smart televisions.

Won-Jin Lee, Corporate President at Samsung Electronics, stated:

Our Samsung Smart TVs provide the ultimate entertainment destination for everyone across generations, interests, and viewing preferences. We know that gaming continues to increase in popularity for our customers and we have bridged the gap between our Smart TV leadership and advanced gaming software to create an easier way for people to enjoy the games they love, faster. We developed the Samsung Gaming Hub with our incredible content partners to benefit all gamers, and we plan to continue our collaboration to grow the ecosystem.

The Samsung Gaming Hub will also feature major game streaming services such as NVIDIA's Geforce NOW, Google Stadia, and Utomik. The latter company's CEO and founder Doki Tops shared the following statement:

We are excited to kickstart Utomik's venture into cloud gaming with a great partnership with Samsung. It starts Utomik's journey into hybrid gaming, allowing gamers to play games on any device and transition seamlessly to other devices, using both our smart download technology or cloud gaming technology depending on device and context.

Other game streaming services are said to be coming in the future. That could include the likes of PlayStation NOW, Microsoft's xCloud (through Game Pass), and Shadow.

Here's what you can expect from the Samsung Gaming Hub, which will be accessible via the main navigation menu across Gaming, Media, and Lifestyle categories.

* Access to a Wide Range of Game Titles from Great Content Partners

* Instantly play your favorite games or discover new ones with easy access to the most popular Game Streaming services and console games on one screen.

* Launch partners will include NVIDIA GeForce NOW, Stadia and Utomik, and that’s just the beginning.

* All Things Gaming in One Place - from game streaming to your game community

* Easy access to YouTube gaming to follow your favorite streamers.

* Bring your controller with you, pair your favorite controller to the Samsung Gaming Hub for a seamless experience.

* Explore, search and buy new games within the Samsung Gaming Hub, the ecosystem was built from the ground up to help gamers play the games they love, faster.

* State of the Art Game Streaming Wrapped in a Premium Experience

* The best Samsung Smart TVs combine the latest game streaming technology with the intelligent technology for picture quality and sound to create a better gaming experience.

* High performance cloud-gaming takes the gaming experience on Samsung TVs to a whole new level.

* Console-like performance without the hassle of downloads or worrying about precious storage space or latency.

With LG TVs already sporting GeForce NOW support, Samsung clearly didn't want to be left lagging behind its main rival. Cloud gaming revenue is expected to continue growing from the current $1.57 billion grossed this year to the $6.53 billion estimated by Newzoo for 2024.

Click to view image.

Document NEWAGAE020220103ei13000b7

India
Samsung 2022 monitors double up as smart TVs for gaming, more

330 words
3 January 2022
Indo-Asian News Service
HNIANS
English

New Delhi, Jan 3 (IANS) Samsung Electronics on Monday introduced new 2022 models in its monitor lineup that offers Smart TV-like functionalities, including high-performance gaming and controlling IoT devices at home and offices.

The new lineup delivers beautiful picture quality and intuitive features that give consumers more choice when selecting a monitor that fits their exact needs, the company said in a statement.

The latest monitors include features for high-performance gaming as well as smart and pro-level elements, such as the Odyssey's Quantum Mini LED backlight panel and HDR 2000.

"Samsung's 2022 lineup represents the next generation in monitor innovation with offerings that meet the demands of competitive gamers, professional designers and everyone in between," said Hyesung Ha, Executive Vice President of Visual Display Business at Samsung Electronics. "As the work and entertainment worlds continue to evolve, we are proud to deliver monitors that boost users' experiences from the comfort of their homes."

As the world's first monitor to feature a 4K (3,840 x 2,160) 1000R curved screen with 240Hz refresh rate and 1ms response time (GtG), Odyssey Neo G8 32-inch offers stunning picture quality featuring Quantum Mini LEDs, Quantum HDR 2000 with a 2,000nit peak brightness and a million-to-one static contrast ratio.

With an ultra-slim thickness of 11.4mm, which is about three-quarters thinner than the previous model, the 2022 Smart Monitor M8 32-inch provides space efficiency.

"The brilliant UHD panel provides 99% sRGB color gamut while supporting 1.07 billion colours at 400nit brightness, showing every video, document or photo with true-to-life accuracy," said the company.

The 2022 Smart Monitor M8 32-inch comes with a movable magnetic SlimFit Cam that enables crystal-clear video calls when working from home.

Its built-in Video Call application supports the most popular calling apps, including Google Duo, said Samsung.

--IANS

na/

Document HNIANS0020220103ei13005ei

CE Noticias Financieras English
Samsung announces its new gaming chip with AMD graphics: Exynos 2200

236 words
1 January 2022
CE NoticiasFinancieras
NFINCE
English

The mobile phone industry is in constant renewal, in search of offering better and better gaming experiences to its users. Now, Samsung announced the launch of its Exynos 2200 chip, made by the agency that works in collaboration with the developer AMD, a firm that deals with graphics.

Through social networks, they unveiled the date of presentation of its new architecture, which will work based on the one created by AMD RDNA, which is designed to enhance the experience with video games.

"The gaming market is about to get serious. Watch for the next #Exynos with the new GPU born from RDNA 2," they wrote in a tweet. They also announced that the presentation of all its features will be given on January 11, 2022.

It is noteworthy that the Samsung Galaxy 21 has the Exynos 2100 chip, so everything points to the presentation of the new architecture will serve as a prelude to the presentation of the hitherto known Galaxy S22.

It should be noted that Samsung announced that it will stop producing the Galaxy Note line to put much more attention on the market for foldable devices

.Now the only question remains: will they present only the chip or will it be accompanied by a powerful device with a high-frequency screen to enjoy your video games to the fullest?

Document NFINCE0020220101ei1100646

THE HANS INDIA

Tech

Samsung Launches its First HDR10 + Gaming Displays

Hans News Service
340 words
24 December 2021
The Hans India
HANIND
English

Samsung has announced its first displays that will support the HDR10 + Gaming standard, an expanded version of HDR10 focused on games that can also be calibrated automatically. HDR10 + Gaming was initially announced in October, but now Samsung reveals that its new 2022 line of QLED TVs (Q70 and above) and gaming monitors will be the first to support the standard.

Samsung partnered with Saber Interactive to bring HDR10 + support to Redout 2 and Pinball FX, which will be showcased at CES 2022 (as long as the game's developer doesn't pull out). Additionally, Game Mechanic Studios will have their HDR10 + Happy Trails and the Kidnapped Princess game title on the floor.

The games that Samsung is promoting stand in contrast to the significant games available on the competing standard: Dolby Vision games, including Halo Infinite, Gears 5, and Call of Duty: Black Ops Cold War. Xbox Series X and S already support at least ten games in Dolby Vision.

HDR10 + Gaming has more visual metadata than normal HDR10 (targets four times its maximum brightness), supports variable refresh rate (VRR), and automatic low latency mode (ALLM) for better looking and performing game images. Samsung also says that the standard will work "above 120Hz" but does not go into detail.

Competitor standard Dolby Vision Gaming is already doing all this (except for the 120Hz plus claim). Additionally, Samsung's rival LG announced its C1 and G1 OLED displays with the Dolby Vision gaming standard in June this year.

The entire HDR10 + experience, like Dolby Vision, is only executable if all settings are vertically integrated to support the format. This means that to experience HDR10 + Gaming, your PC will need an Nvidia graphics card (with support for GeForce RTX 30 Series, RTX 20 Series, and GTX 16 Series GPUs), a game that is programmed with additional visual metadata, and one of the new Samsung screens that can generate it.

Click to view image

Document HANIND0020211225ehco0002q

Samsung Electronics Delivers Premium HDR Gameplay With HDR10+ GAMING Standard Support for Its New Screens

726 words
24 December 2021
ENP Newswire
ENPNEW
English

Release date - 23122021

Samsung provides HDR10+ GAMING support for hassle-free, accurate HDR gameplay experience with low-latency, VRR (Variable Refresh Rate) and over 120Hz.

Game developers and hardware manufacturers are excited to support new gaming opportunity

Samsung Electronics announced today that select 2022 4K and 8K TVs and gaming monitors will support the new HDR10+ GAMING standard, delivering the immersive, ultra-responsive HDR gaming experience to gamers. The new, cutting-edge HDR gameplay will be unveiled at CES 2022 along with a list of 4K and 8K game titles, all powered by NVIDIA GPUs.

'We are extremely proud to announce that the new HDR10+ GAMING standard will be adopted by Samsung's 2022 Neo QLED line up with the Q70 TV series and above and gaming monitors, allowing users to enjoy a game-changing experience through cutting-edge visuals and richer, life-like images,' said Seokwoo Yong, Executive Vice President and Head of R&D Team, Visual Display Business at Samsung Electronics. 'Samsung will continue to invest in users' viewing experiences as technology continues to advance and provide enhanced new features and capabilities.'

Advanced HDR Technology Maintains the Artistic Intent of Game Developers

This new standard, developed by HDR10+ Technologies, LLC, gives game developers the tools they need to provide gamers with a compelling and consistent HDR gaming experience without the need for manual calibration across a variety of display technologies for various input sources, including consoles, PCs and more.

Samsung's 2022 TV and gaming monitor lineup will support the HDR10+ GAMING standard by allowing automated HDR calibration that provides stunning picture quality to meet game developers' demand. This translates into one of the most responsive and accurate gaming experiences available to date.

By removing the need for manual settings when games are loaded, something previously only possible with movie and television content, the game engine automatically optimizes video game content in real-time. This feature ensures details in the dark shadows and preserves the brightest highlights so that gamers can see and react to everything on the screen. It also configures the display to 'true reference mode', providing better color, also without the need for gamers to spend additional time with game settings.

Several gaming companies, including Saber Interactive, are expected to showcase their HDR10+ GAMING titles during the upcoming CES 2022.

'We are very excited to help usher in a new era of video game picture quality. By adopting HDR10+ GAMING, gamers of all ages will enjoy cutting-edge visuals for the best overall gaming experience,' said Todd Hollenshead, Head of Publishing at Saber Interactive. 'The HDR10+ GAMING standard is genuinely raising the bar, and we are proud to be at the forefront of bringing it to market with games like Redout 2, the fastest 8K anti-gravity racer ever made, and with Pinball FX, the king of digital pinball, brought to life in a brand-new way.'

Game Mechanic Studios is also showcasing their HDR10+ GAMING title 'Happy Trails and the Kidnapped Princess', which will be available in 2022.

HDR10+ Continues To Expand With Industry Support and Adoption for Premium HDR Experiences

HDR10+ brings superior picture quality by optimizing brightness and contrast scene-by-scene or frame-by-frame, with more accurate color expression.

Introduced four years ago, HDR10+ has built robust support across the industry, with 128 partners and over 4,000 supported devices, including TVs, projectors, smartphones and tablets from more than 28 manufacturers. HDR10+'s metadata also offers flexible reference tone and mapping curve definition for content creators, allowing them to deliver more impactful images exactly as they intended them to be seen.

In addition, NVIDIA GeForce RTX 30 Series, RTX 20 Series and GTX 16 Series GPUs will support the HDR10+ GAMING standard with drivers scheduled for release in 2022.

'NVIDIA GeForce gamers can enjoy a brighter, more vivid and consistent HDR gaming experience on their monitors or TVs from the support of the new HDR10+ GAMING standard,' said Vijay Sharma, Director of Product Management at NVIDIA.

For more information on Samsung's upcoming 2022 product portfolio and features, please visit www.samsung.com.

[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

Document ENPNEW0020211224ehco000cq

IANS | India's Largest Independent Newswire

International

Samsung to unveil its first HDR10+ gaming displays at CES 2022

292 words
24 December 2021
Indo-Asian News Service
HNIANS
English

Seoul, Dec 24 (IANS) South Korean tech giant Samsung Electronics has announced that select 2022 4K and 8K TVs and gaming monitors will support the new HDR10+ gaming standard and that cutting-edge HDR gameplay will be unveiled at CES 2022 along with a list of 4K and 8K game titles, all powered by NVIDIA GPUs.

The company said it provides HDR10+ gaming support for hassle-free, accurate HDR gameplay experience with low-latency, VRR (Variable Refresh Rate) and over 120Hz.

"We are extremely proud to announce that the new HDR10+ gaming standard will be adopted by Samsung's 2022 Neo QLED line up with the Q70 TV series and above and gaming monitors, allowing users to enjoy a game-changing experience through cutting-edge visuals and richer, life-like images," Seokwoo Yong, Executive Vice President and Head of the R&D Team, Visual Display Business at Samsung Electronics, said in a statement.

"Samsung will continue to invest in users' viewing experiences as technology continues to advance and provide enhanced new features and capabilities," Yong added.

This new standard, developed by HDR10+ Technologies, LLC, gives game developers the tools they need to provide gamers with a compelling and consistent HDR gaming experience without the need for manual calibration across a variety of display technologies for various input sources, including consoles, PCs and more.

Samsung's 2022 TV and gaming monitor lineup will support the HDR10+ gaming standard by allowing automated HDR calibration that provides stunning picture quality to meet game developers' demand.

Several gaming companies, including Saber Interactive, are expected to showcase their HDR10+ gaming titles during the upcoming CES 2022.

--IANS

vc/bg

Document HNIANS0020211224ehco004v1

CE Noticias Financieras English
Samsung TVs will provide support for HDR10 + Gaming

227 words
23 December 2021
CE NoticiasFinancieras
NFINCE
English

Samsung announced that its new models of smart tv that will arrive in 2022 will feature the new image standard HDR10 + Gaming, which ensures the best quality when displaying video game graphics on their screens.

In its presentation at the Consumer Electronics Show 2022, the technology giant will expose the performance of many games in 4K and 8K resolution on its monitors using Nvidia graphics.

What is HDR10 + Gaming technology?Developed by the consortium of HDR device manufacturers, this new option optimizes the image in real time when displaying video games without the need to manually calibrate the technological devices.

In addition, it also automatically improves brightness and contrast scene by scene and frame by frame for better color development.

Samsung confirmed that with this option your monitors and TVs will have a greater difference between the brightest and darkest points of an image. Now the transition between them will be much richer and progressive, with the addition of intermediate tones available and higher quality textures.

According to the developers, HDR is an important qualitative leap in the image, superior to 4k resolution.

Xbox One S, Xbox One X, PlayStation 4 and PlayStation 5 video game consoles will support this format with ease, but the video game will also need to be compatible.

Document NFINCE0020211223ehcn009rg

Samsung Bringing HDR10+ Gaming Standard to Its TVs and Monitors

Brandon Hill
558 words
23 December 2021
Tom's Hardware
TOMHA
English

Samsung is adding to the laundry list of HDR standards that gamers have to keep track of with HDR10+ Gaming.

Earlier this year at the Samsung Developer Conference 2021 (SDC21), Samsung announced its alternative to Dolby Vision: HDR10+ Gaming. Today, the company revealed that it would deliver a new family of televisions (4K and 8K) and gaming monitors that will fully support HDR10+ Gaming extensions. So, what exactly is HDR10+ Gaming?

According to Samsung, HDR10+ comprises three features aimed at enhancing your gaming experience: Variable Refresh Rate (VRR), Automated HDR Calibration, and Low-Latency Source Tone Mapping. Regarding VRR, HDR10+ Gaming supports up to 120 Hz refresh rates on PC and consoles. The Automated HDR calibration/color correction is pretty much self-explanatory. It involves a handshake between the display and a game being played to optimize the video based on its capabilities. Finally, Samsung eliminated the latency for the tone mapping process with both local- and cloud-based games.

Click to view image (Image credit: Samsung)

If this sounds a lot like Dolby Vision to you, it's for a good reason. Samsung wants to take away much of the manual configuration involved with getting the best picture quality from its displays, helping gamers to get into the action as quickly as possible. This is particularly pertinent to console gamers who likely don't want to muck around with endless image quality settings to obtain an optimum picture with their fancy new 8K television.

"We are extremely proud to announce that the new HDR10+ Gaming standard will [allow] users to enjoy a game-changing experience through cutting-edge visuals and richer, life-like images," said Seokwoo Yong, Executive VP and Head of the R&D Team for Samsung's Visual Display Business. "Samsung will continue to invest in users' viewing experiences as technology continues to advance and provide enhanced new features and capabilities."

Click to view image (Image credit: Samsung)

According to Samsung, HDR10+ Gaming will be incorporated in the 2022 editions of the Neo QLED and Q70 Smart TVs, along with its refreshed gaming monitors. The company also pointed out that Nvidia Ampere- and Turing-based GPUs will fully support HDR10+ Gaming via a future driver release. Support has not yet been announced for Radeon RDNA/RDNA 2 GPUs, though we imagine AMD will also jump on the bandwagon in 2022.

Click to view image (Image credit: Samsung)

Game support is also trickling in, with Saber Interactive announcing HDR10+ Gaming support in Redout 2 and Pinball FX. Game Mechanic Studios also has supported titles incoming, although we haven't seen any announcements yet for blockbuster AAA games. And that will be the big challenge with Samsung: getting support from gaming industry stalwarts. Dolby Vision already has incredible mindshare on the console gaming side with the Xbox Series X/S, with over 100 supported games.

There's likely a much better chance for success on the PC gaming side, given that Nvidia has thrown its hat into the ring. But while Nvidia might support HDR10+ Gaming extensions with its drivers, it will be up to individual game developers to do the heavy lifting, baking support into their games.

Samsung HDR10+ Gaming (Samsung)

Document TOMHA00020211223ehcn0005m

Virtual Reality Market is Likely to Experience a Tremendous Growth in Near Future | Sony, Samsung, Alphabet

1,012 words
20 December 2021
iCrowdNewswire
ICROWDN
English

Latest released the research study on Global Virtual Reality Market, offers a detailed overview of the factors influencing the global business scope. Virtual Reality Market research report shows the latest market insights with upcoming trends and breakdown of the products and services. The report provides key statistics on the market status, size, share, growth factors of the Virtual Reality. The study covers emerging player's data, including: competitive situation, sales, revenue and global market share of top manufacturers are Sony Corporation (Japan),Samsung Electronics (South Korea),Alphabet Inc. (United States),Microsoft Corporation (United States),HTC (Taiwan),Oculus VR (United States),Eon Reality (United States),Vuzix (United States),CyberGlove Systems (United States),Leap Motion (United States),Sensics (United States),Sixense Enterprises (United States),.

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Keep yourself up-to-date with latest market trends and changing dynamics due to COVID Impact and Economic Slowdown globally. Maintain a competitive edge by sizing up with available business opportunity in Global Virtual Reality Market various segments and emerging territory.

Virtual Reality Market Overview

Virtual reality (VR) is refers to communicating computer-generated experience taking place within a simulated environment. It indicates a complete involvement experience that shuts out the physical world. It is most prominently incorporated auditory as well as visual feedback. Also, it allows sensory feedback like haptic. VR has become a crucial technique for treating post-traumatic stress.

Market Drivers

Proliferation of Virtual Reality in Entertainment and Gaming Sector

Upsurging Digitalization and â€˜IT Infrastructureâ€™ across the Globe

Market Trend

Highly Enhanced Augmented Reality as well as Virtual Reality Solutions with Artificial Intelligence

Introduction to Machine Learning Enabled VRs

Challenges

Hardware Prerequisites such as Mobile Phones, Tablets or Any other Video Sources

Manufacturing and Developing Low Cost and User-Friendly VR Systems

The Global Virtual Reality Market segments and Market Data Break Down are illuminated below:

by Type (Head-Mounted Display (HMD), Gesture Tracking Devices (GTD)), Application (Aerospace & Defense, Commercial, Consumer Electronics, Industrial, Medical, Others), Offerings (Hardware, Software)

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

Enquire for customization in Report @:
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Strategic Points Covered in Table of Content of Global Virtual Reality Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Virtual Reality market

Chapter 2: Exclusive Summary – the basic information of the Virtual Reality Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges & Opportunities of the Virtual Reality

Chapter 4: Presenting the Virtual Reality Market Factor Analysis, Post COVID Impact Analysis, Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying the by Type, End User and Region/Country 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Virtual Reality market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by Manufacturers/Company with revenue share and sales by key countries in these various regions (2021-2026)

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Virtual Reality Market is a valuable source of guidance for individuals and companies in their decision framework.

Data Sources & Methodology

The primary sources involves the industry experts from the Global Virtual Reality Market including the management organizations, processing organizations, analytics service providers of the industry's value chain. All primary sources were interviewed to gather and authenticate qualitative & quantitative information and determine the future prospects.

In the extensive primary research process undertaken for this study, the primary sources – Postal Surveys, telephone, Online & Face-to-Face Survey were considered to obtain and verify both qualitative and quantitative aspects of this research study. When it comes to secondary sources Company's Annual reports, press Releases, Websites, Investor Presentation, Conference Call transcripts, Webinar, Journals, Regulators, National Customs and Industry Associations were given primary weight-age.

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https://www.advancemarketanalytics.com/request-discount/67323-global-virtual-reality-market-1

What benefits does AMA research studies provides?

Latest industry influencing trends and development scenario Open up New Markets To Seize powerful market opportunities Key decision in planning and to further expand market share Identify Key Business Segments, Market proposition & Gap Analysis Assisting in allocating marketing investments

Definitively, this report will give you an unmistakable perspective on every single reality of the market without a need to allude to some other research report or an information source. Our report will give all of you the realities about the past, present, and eventual fate of the concerned Market.

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Europe or Asia.

About Author:

Advance Market Analytics is Global leaders of Market Research Industry provides the quantified B2B research to Fortune 500 companies on high growth emerging opportunities which will impact more than 80% of worldwide companies' revenues.

Our Analyst is tracking high growth study with detailed statistical and in-depth analysis of market trends & dynamics that provide a complete overview of the industry. We follow an extensive research methodology coupled with critical insights related industry factors and market forces to generate the best value for our clients. We Provides reliable primary and secondary data sources, our analysts and consultants derive informative and usable data suited for our clients business needs. The research study enable clients to meet varied market objectives a from global footprint expansion to supply chain optimization and from competitor profiling to M&As.

Document ICROWDN020211220ehck000ml

Frame TVs, gaming monitors and more: Last minute Christmas gifts from Samsung

Lois Mackenzie
605 words
18 December 2021
Dorset Echo
NQTCE
English

With Christmas just days away, some of us aren't as organised as we'd like to be. Gift shopping can be so arduous, and when you can't find the perfect present sometimes it just slips your mind!

But with the big day nearing, if the panic has set in don't worry, Samsung has got you sorted with these last-minute gift ideas.

From TVs to watches, fridges to hoovers; we've made a list of the best last-minute gifts you can buy from Samsung for your loved ones this Christmas.

Samsung TV gifts

The Samsung QN900A

This TV comes in three different sizes: 65", £4,999, 75", £5,999 and 85", £9,999.

It has an immersive 3D audio experience and amazing picture quality with the Quantum Matrix Technology Pro.

Find out more and buy it here.

Samsung Frame TV

The Samsung Frame TV comes in various sizes:

32", £399 43", £899 50", £1,099 55", £1,199 65", £1,299 75", £1,999

The Frame TV brings art and entertainment into your home with its QLED 4K and Dual LED technology.

When users aren't watching TV on The Frame it turns into a blank canvas to showcase fabulous art pieces or even cherished family photographs.

Buy it here.

The Customisable Bezel for The Frame TV

Through the brand-new UK digital platform, theframebezel.com, customers are now able to pre-order their choice of bezel from an initial range comprising 10 colours to help match their Frame TV to their interior space.

You can buy it here for £129.

The Samsung Sero TV

For £999 you can treat your loved ones (or, yourself) to the Samsung Sero TV. This TV provides a great mobile optimised experience, so it's perfect for social media fans.

The screen can rotate between landscape and portrait, meaning its allows for perfectly mirrored content to scroll through Instagram, go on Snapchat and scroll through TikTok.

Find out more and buy it here.

Samsung gaming monitor gifts

The Samsung Odyssey Neo G9 Gaming Monitor

Thus Odyssey Neo G9 gaming monitor is £1,849 and is available in 49". It boasts comfortable 1000R curvature, immersive interaction and perfect picture quality through its quantum Mini-Led picture.

It has a 49” curved screen, HDR2000 resolution and 240Hz Refresh Rate.

Find out more and buy it here.

Samsung Soundbar gifts

The Samsung Q-Series Soundbar HW-Q950A

This soundbar will give an amazing cinematic sound to your music. The subwoofer has a total of 22 speakers, delivering incredible audio, ensuring listeners will hear every single detail.

Find out more and buy it here.

Samsung Fridges

Samsung Bespoke Refrigerator

This comes in various sizes and prices:

Bespoke Fridges & Freezers 1.85m (1-Door) – RRP: £899.99-£999.99 Bespoke Classic Fridge Freezer 1.85m (2-Door) – RRP: £749.99-899.99 Bespoke Classic Fridge Freezer 2.03m (2-Door) – RRP: £999.99-£1,349.99

This is the ultimate splurge for interior design enthusiasts. There’s 14 colours and finishes to choose from and a new customisable range.

Find out more here.

Samsung Vacuum gifts

The Samsung Jet™ 90 Pro

What could be better than the gift of a clean home? The Samsung Jet™ 90 Pro vacuum will gift just that.

With a huge 200W suction power, an airflow-boosting design and cyclonic filters, this works effectively and makes the air in your home as clean as the floors.

Find out more and buy it here.

Shop all this and even more on the Samsung website.

Document NQTCE00020211218ehci001jl

MIL-OSI Economics: [DIY] Get a Lag-Free Gaming Experience on Your Samsung Smart TV with Gaming Mode

189 words
15 December 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Have you ever been in the middle of an exhilarating gaming session, only to end up losing it due to the lags on your screen? Or have you ever ended up not enjoying an otherwise good game because of the screen tears and poor sound? The pain is real.

For a seamless gaming experience, one needs a setup with low input lag, smooth frame rate, and an amazing sound. A display that can keep up with their quick actions and offer a sound that adds quality to the experience is every gamer's dream.

What if we told you that you can get all that and more with your Samsung Smart TV? All you need to do is turn the Game Mode on, and you're all set for an immersive gaming experience.

Follow these simple steps:

Connect PC to TV via HDMI

Go to Quick Settings

Turn Game Mode à ON

Long press Play/Pause to set up the Game Bar

Watch the video here:

MIL OSI Economics -

Document PARALL0020211214ehcf00107

WHAT HI-FI?

Get An Edge On Your Gaming Rivals With Samsung Neo QLED TVs

1,306 words
13 December 2021
What HI-FI?
HIFIW
English

Cutting-edge screens for next-gen games

Samsung's new Neo QLED technology is a game changer – literally. By combining tried and renowned QLED colour with a new LED backlighting system capable of delivering much tighter control over where its light goes, Samsung's Neo QLED TVs have set new standards for TV technology. Regardless of whether you're watching films and TV, or playing the latest cutting-edge video games on the latest generation of consoles and PCs.

It's not just their extreme picture quality that makes Neo QLED TVs such premium screens for gaming, either. Their cutting-edge AI-based processors and connections also ensure that, unlike most TVs at the moment, they can handle everything the PS5, Xbox Series X and latest high-end PC graphics cards can throw at them.

Quantum leap

Click to view image (Image credit: Samsung)

The most important innovation of Neo QLED TVs is their use of much smaller LEDs to illuminate their screens. In fact, by finding a way to remove the lens and 'packaging' associated with traditional TV LEDs, Samsung's new Quantum Mini LEDs are a remarkable 40 times smaller than their predecessors.

This means far more of them (thousands, in fact) can be fitted into the same screen sizes, enabling Neo QLED TVs to provide more contrast, a wider colour range and, best of all, revolutionary levels of light control.

Enter the Matrix

Click to view image (Image credit: Samsung)

Equipping a TV with far more LEDs isn't enough in itself to deliver the sort of picture quality Samsung's Neo QLED TVs have proved themselves capable of, though. You also need groundbreaking picture processor to drive those mini LEDs in real time so that they always get the optimal results from any video source or gaming visuals. Cue Samsung's Quantum Matrix Technology.

This combines advanced local dimming (the ability to output different amounts of light simultaneously from far more separately controlled light 'zones' than we're used to seeing with LED TVs) with exceptionally precise power control. As a result, more light and power can be pushed to bright areas of the picture that need it, while dark areas of the picture can benefit in the same frame from deeper, more detailed and more natural black tones.

The result is a stunning contrast performance which, in combination with the exceptional levels of brightness Neo QLED TVs can achieve, unlocks more of the expanded light range available with the high dynamic range (HDR) pictures now available from 4K Blu-rays and most new games and video streams.

Almost all HDR sources also boast expanded colour ranges – which, again, Samsung's Neo QLED TVs are perfectly equipped to handle. The metal-clad Quantum Dots they use to produce their colours can handle more brightness than normal LCD colour filters, enabling the screens to achieve a much higher colour 'volume' than the vast majority of other TVs.

Samsung's Neo QLED TVs are available in 4K and 8K resolutions, and in both cases the much finer light control their mini LED backlighting offers contributes to a spectacular sense of sharpness and detail. Perfect for getting the maximum impact from the native 4K games now being delivered by the latest consoles and PCs.

The 4K and 8K versions of Samsung's latest Neo Quantum Processors use advanced AI technologies, too, to convert lower-resolution content into 4K or 8K with much more detail and much less video noise than you'd imagine possible given how many pixels they're having to create.

Built for gaming

Click to view image (Image credit: Samsung)

The full roster of gaming-related features supported by Neo QLED TVs such as the QE65QN800A, QE55QN94A and QE55QN85A reads like a Christmas wish list of everything a gamer could want in order to both get the most from their new console or PC, and score an edge over the competition.

For starters, Samsung's Motion Xcelerator Turbo Plus system ensures that Neo QLED TVs handle the combination of 4K resolutions and 120Hz high frame rates many games can now achieve with perfect smoothness and sharpness – no matter how frenetic the onscreen action gets.

What's more, even if a particular game's graphics engine has to adjust its frame rate at times, the Neo QLED TV's support for variable refresh rates (VRR) ensures that such in-game frame rate adjustments don't cause any tearing or judder on your screen.

In fact, for the ultimate in immersion and consistency, Samsung's Neo QLED TVs even support AMD's FreeSync Premium Pro technology. This combines advanced VRR support with key required picture settings to deliver as stable, rich, natural and immersive look to HDR games as possible.

Driven though they are by a desire to reproduce the latest gaming graphics with as much accuracy and purity as possible, Samsung's Neo QLED TVs do also provide a cunning trick designed to help you spot enemies hiding in shadow more easily. Called the Dynamic Black Equaliser, it lets you raise the brightness of just the dark areas of a game's graphics so you can make out more detail there without raising the brightness of light areas.

Making the Neo QLED TVs' gaming prowess all the more remarkable is the way it's achieved while keeping the time required to render images incredibly low. In their Game modes, the QE65QN800A, QE55QN94A and QE55QN85A all take barely 0.01 seconds to render image data received from a console or PC. So if you press a button on your joystick, you will see a pretty much instant response on screen. The only downside to this is that you have no-one to blame but yourself if a rival player beats you to the trigger!

You don't even need to remember to manually set Neo QLED TVs into their Game modes to enjoy their swiftest response times. Thanks to their support for new Auto Low Latency Mode technology, they can automatically switch into Game mode whenever they detect that a console or PC is outputting game graphics (rather than playing a movie disc or stream).

No more screen burn

Click to view image (Image credit: Samsung)

Given how much time many of us are spending gaming these days, there's one final advantage of Neo QLED TVs to consider: No screen burn. This means you don't have to worry about games with static image elements, such as health displays or scores, eventually leaving behind permanent shadows of themselves on your screen. Samsung is so confident about this that it offers a 10-year No Screen Burn warranty* with every Neo QLED TV.

With so much cutting edge technology at their disposal, it's only right that Samsung's Neo QLED TVs are housed within beautifully futuristic designs. In particular, they're all impressively thin, both around and behind their screens, and they all feature premium metallic finishes that help them look at home in even the most stylish room.

The 8K-resolution QE65QN800A even features a cable management system that keeps things tidy, with a single cable connecting all the external devices to the TV.

Everything about Samsung's Neo QLED range redefines what you might expect of a modern television set. From their unique designs and ground-breaking, HDR-friendly picture quality through to their ability to get the very best from the latest and greatest PC and console game experiences, Neo QLED TVs are simply as good as it gets.

Check out the great savings across Samsung TVs

* Participants must register for the 10-year screen burn warranty within 90 days of purchase. T&Cs apply.

Get An Edge On Your Gaming Rivals With Samsung Neo QLED TVs (Samsung)

Document HIFIW00020211213ehcd00003

online news
Samsung announces cloud gaming service for its smart TVs

297 words
8 December 2021
ETMAG.com
FMETMA
English

Samsung is joining the long list of companies offering game streaming services. The Korean tech giant will deliver the cloud product through its Linux-based Tizen smart TV platform, which is good news for current and future owners of its television sets.

Samsung made the announcement at its Developer Conference keynote. The company didn't spend very much time talking about the service, though Yongjae Kim, Samsung's Senior Vice President of Visual Display Software R&D, said, "To diversify your game selection on Samsung Smart TVs, we are developing a new Cloud Game Platform [...] This means that soon you will be able to enjoy games without purchasing high-end hardware, and developers can easily apply Samsung Smart TV's seamless, immersive experience to new games."

Samsung has been here before—kind of. Back in 2012, the company struck a deal with Gaikai to bring the latter's cloud gaming service to its televisions. There was a beta launch, but the whole thing fell apart when Sony bought Gaikai for $380 million to work on PlayStation Now.

The idea of a TV-based game streaming service often conjures images of mobile-quality titles. However, Kim's mention of high-end hardware suggests Samsung's offering could be something closer to Stadia.

Samsung will be entering an incredibly competitive market. In addition to the aforementioned Stadia, which has been struggling since Google closed its first-party game studio, Xbox is going to be building its services directly into TVs and streaming sticks. Elsewhere, Nvidia's GeForce Now just added a high-performance option that utilizes the RTX 3080, offering 1440p at 120 fps streaming. Will Samsung stand out from the crowd? We'll have to wait and see.

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techradar

Samsung's Galaxy Z Fold 3 made me love mobile gaming again

Stephen Lambrechts
1,769 words
2 December 2021
TechRadar
TECHR
English

Opinion: the Galaxy Z Fold 3's huge screen and powerful specs make it an unrivalled mobile gaming beast.

Cast your mind back to 2008 – the year that saw Apple's groundbreaking iPhone 3G launch alongside its industry-changing App Store. Suddenly, users were able to access a storefront filled with thousands of games that could be instantly downloaded to their handset, essentially granting them a portable phone/gaming device that could be carried with them at all times (and not in a lame Nokia N-Gage way).

I, like many people, jumped into this new gaming landscape with absolute enthusiasm, and over the next few years I would take the opportunity to pull my phone out and play a quick game of Doodle Jump, Real Racing or Monument Valley whenever I had a free moment.

Of course, that enthusiasm would eventually dwindle, leading me to abandon mobile gaming entirely. This was due in large part to the limitations of on-screen controls on tiny mobile displays, along with the aggressive monetisation that would make mobile gaming an insufferable grind for those unwilling to succumb to microtransactions.

So believe me when I say that I'm especially surprised to find myself returning to mobile gaming in a big way in 2021 – something that probably never would've happened if not for the release of Samsung's Galaxy Z Fold 3.

Suddenly, I felt compelled to take advantage of the foldable device's large inner display and beastly specs, seeking out the most visually impressive games to play on it – I've even purchased a third-party Bluetooth gaming controller dedicated exclusively to smartphones, so there's no going back now.

So without further ado, here are the main reasons why Samsung's Galaxy Z Fold 3 made me love mobile gaming again.

Its large 7.6-inch display is unbeatable

Click to view image (Image credit: TechRadar / Aquiris Game Studio)

I might be in the minority here, but I find it more or less impossible to get excited about Nintendo's incremental Switch OLED update when I already have access to the (admittedly expensive) Samsung Galaxy Z Fold 3 – a powerhouse device in its own right with a screen that absolutely wipes the floor with Nintendo's meagre 720p offering.

Now, I may not be able to play Metroid Dread on the Z Fold 3, but I can play a large number of other games which boast sharper graphics and smoother frame rates. It's not overstating things to say that Nintendo Switch OLED's much-hyped display fails to hold a flickering birthday candle to the Z Fold 3's screen.

Not only does its inner 7.6-inch OLED display provide a larger screen real estate than the Switch OLED, it also boasts a 1440p resolution and support for ultra smooth 120Hz refresh rates. On top of this, it's incredibly bright, offers blue light-limiting modes and other visibility enhancements, and allows you to tweak color vibrance and white balance to your liking.

It must also be said that the Z Fold 3's more squared aspect ratio works tremendously well on a screen of this size – if the normal 20:9 aspect ratio of phones like the Galaxy S21 Ultra is meant to invoke the feeling of a mini widescreen television, the Galaxy Z Fold 3's inner display is more like the IMAX-expanded equivalent (coincidentally, Zack Snyder's Justice League fits almost perfectly on the Z Fold 3's 11.2:9 screen).

its specs make it a gaming beast

Click to view image (Image credit: TechRadar / Activision Blizzard)

From a performance standpoint, Samsung's Galaxy Z Fold 3 is at the top of the Android smartphone pack. Its specs read like a list of the best components currently available, with Qualcomm's best Snapdragon 888 chipset powering the device and a hefty 12GB of RAM accompanying it.

Every game that we've tested with customisable settings has played magnificently on Z Fold 3, with such titles as Call of Duty Mobile, Fortnite, PUBG and the gorgeous loot-shooter Shadowgun Legends running at a smooth 60fps on Ultra / Max settings, and options like anti-aliasing and real-time shadows switched on. Certain games, like Call of Duty Mobile and the Diablo Immortal beta, offer downloadable texture packs, making their visuals even more impressive – so long as you have the storage space to spare.

It's also worth noting that the device is 5G compatible, meaning players whose phone plans offer access to 5G speeds get faster, smoother online gameplay when outside of a Wi-Fi network.

A larger display means better on-screen controls

Click to view image (Image credit: TechRadar / Activision Blizzard)

There's also no question that the device's larger display provided this writer with a competitive advantage while playing the likes of Call of Duty Mobile. Enemies were larger and easier to spot on the battlefield, and on-screen controls felt more comfortable to use, given that they were now spaced further apart.

As mentioned earlier, I became so invested in FPS games on the Galaxy Z Fold 3, that I ended up buying myself a third party Bluetooth gaming controller. After some research, I settled on the GameSir X2 Bluetooth Mobile Gaming Controller, as its flat-edged design and expandable backing allowed me to easily fit the larger Z Fold 3 into its clamps. Additionally, its Bluetooth functionality meant that I didn't need the controller to line up exactly with the Z Fold 3's USB Type-C port.

Talk about a gameplay upgrade! While on-screen controls worked well enough, I now had real triggers, buttons and sticks, affording me with Xbox-like gameplay responsiveness. Combined with the advantage given to me by the foldable's large inner display, I became an unstoppable force in every ranked match I played from that point on.

Access to a suite of gaming features

Click to view image (Image credit: TechRadar / Activision Blizzard)

Along with the ability to play graphically intensive games with ease, Samsung's Galaxy Z Fold 3 also offers a suite of Game Booster tools which can be accessed by simply swiping up from the bottom edge of the display when a game is running.

Aside from allowing you to monitor your device's temperature and memory usage, the Game Booster also allows you to turn on Priority Mode, which is intended to block out distractions, such as incoming calls and notifications. It'll also close background apps which use your network connection to prevent your online gameplay from being hindered.

Additionally, you can connect to Discord via the Game Booster section, and you can also access controls which let you set touch protection, lock the navigation button, take screenshots, record video, download gameplay plugins and more.

It's got powerful stereo speakers

While most handsets are happy to just give you one small speaker alongside their charging ports, the Galaxy Z Fold 3's larger frame allows for two rather large speakers, providing you with surprisingly powerful audio on either side of your device (when played in landscape mode).

We all know that good sound is enough to give you a competitive advantage during online play, and the Samsung Galaxy Z Fold 3 absolutely delivers that, even managing to emulate spacial audio thanks to the device's Dolby Atmos functionality.

Don't get me wrong – the effect isn't as convincing as having proper rear and upfiring speakers, but it absolutely does help you gauge which direction attacks are coming from in the heat of battle.

It's ideal for emulation

Although emulation can hardly be considered an official selling point of the device, given that emulators and ROMs are frowned upon by most game publishers and console manufacturers, let us (quietly) tell you that the Galaxy Z Fold 3 is an absolutely sublime device for this particular purpose – especially when playing older games in the 4:3 aspect ratio.

Also, the Z Fold 3's ability to fold in the middle, along with its built-in stylus support, make it absolutely perfect for playing games for a certain dual screen handheld gaming device from the past which shall remain nameless (you didn't hear this from us, but the Android app DraStic even lets you import skins which can make your display look nearly identical to the device in question).

Paired with a Bluetooth controller, we found the Galaxy Z Fold 3 excelled in emulating games from the 16-bit and 64-bit era, and even did well with other games from the console generation that followed right after. Many emulators allow you to tweak graphical settings, such as resolution and anti-aliasing, making certain titles look even better than they did originally.

That said, there's room for improvement

So far, each title we've played on the Z Fold 3 has adjusted its aspect ratio to the device seamlessly, however, one issue we've come across is due to the act of switching between the outer and inner displays while a game is already running.

PUBG, for instance, would sometimes become stretched or squished in the transition between screens, but really, how often would anyone opt to play a game on the outer display anyway? We understand the appeal of ultra-wide gameplay, but ultra-tiny? Not so much.

It's also worth noting that not every game looks better on a large display. The best looking games are the ones which offer adjustable graphics settings, as they're actually designed to take advantage of powerful handsets. Luckily, all of the biggest games available on mobile devices, such as Fortnite, PUBG and Call of Duty Mobile, are among these titles.

Unfortunately, there are still many games which haven't been optimized for large screen devices. We booted up EA's Need For Speed: No LImits only to find that it looked downright fugly on the Z Fold 3. We were also disappointed to find that the immensely popular Genshin Impact seemed to suffer from frame rate issues that were not present when played previously on the Samsung Galaxy Note 20 Ultra.

That said, we imagine that future patches will be able to iron these issues out. Minor inconveniences aside, Samsung's Galaxy Z Fold 3 offers an unmatched mobile gaming experience which has made this writer excited about the future of the format.

* The best Android games 2021

Gaming on Samsung Galaxy Z Fold 3 (TechRadar / Activision Blizzard)

Document TECHR00020211202ehc2000b5

ForeignAffairs
global open source intelligence

MIL-OSI Economics: Enter a New Era of Immersion with Samsung's Odyssey Gaming Corner Pop-Up at Selfridges, Approved and Trialled in HD by Guild Esports Pros

581 words
30 November 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

London, UK - 29th November 2021 - Samsung Electronics UK Ltd. invites gaming fans to defy reality with the launch of the Samsung Odyssey Gaming Corner - a unique and interactive pop-up experience in Selfridges London, running from 29th November until the end of December 2021.

Building on its collaboration with Guild Esports, the leading esports organisation co-owned by David Beckham, gamers can 'go beyond' and enter a new era of immersion thanks to Samsung's award-winning Odyssey Neo G9.

Samsung Odyssey Gaming Corner gamers can play fan-favourites like Minecraft and Rocket League, and enjoy an unrivalled experience powered by two Odyssey Neo G9s nestled in a custom-built area, each with immersive 1000R curvature and Quantum Mini-LED technology, as well as dual 55" monitors for added competitive edge, just like those enjoyed by esports professionals.

When fans have hung up their digital armour, they can cheer on #GuildGang heroes Nihachu and Harrie Silver on 7th December 2021, enjoying all the action in high-definition, as the gaming icons battle it out live from the Samsung Odyssey Gaming Corner.

7th December 2021: Odyssey invites #GuildGang!

#Guildgang fans can join Nihachu and Harrie live in store at the Samsung Odyssey Gaming Corner in the basement at Selfridges London, while they play Rocket League and Minecraft. Twitchers across the world can tune into the action through Twitch TV.

Nihachu and Harrie will take the action beyond the screen to meet and greet fans in store afterwards for a one-time only moment.

Fans can book a complimentary slot to meet the #GuildGang stars here. The event runs between 19.00 and 21.00 on 7th December, and those planning to attend should arrive at the Samsung Odyssey Gaming Corner in the basement at Selfridges with proof of a negative lateral flow test to escape to world-blending immersive experiences.

A dedicated ambassador will be on hand to guide throughout the run of the Samsung Odyssey Gaming Corner pop-up to advise on all available Samsung products that deliver flawless and smooth gameplay, irrespective of whether you're a Pro or not.

Damon Crowhurst, Display Head at Samsung Electronics UK, said: "Samsung is thrilled to be able to bring the critically-acclaimed Odyssey Neo G9 to the gaming community and beyond at our Samsung Odyssey Gaming Corner pop-up in Selfridges London. Samsung is committed to providing world class performances, whether that's the refined definition of our Odyssey Neo G9, or by teaming up with #GuildGang Heroes for live tournaments and meets and greets, we're excited to deliver truly immersive experiences to gaming audiences."

Michelle Tierney, Chief Commercial Officer at Guild Esports, commented: "We're hugely excited to be working with Samsung to bring this cutting-edge gaming experience to the heart of London. Throughout our operations, from working with some of the finest esports athletes, to world class creators and emerging talent in our academy system, being able to play the games our team are passionate about on the very best equipment is hugely important to all of us at Guild, and this new Samsung Odyssey Gaming Corner offers a slice of that professional esports world to everyone."

For further information and to book your slot to meet #GuildGang heroes Nihachu and Harrie, please visit here.

MIL OSI Economics -

Document PARALL0020211129ehbu001n5

Samsung Odyssey G7 Gaming Monitors are $200 Off for Cyber Monday

Jason England
470 words
29 November 2021
Tom's Hardware
TOMHA
English

Cyber Monday is here and this is a great deal on the Samsung Odyssey G7 gaming monitor.

The Cyber Monday deals season is here, and these deals on the 27-inch and 32-inch Samsung Odyssey G7 gaming monitors deal is a solid choice. We fawned over the 32-inch model, giving it a rare 5-star rating in our Samsung Odyssey G7 review — this display sports excellent HDR, low input lag, and a sleek design.

The beauty of the 32-inch curved gaming monitor, beyond the reduced strain thanks to its 1500R curve (1000R for the 27-inch), is that it excels in pretty much every category. The accurate color, a generous amount of I/O, and impressive contrast ratio make it just as good for productivity as it is for gaming.

For the players, that QHD resolution with a 240Hz refresh rate and adaptive sync means you don't miss a beat, and the HDR vastly increases the luminosity of each scene you're in for an immersive experience.

And all of this is packed into a stylishly restrained chassis with VESA compatible mounting or an ergonomic stand, to make for an ideal package. That's made even better with a discount of $200 off the list price for both monitors.

You can see the best prices on the 27-inch and 32-inch Samsung Odyssey G7 gaming monitors just below.

toCheeeek

Samsung Odyssey G7 27-inch: was $699, now $499 at Best Buy (Save $200)

Get $200 off this enthusiast-tier curved gaming monitor from Samsung, which sports a QHD resolution, awesome HDR, a 2500:1 contrast ratio and Infinity Core lighting for an impressive display.

toCheeeek

Samsung Odyssey G7 32-inch WQHD: was $799, now $599 at Samsung (save $200)

Get $200 off this top-notch curved gaming monitor from Samsung, which sports a QHD resolution, awesome HDR, a 2500:1 contrast ratio and Infinity Core lighting for an impressive display.

You can find even more savings at our best Cyber Monday PC gaming deals page. We're also tracking the best Cyber Monday monitor deals, best Cyber Monday CPU deals, best Cyber Monday SSD deals, best Cyber Monday gaming laptop deals, best Cyber Monday keyboard deals, best Cyber Monday gaming mouse deals and the best Cyber Monday PC hardware deals overall. Makers and hobbyists will find sales by checking out the best Cyber Monday 3D printer deals, best Cyber Monday Raspberry Pi deals and best Cyber Monday robot deals. If you're shopping for a graphics card, we even have advice on how to find the best RTX 3080 deals, best RTX 3070 deals and best RTX 3060 deals you can find in this challenging market.

Samsung Odyssey Monitor Deals cover (Samsung)

Document TOMHA00020211129ehbt000dx

techradar.

Bring the best out of gaming with Samsung Neo QLED TVs

634 words
26 November 2021
TechRadar
TECHR
English

Samsung Neo QLED technology is a game-changer - and now comes at a premium price.

By developing the Quantum Mini LED, Samsung has set a new benchmark in television technology, which means you can confidently upgrade your expectations.

Samsung Neo QLED TVs set entirely new standards where picture quality is concerned, and have the performance and features to enhance your gaming experience just as profoundly as your enjoyment of movies.

By significantly reducing the size of the LEDs used to backlight the Quantum Dots, Samsung creates space for significantly more of them. A Quantum Mini LED is 40 times smaller than a conventional LED, so these Neo QLED TVs feature thousands of them.

This allows Samsung's Quantum Matrix Technology to precisely control the tiny LEDs, delivering the most focused contrast and brightness. Black tones are deeper and more nuanced, and white tones pop from the screen - so contrasts are wider than ever before.

With state-of-the-art AI-powered processing for pin-sharp 4K/8K detail and convincing motion, Neo QLED delivers Samsung's sharpest, most compelling pictures yet. And in conjunction with a host of other cutting-edge technologies, it makes Samsung's QE65QN800A, QE55QN94A and QE55QN85A Neo QLED TVs the perfect screens for next-gen console gamers.

Click to view image (Image credit: Samsung)

Neo QLED TV has the power to bring the very best from Playstation 5 and Xbox Series X. Experience the most full-on next-gen gaming experience ever, thanks to Motion Xcelerator Turbo Plus - its ultra-high 120Hz refresh rate means even 4K graphics are smooth, accurate and free from jitter, even when you're playing the most intense, fast-paced games around.

No blur, no shake, just the fastest, most detailed and most absorbing graphics possible. And it helps reduce panel refresh - the time between your button-press and the on-screen graphics responding - to an incredibly low 0.01 of a second.

To keep your gaming experience crisp and immersive, there's AMD FreeSync Premium Pro and Virtual Refresh Rate (VRR) technology to constantly monitor the frame-rate your console is outputting. This adaptability and responsiveness means you'll be immersed in the most lifelike images at all times. And it means HDR games are utterly stable, bright and vibrantly colourful, with no tearing or stuttering even when the on-screen action goes into overdrive.

Click to view image (Image credit: Samsung)

Dynamic Black Equaliser technology reveals even the finest details in even the deepest, darkest scenes. Auto Low Latency Mode detects when you've fired up your games console, and automatically minimises input lag and maximises picture settings. So you'll always be ready to lose yourself in the extraordinary Neo QLED TV image quality. And with Samsung's 10-year No Screen Burn warranty*, you can get your game on for as long as you like without worrying about image retention.

And as well as delivering the most immersive, most responsive picture quality around, Neo QLED technology also allows the televisions themselves to be elegant, super-slim objects that look good in any environment. The QE65QN800A, with its 8K resolution and stunning next-generation picture quality, features Samsung's One Connect box, which keeps the number of connection cables to the screen tidied down to just one - which will delight the interior decorator in all of us even more.

So Samsung Neo QLED TV sets new standards. New technological standards, and new standards of picture performance… but, most of all, entirely new standards where your next-gen gaming experience is concerned.

* Check out the great savings across Samsung TVs

*Participants must register for the 10 year screen burn warranty within 90 days of purchase, T&Cs apply.

Samsung NEO Qled (Samsung)

Document TECHR00020211126ehbq00135

techradar

Score a Black Friday bargain on Samsung Odyssey gaming monitors

Jess Weatherbed
1,126 words
25 November 2021
TechRadar
TECHR
English

This popular range of gaming monitors is seeing huge discounts of up to $500 in the Black Friday sales.

The Black Friday deals are coming thick and fast, and if you're looking for a Black Friday gaming monitor deal, there some incredible savings to be had on the Samsung Odyssey range of monitors, which are some of the most highly coveted displays in the PC gaming world.

Products of this quality rarely come cheap, which is why finding a great Black Friday gaming monitor deal will help you keep some cash in your wallet. Thankfully, you get what you pay for with Samsung Odyssey gaming monitors, so you won't be splashing the cash on any old hardware.

An especially tasty deal is currently running on the Samsung G97T Odyssey G9 ultrawide over at Best Buy, down from $1,599.99 to $1,099.99 – that's an incredible saving of $500 one one of the best ultrawide monitors you can buy right now! (Not in the US? Scroll down for the best Black Friday gaming monitor deals in your region).

With a whopping 49-inch curved screen, you won't need to use multiple monitors when this bad boy gives you the real estate of two screens in one handy, gorgeous display. It also rocks a speedy 240Hz refresh rate, for an essential edge in any competitive gaming environment.

And of course, it features a glowing Infinity Core on the rear that will project customizable RGB lighting onto the wall behind the monitor – it won't help your gameplay in any way, but it does look seriously cool, and completes the look of any modern PC gaming setup.

Today's best Samsung Odyssey Black Friday deals

toCheeeek

Samsung Odyssey CRG5 Gaming Monitor: $399.99 $249.99 at Best Buy

Save $150 on this incredible Samsung gaming monitor, featuring a 27-inch curved display. See every frame thanks to a 240Hz refresh rate, and Nvidia G-Sync aids in eradicating image tears, stuttering, and screen lag for exceptionally smooth gaming.

toCheeeek

Samsung Odyssey G3 27-inch gaming monitor: $329.99 $229.99 at Best Buy

Save $100 on this budget-friendly Samsung gaming monitor. Its affordability doesn't mean you're sacrificing quality for the price tag though, with oodles of great features like a 1ms response time, a 144Hz refresh rate and AMD FreeSync Premium.

toCheeeek

Samsung Odyssey G5 27-inch gaming monitor: $379.99 $249.99 at Best Buy

Save $130 on the legendary Samsung Odyssey G5 gaming monitor, featuring a curved 27-inch with a speedy refresh rate of 144Hz for extra smooth gameplay. Plus, with AMD FreeSync premium you can reduce screen tearing, stutter, and input latency.

toCheeeek

Samsung Odyssey G5 32-inch gaming monitor: $429.99 $249.99 at Best Buy

Save $180 on this 32-inch gaming display, with a curve that matches the curvature of the human eye for maximum immersion and minimal eye strain. Enjoy a speedy 144Hz refresh rate, giving you the framerate advantage over your opponents in competitive titles.

toCheeeek

Samsung Odyssey Neo G9 ultrawide gaming monitor: $2499.99 $1999.99 at Best Buy

Save $500 on one of the best ultrawide gaming monitors on the market, with 49 inches of curved display real estate. You're getting incredible benefits too, such as a cutting-edge Quantum Matrix HDR2000 panel, 240hz refresh rate, G-Sync and FreeSync Premium Pro support, 1ms response rates, and that fully customizable Odyssey Infinity Core lighting.

toCheeeek

Samsung G97T Odyssey G9 ultrawide gaming monitor: $1599.99 $1099.99 at Best Buy

Save $500 on this incredible ultrawide gaming monitor from Samsung, perfect for an immersive gaming experience. That 49-inch display matches the curve of the human eye and gives you the space of two 27-inch monitors.

The variety of sizes, prices and features available in the Samsung Odyssey range ensures that there's something for everyone, and you likely won't find prices as low as these Black Friday deals again for some time.

We have no idea how long these offers will remain live, so if you've had your eyes on a Black Friday gaming monitor deal, buy now to avoid disappointment.

More Samsung Odyssey deals

No matter where you live, you'll find all the lowest prices for the [Product Name] from around the web right here, with offers available in your region.

More Black Friday deals

* Amazon: 50% off TVs, apparel, Instant pot, and more

* Walmart: Black Friday deals on toys, Apple devices, vacuums, and TVs

* AirPods Pro: down to a record-low price of $159 at Amazon

* Adidas: 50% off sportswear and shoes

* Best Buy: up to 50% off Keurig coffee makers, 4K TVs, laptops, and more

* Cheap TVs: smart TVs from $99.99 at Amazon

* Christmas: lights, trees, and ornaments from $6.99 at Amazon

* Christmas pajamas: matching family sets from $14.99 at Amazon

* Clothing: up to 50% off coats, running shoes, and watches at Amazon

* Costco: up to $900 furniture, laptops, TVs, and jewelry

* Dell: up to $700 off the XPS 13, Inspiron, and Alienware

* DIY: 40% off power tools, leaf blowers, and more at Walmart

* DreamCloud: $200 off luxury mattresses + $399 free gifts

* Frame TV: save up to $1,000 on Samsung's Frame QLED TV

* Gifts under $30: books, toys, and cheap gift ideas at Amazon

* Home Depot: up to 40% off tools, grills, appliances, and Christmas decor

* HP: laptops starting from $199.99

* Instant Pot: from $84 at Amazon

* Keurig: up to 30% off Keurig coffee makers at Amazon

* Laptops: cheap laptop deals from $149 at Walmart

* Lowe's: 50% off tools, appliances, and holiday decor

* Microsoft: save up to $400 on the Surface Pro 7

* Nectar Sleep: $499 off our top mattress + $399 in free gifts

* Nike: up to 40% off running shoes, hoodies, sweatpants, and more

* Nintendo Switch: latest stock updates on consoles and games

* Nordstrom: up to 40% off North Face, Adidas, UGG, Nike, and more

* Oculus Quest 2: get a $50 e-gift card at Best Buy

* Saatva: save $250 on luxury mattresses - TechRadar exclusive

* Samsung: up to $3,500 off 4K and 8K QLED TVs

* Shark vacuum: up to 40% off Shark vacs at Amazon

* Target: massive deals on TVs, toys, Dyson, Keurig, and more

* Toys: discounts on LEGO, hoverboards and Barbie at Walmart

* TVs: 4K smart TVs under $500 at Best Buy

* XPS 13 laptop: on sale for $649.99 at Dell (was $949)

* VPN: use the code TECH15 to get PureVPN for only $1.13 per month

Samsung Odyssey G9 on a pink background with a badge that reads "TechRadar Big Savings" in white. (Samsung; Future)

Document TECHR00020211126ehbp00004

Should I buy the Samsung Odyssey Neo G9 curved gaming monitor?

David Nield
1,531 words
22 November 2021
T3
SMLIV
English

Get up to speed on everything you need to know about this stunning monitor

Take a look at our best curved gaming monitor guide and you'll see the Samsung Odyssey Neo G9 gets a very good write-up: so is this the curved monitor that's right for you? And does it have enough about it to be worth a significant chunk of your hard-earned savings? Here we'll tell you everything you need to know about this giant curved gaming monitor.

As with any potential hardware purchase, you need to think long and hard about how you're going to be using it and what features are most important to you. Spending a lot of money can be justified – as long as you're going to get enough value in return (and in the case of the Samsung Odyssey Neo G9 monitor, you get an awful lot back in return).

There's no doubt that the Odyssey Neo G9 from Samsung is going to be more than a lot of people need when it comes to a new gaming monitor. But for a certain subset of buyers out there we think it's the best curved gaming monitor out there – and this in-depth article on the giant monitor should help you figure out whether or not you're part of that club.

Should I buy the Samsung Odyssey Neo G9 curved gaming monitor?

Click to view image (Image credit: Samsung)

Before you decide if you want to buy the Samsung Odyssey Neo G9, you need to work out whether a curved gaming monitor is right for you in the first place. These are expensive, high end pieces of kit, and in order to justify the cost you're going to have to make sure that you need all of the features that they offer – there are plenty of other great monitors you can get for less if you can make do with something smaller.

Then there's the Samsung Odyssey Neo G9 in particular, which is larger and pricier and packed with more features than most of the other models in this category. It's going to dominate whatever desk you put it on, measuring 49 inches from corner to corner, and coming with a 32:9 aspect ratio. Even widescreen movies are going to have black bars down the sides of the screen.

You're going to need to be an avid gamer to want to splash out on the Samsung Odyssey Neo G9, and it's worth double-checking that the games you play most often actually support a super-widescreen mode like the one you'll get here. For those who can make use of its formidable list of features and specs though, we think this curved gaming monitor is an excellent choice, even with the high cost involved.

What are the specs of the Samsung Odyssey Neo G9 curved gaming monitor?

Click to view image (Image credit: Samsung)

Almost every Samsung Odyssey Neo G9 spec is enough to raise an eyebrow or two. Let's start with the most essential ones: this is a 49-inch monitor with a 32:9 aspect ratio, and it runs at a native resolution of 5120 x 1440 pixels – that's actually the equivalent of two standard widescreen monitors stuck together. If you want as much screen space from left to right as possible, then the Odyssey Neo G9 certainly fits the bill.

When it comes to the specs that gamers are going to be particularly interested in, we've got a 240Hz refresh rate here, as well as a 1ms response time. Add in the integrated support for the Nvidia G-Sync and AMD FreeSync Premium Pro standards, and you're guaranteed a gaming experience with the minimum of lag and flicker. You get a typical brightness of 420 nits and a static contrast ratio of 1,000,000:1, which is all very impressive.

For the purposes of comparing this monitor against other curved gaming monitors, you should know that the curvature is 1000R and the viewing angles are 178 degrees both horizontally and vertically. HDR is supported too. As for the key dimensions, the Samsung Odyssey Neo G9 measures a mammoth 1149.5 mm x 537.2 mm x 418.3 mm (45.26 inch x 21.15 inch x 16.47 inch) when set up, and weighs 14.5 kg (32 lbs).

What are the best features of the Samsung Odyssey Neo G9 curved gaming monitor?

Click to view image (Image credit: Samsung)

If you're going to pick the Samsung Odyssey Neo G9 as your next curved gaming monitor, then it's primarily going to be because of the size of the screen, its ultra-widescreen aspect ratio, and the quality of the picture it's able to display. The monitor uses the same quantum mini LED technology used in Samsung's top-end TVs, and it shows in the vividness and crispness of the display.

Let's not forget the design of the Samsung Odyssey Neo G9 curved gaming monitor either, because this model is something of a stunner, finished in while plastic with a sturdy stand. The central circle where the stand connects can be lit up and customised, so you can have whatever colours you like illuminating the monitor from behind. It really adds to the sense that you've got a professional gaming monitor here.

The design allows for plenty of adjustments when it comes to tilting and swivelling too, and another interesting feature worth talking about is the picture-in-picture and picture-by-picture functions: if you have two input devices connected simultaneously, you can display them together on the Samsung Odyssey Neo G9 in a number of ways (so you could watch TV while also editing a spreadsheet, for example).

What else do I need to know about the Samsung Odyssey Neo G9 curved gaming monitor?

Click to view image (Image credit: Samsung)

While we've focused on gaming in this write-up, the Samsung Odyssey Neo G9 can of course handle everyday computing too, as well as connecting to all your other devices (like media streaming dongles). The question is whether you want to pay all this money for a screen to do general web browsing and movie watching on – you really need to be a keen gamer to justify the cost of this particular model.

The display is going to set you back a significant amount, but that's perhaps the only downside we can find when it comes to the Samsung Odyssey Neo G9. You should also note that it doesn't come with any integrated speakers, so you're going to have to rely on a separate set of speakers to get any sound out of your gaming rig – factor this in when you're working on a budget and a layout for your desk.

In terms of the connectivity options offered by the monitor, you're well covered: one DisplayPort 1.4 port, two HDMI 2.1 ports, two USB-A ports, one USB-B port and a 3.5 mm headphone jack for good measure. Bear in mind though that only the DisplayPort socket supports the maximum 240Hz refresh rate offered by the monitor, so that might influence your decision whether or not to purchase this particular model.

What are the alternatives to the Samsung Odyssey Neo G9 curved gaming monitor?

Click to view image (Image credit: Dell)

If you take a look at the comprehensive best curved gaming monitor guide that we've put together, you'll see that there are several top-quality alternatives to the Samsung Odyssey Neo G9. Most of the alternatives are going to cost you less money, but you might also find that they don't quite hit the heights of the Samsung model in terms of the display quality or the number of features that you get.

One curved gaming monitor that we would very much recommend is the MSI Optix MPG341CQR: it brings with it a 34-inch display, a curvature of 1800R, and an aspect ratio of 21:9 – the screen resolution is 3440 x 1440 pixels. With this screen there's a refresh rate of 144Hz and a response time of 1ms, so it's very much suitable for gamers. If you want something a little smaller than the Samsung model, it's worth a look.

Then there's the Dell S2721HGF (pictured above), which is really at the other end of the spectrum to the Samsung Odyssey Neo G9 in terms of size, price, and just about everything else. The screen here measures 27 inches, you get a curvature of 1500R, and the aspect ratio is 16:9 (there's a 1920 x 1080 resolution here). With a refresh rate of 144Hz and a 4ms response time it's still a great choice for gamers if you want something more affordable (and that can fit into a smaller space on your desk).

* We've listed the very best 4K monitors

Samsung Odyssey Neo G9 (Samsung)

Document SMLIV00020211122ehbm0008g

Gaming Laptop Market is Booming Worldwide | AsusTek Computer, Dell, Samsung

723 words
19 November 2021
iCrowdNewswire
ICROWDN
English

As a name suggests, the gaming laptops are made for gaming application with higher RAM, faster processor, and high-resolution display. The laptops already embedded with high storage capacity and an enhanced graphics processing unit. Increasing adoption of virtual reality in the gaming application gives a real playing experience. Additionally, increasing launches of advanced games, and increasing use of the internet in gaming for multiplayer are the major key drivers in the operating market. However, the high cost of a gaming laptop and the presence of alternative such as Xbox are the factors that are responsible for limiting the growth of the market. Moreover, continuous new launches and innovation in gaming technology may create a big opportunity in the coming years.

Some of the key players profiled in the study are:

Acer Inc. (Taiwan),AsusTek Computer Inc. (Taiwan),Dell Inc. (United States),Lenovo (Hong Kong),Samsung Group (South Korea),MSI (Taiwan),ORIGIN PC (United States),AORUS (Taiwan),Gigabyte Technology Co., Ltd. (Taiwan),Hewlett Packard Enterprise (United States)

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https://www.advancemarketanalytics.com/sample-report/64076-global-gaming-laptop-market-1

Advance Market Analytics published a new research publication on “Global Gaming Laptop Market Insights, to 2026” with 232 pages and enriched with self-explained Tables and charts in presentable format. In the Study you will find new evolving Trends, Drivers, Restraints, Opportunities generated by targeting market associated stakeholders. The growth of the Gaming Laptop market was mainly driven by the increasing R&D spending across the world.

Keep yourself up-to-date with latest market trends and changing dynamics due to COVID Impact and Economic Slowdown globally. Maintain a competitive edge by sizing up with available business opportunity in Gaming Laptop Market various segments and emerging territory.

The titled segments and sub-section of the market are illuminated below:

by End Users (Casual Gamers, Hardcore Gamers, Professional Gamers), Display Size (Small Size Display, Medium Size Display, Large Size Display, Extra Large Size Display), Price Range (Low Range, Mid-Range, Premium), Component (RAM size, Storage, Graphics Card, Peripherals, Others), Processor Type (I7 (5th Generation, 7th Generation), I5 (5th Generation, 7th Generation), Others)

Market Trend:

Increasing Use of the Internet in Gaming for Multiplayer

Market Drivers:

Increasing Adoption of Virtual Reality Software and Hardware in Gaming Increasing Number of Gamers due to Advance Games across the Globe

Market Opportunities:

High Cost of Gaming Laptop Presence of Alternative such as Xbox

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

Have Any Questions Regarding Global Gaming Laptop Market Report, Ask Our Experts@
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Strategic Points Covered in Table of Content of Global Gaming Laptop Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Gaming Laptop market

Chapter 2: Exclusive Summary – the basic information of the Gaming Laptop Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges & Opportunities of the Gaming Laptop

Chapter 4: Presenting the Gaming Laptop Market Factor Analysis, Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying the by Type, End User and Region/Country 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Gaming Laptop market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by Manufacturers/Company with revenue share and sales by key countries in these various regions (2021-2026)

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Gaming Laptop Market is a valuable source of guidance for individuals and companies.

Read Detailed Index of full Research Study at @
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Contact Us:

Craig Francis (PR & Marketing Manager)

AMA Research & Media LLP

Unit No. 429, Parsonage Road Edison, NJ

New Jersey USA – 08837

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Augmented and Virtual Reality Content and Application Market To Explore Excellent Growth In Future | Alphabet, Samsung, Microsoft, Apple

1,208 words
19 November 2021
iCrowdNewswire
ICROWDN
English

Global Augmented and Virtual Reality Content and Application Market Status, Trends and COVID-19 Impact Report 2021 , Covid 19 Outbreak Impact research report added by Report Ocean, is an in-depth analysis of market characteristics, size and growth, segmentation, regional and country breakdowns, competitive landscape, market shares, trends and strategies for this market. It traces the market's historic and forecast market growth by geography. It places the market within the context of the wider Augmented and Virtual Reality Content and Application market, and compares it with other markets., market definition, regional market opportunity, sales and revenue by region, manufacturing cost analysis, Industrial Chain, market effect factors analysis, Augmented and Virtual Reality Content and Application market size forecast, market data & Graphs and Statistics, Tables, Bar &Pie Charts, and many more for business intelligence.

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Key Segments Studied in the Global Augmented and Virtual Reality Content and Application Market

Manufacturer Detail

Alphabet Samsung Microsoft Apple BMW Worldviz LLC Qualcomm Atheer Daqri Echopixel

Product Type Segmentation

Software Service

Application Segmentation

Aerospace & Defense Gaming Medicine Education Business/E-commerce

Our market research provides vital intelligence on market size, business trends, industry structure, market share, and market forecasts that are essential to developing business plans and strategy.

A combination of factors, including COVID-19 containment situation, end-use market recovery & Recovery Timeline of 2020/ 2021

covid-19 scenario

Market Behavior/ Level of Risk and Opportunity

End Industry Behavior/ Opportunity Assessment

Expected Industry Recovery Timeline

Business Impact Horizon

Opening of Economy by Q3 2020

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Recovery – Opening of Economy extended till Q4 2020 / Q1 2021

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Under COVID-19 Outbreak Impact Analysis:

We analyzed industry trends in the context of COVID-19. We analyzed the impact of COVID-19 on the product industry chain based on the upstream and downstream markets. We analyze the impact of COVID-19 on various regions and major countries.

The impact of COVID-19 on the future development of the industry is pointed out.

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Section 3: Global Market Competition by Industry Producers

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Section 10: Strategies and key policies by Distributors/Suppliers/Traders

Section 11: Key Marketing Strategy Analysis, by Market Vendors

Section 12: Market Effect Factors Analysis

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Virtual Reality in Gaming Market is Going to Boom with Nvidia Corporation, Google LLC, Samsung Group

1,331 words
3 November 2021
iCrowdNewswire
ICROWDN
English

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Key Segments Studied in the Global Virtual Reality in Gaming Market

Based on the Virtual Reality in Gaming market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

Key players in the global Virtual Reality in Gaming market covered in Chapter 5:

Nvidia CorporationGoogle LLC Samsung Group Facebook Technologies, LLC. Magic Leap, Inc. Oculus VR Firsthand Technology Inc. Microsoft Corporation HTC Corporation NextVR, Inc. Sony Corporation Apple Inc. Unity Technologies

In Chapter 6, on the basis of types, the Virtual Reality in Gaming market from 2015 to 2025 is primarily split into:

Hardware Software

In Chapter 7, on the basis of applications, the Virtual Reality in Gaming market from 2015 to 2025 covers:

PC Stand-alone Console Cartridges Premium Mobile

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WHAT HI-FI?

Samsung bringing HDR10+ to gaming in 2022

Tom Bailey
403 words
1 November 2021
What HI-FI?
HIFIW
English

HDR10+ for gaming with 120Hz and VRR is on the way, but what about the games? Read on for the juicy details...

Samsung has come up with an HDR10+ alternative to Dolby Vision gaming, as predicted back in June. The HDR10+ Gaming extension will enable HDR10+ gaming on supported smart TVs from 2022 (via flatpanelshd).

The extension, which was announced at the recent Samsung Developer Conference 2021, supports VRR (Variable Refresh Rate) up to 120Hz, HDR auto-calibration and low latency tone-mapping. Samsung says the addition of these three features to HDR10+ will make for "perfect gameplay".

"On receiving the physical attributes from the display the game automatically performs its HDR10+ video output optimization... without the user having to do it manually," said Samsung engineer Bonggil Bak. "This process is not only convenient but also very effectively preserves the original creative intent of the game creators."

As for low-latency tone mapping, the tech should come in handy when playing fast-paced first-person shooters. Bak says Samsung worked hard to ensure "zero extra latency", and that the tech should work for both cloud gaming and physical consoles.

The first TVs and displays to support the HDR10+ Gaming extension are expected to launch next year, but there's no word on whether the current crop of Samsung TVs will be updated – via firmware – to support HDR10+ Gaming.

There's also no news on where the HDR10+ games will come from. Dolby Vision, supported by TV makers such as LG, is said to be exclusive to the Xbox Series X and S for two years. Could Samsung be working with Sony to bring HDR10+ gaming to the PlayStation 5? It's certainly one possibility.

It's also worth noting that Samsung revealed earlier this week that it is developing its own a cloud gaming platform. The platform will let users stream games on Tizen-based smart TVs without a console.

Samsung seems to be keen to target cloud gamers at the minute. In addition to the new HDR10+ Gaming extension, it announced that future TVs will have better support for Bluetooth gaming controllers.

MORE:

Our round-up of the best gaming TVs

Read our PS5 review

Read our Xbox Series S review

Samsung UE43AU7100: HDR10+ Gaming extension (Samsung/ Money Heist, Netflix)

Document HIFIW00020211101ehb10002u

India
Samsung Galaxy M52 5G is good for gaming, streaming content

631 words
30 October 2021
Indo-Asian News Service
HNIANS
English

New Delhi, Oct 30 (IANS) Aiming to offer top-notch smartphones in the super-crowded mid-price segment in India, South Korean tech giant Samsung has recently unveiled a new smartphone Galaxy M52 5G for the Indian users.

Samsung Galaxy M52 5G comes in two storage variants. The 6GB+128GB variant is priced at Rs 29,999 and Rs 31,999 for the 8GB+128GB variant.

The smartphone powers a Snapdragon chipset, big display and 5,000mAh battery. And it comes in two attractive colour options -- icy blue and blazing black.

We used the top-end variant of the smartphone in blazing black colour option and here's how it fared.

In terms of design, Samsung Galaxy M52 5G comes with a slim and sleek body as compared to most of Samsung smartphones. Also, you will find the device light-weighted and can used single-handedly without any hassle.

You will find a camera bump placed on the top left of the rear panel that has a glossy finish. The power and volume keys are placed on the right edge, SIM slot is on the left edge.

The bottom edge has a Type-C USB port and a speaker grille, however, the smartphone misses a 3.5mm headphone jack.

The thin bezels with a punch-hole selfie sensor on the front and black colour option make the smartphone look more attractive. However, the back panel attracts a lot of smudges.

Samsung Galaxy M52 5G features a 6.7-inch FHD+ Super AMOLED+ display. It supports a 120Hz refresh rate and has a 20:9 aspect ratio.

Compared to 60Hz, 120Hz delivers noticeably smoother visual effects. The so-called 120Hz refresh rate means that the screen can present 120 frames per second.

While using the smartphone under direct sunlight, we did not face any issues and the colour reproduction remained intact even when we viewed the screen from different angles.

Talking about the camera, the rear packs a triple camera setup featuring a 64MP primary camera with an f/1.8 aperture, a 12MP camera with an f/2.2 aperture and a 5MP camera with an f/2.4 aperture.

On the front, there is a 32MP selfie camera with an f/2.2 aperture for selfie shots and video calling.

We found that the images clicked from the rear sensor were nice and clear under direct sunlight or bright light as well as low light conditions. The front camera will satisfy your various selfie needs, supporting various modes.

Under the hood, the phone is powered by Qualcomm Snapdragon 778G processor, with up to 8GB RAM and 128GB storage. It runs One UI 3.1 is based on Android 11.

On our thorough usage, we found the performance of the phone to be exceptionally good as it did not lag at all while switching apps or multitasking and it performed really well while playing mid-to-heavy games.

We noticed that the high refresh rate also made our gaming experience more smooth and interesting.

The smartphone packs a 5,000mAh battery with support for 25W fast charging.

The battery capacity of the smartphone is more than decent as the phone lasted around a day on a full charge. We used the smartphone to click pictures, watch movies, checking emails, play games, etc.

Conclusion: Samsung needs no introduction and as far as the new Galaxy M52 5G is concerned, it offers a powerful processor, camera setup and a massive battery. The smartphone is definitely good for playing games and streaming content on the go. It stands strong in the mid-range segment.

(Vivek Singh Chauhan can be contacted at vivek.c@ians.in)

--IANS

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ForeignAffairs
global open source intelligence

MIL-OSI Economics: Samsung KX & LDN UTD present: All Access Gaming

430 words
30 October 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

LONDON, UK - 28th October , 2021 - Samsung KX has announced the launch of 'All Access Gaming', the ultimate gaming event, taking place on 13th November 2021. 'All Access Gaming' will be hosted in collaboration with LDN UTD, the London based eSports group that unites eSports and gaming with healthy lifestyle and social issues.

Whether it's supercharging gaming strategies or just seeing how the pros do it, head down to Samsung KX to watch some of the best in the UK gaming scene battle it out - competing against each other in the games they know - and the ones they don't. Watch as The Vamp's Connor Ball, Maria AKA. Ria Bish, ITANI and more play in unfamiliar territory as the FIFA Pros hit the track and our F1 Racers take to the pitch.

Tickets will also give access to the event panel discussion, where guests will be able to join Samsung KX event hosts Chelcee Grimes and Elle Osili-Wood along with LDN UTD's team members chat to our pro gamers about their experiences with gaming, sharing the benefits it's had on their health and wellbeing and offer the opportunity to meet other guests with a passion for gaming. Hear from the likes of Sunpi and Haber to learn about their personal journeys.

All gaming sessions will showcase the Samsung CRG9 Dual-QHD Curved Monitor, providing a super ultra-wide aspect ratio that lets users view more content in superfine detail. With screen space equivalent to two 27-inch QHD displays side by side, the 49-inch curved monitor delivers a wider view for winning play.

For fans who can't make it on the day, sign-up to watch it all live on the Samsung KX website to participate virtually.

Event Details:

• Date: Saturday 13th November 2021

• Event Times: 4pm - 8pm

• Event price: Free of charge

• Event address: Samsung KX, Coal Drops Yard, London, N1C 4DQ

Ashrita Seshadri, Head of Marketing, Samsung KX says:

"We're really excited to be supporting All Access Gaming in partnership with LDN UTD and the Mayor of London at Samsung KX. As a hub for innovation, we showcase how to use technology as a force for good and we're proud to bring together a gaming community of like-minded people to showcase and educate the benefits of health and wellbeing within eSports. This is another one of our great skill-sharing events to help Londoners and beyond improve their skills and nurture their passions."

MIL OSI Economics -

Document PARALL0020211029ehau001kr

WHAT HI-FI?

Samsung is developing a cloud gaming platform for its Tizen-powered smart TVs

Tom Bailey
388 words
28 October 2021
What HI-FI?
HIFIW
English

Watch out Google Stadia! Samsung has teased its "Cloud Game Platform" for Tizen smart TVs.

Samsung is building a cloud gaming system for its TVs – a system that could one day give Google's Stadia, Amazon's Luna, Microsoft's xCloud and Nvidia's GeForce Now a run for their money.

Samsung teased plans for its "Cloud Game Platform" during the company's recent SDC21 developer conference. The platform will let users stream games on Tizen-based smart TVs without a console.

"You will be able to enjoy games without purchasing high-end hardware, and developers can easily apply Samsung Smart TV's seamless, immersive experience to new games," said Yongjae Kim, SVP of Visual Display Software R&D at Samsung.

Details are thin on the ground, but Samsung let slip that it's working with "partners" to get the service up and running. Neither Google Stadia nor Nvidia GeForce Now, two of the most popular cloud gaming platforms, are currently available on Samsung TVs. But it's interesting to note that Google is expected to begin licensing its Stadia streaming platform to "industry partners" this year.

There's even talk of Samsung teaming up with Netflix. The video streaming giant recently announced plans to "push into gaming" through the launch of two Stranger Things titles. Gaining access to Tizen on over 200 million Samsung devices could certainly kick Netflix's gaming ambitions up a notch or two.

The cloud gaming market has exploded in the last few years as average (fixed) broadband speeds have rocketed to over 40Mbps in the US and over 50Mbps in the UK. The launch of 5G, meanwhile, has enabled speedy gaming on the go.

Just last month, Amazon unveiled Luna, a new cloud gaming service that lets you stream games straight to your phone, tablet or TV (including some in 4K at 60fps). And earlier this year, Microsoft rolled out Xbox Cloud Gaming to iPhones and iPads.

MORE:

Where to find PS5 stock this week

Everything you need to know about the Samsung TV 2021 line-up

Save big with our best Samsung TV deals

Samsung QE75QN900A 8K TV: Samsung is developing cloud gaming for its smart TVs (Future / Ratchet and Clank: Rift Apart, Sony Interactive Entertainment)

Document HIFIW00020211028ehas0005o

techradar

Right now you can get an amazing Samsung Gaming Monitor for just $169

Jackie Thomas
379 words
27 October 2021
TechRadar
TECHR
English

The Samsung CRG5 is a solid mid-range gaming monitor, and right now it's extremely affordable.

While Black Friday 2021 isn't until November 26, we're already starting to see some pretty awesome deals start to come in, and right now we've got a big one if you're looking for a new gaming monitor.

At Amazon, you can get the Samsung CRG5 gaming monitor for just $169, which knocks a whopping $110 off of its list price. That's a huge 39% savings and makes this premium monitor a budget item.

toCheeeek

Samsung CRG5 | $279 $169 at Amazon

The Samsung CRG5 is a fast-paced gaming monitor with a 1080p resolution and a 144Hz refresh rate, hitting all the targets for an amazing display in 2021. And, ahead of Black Friday you can get a huge $110 off at Amazon.

While the CRG5 does only have a 1,920 x 1,080 resolution - which some may see as outdated by today's standards - it balances it with a curved display and a 144Hz refresh rate. Both of these combine to make playing the best PC games on this monitor both immersive and competitive.

And the best part about getting a 1080p monitor these days is that you won't need to spend thousands of dollars on a PC to run it to its full potential. Affordable (by todays standards) GPUs like the AMD Radeon RX 6600 and Nvidia GeForce RTX 3060 are custom-built to play games at this resolution, and should have no problem hitting the max 144 fps here, especially in games like Paladins or League of Legends.

If all that wasn't enough, the 3,000:1 contrast ratio will make all of your games look just as colorful as they are fast on this display.

More Samsung CRG5 deals

No matter where you live, you'll find all the lowest prices for the Samsung CRG 5 from around the web right here, with offers available in your region.

Samsung CRG5 on a pink background, with the text "Curved Gaming Monitor" on the display, with a TechRadar badge in the lower left corner saying "big savings". (Samsung)

Document TECHR00020211027ehar001gu

MIL-OSI Economics: [Odyssey Infographic Series □] Pick Your Odyssey – Find the Right SamsungGaming Monitor for You

196 words
21 October 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Great gaming requires great hardware. And as the global gaming market continues to expand, more people than ever before are in the market for premium gaming monitors to ensure their experiences are absolutely top-class. Samsung, which has topped the gaming monitor market for three years in a row,1 has answered the call, delivering a broad range of Odyssey gaming monitors that are ideal for all types of gamers.

Following episode one of this series, in which we explored the history of Samsung's Odyssey gaming monitors, Newsroom now introduces Samsung's current portfolio of high-performance Odyssey monitors. In the following infographic, we deliver a helpful guide to allow gamers to determine just which experience-elevating Odyssey monitor is right to help them take their gaming experiences to the next level.

Check out the infographic below.

To find out more about Samsung's range of Odyssey gaming monitors, please visit https://displaysolutions.samsung.com/gaming-monitor/odyssey.

1 IDC Worldwide Gaming Tracker, Q2 2021, 17.1% market share based on revenue (over 100Hz)

MIL OSI Economics -

Document PARALL0020211020ehal000z3

Mobiles

How Samsung Galaxy A52s 5G Makes You a Pro at Gaming With Its Powerful Snapdragon 778G Chipset

Sponsored Content
615 words
18 October 2021
13:37
NDTV
NDTVIN
English

If you spend a lot of time playing mobile games, you should consider getting a dedicated gaming smartphone. Samsung recently launched a new addition to its popular Galaxy A series in India – Samsung Galaxy A52s 5G. The new smartphone features a new modern chipset, support for multiple 5G bands, and several other segment-leading features that easily tick all the right boxes for an ideal gaming smartphone.

A More Powerful, Fun-Filled Gaming Experience

For those who love mobile gaming, Samsung Galaxy A52s 5G is the ideal smartphone in its segment. It is powered by the Qualcomm Snapdragon 778G SoC, built on a 6nm process. The chipset contains a faster CPU and GPU compared to its predecessor.

Snapdragon 778G enables cutting-edge mobile gaming for Samsung Galaxy A52s 5G users. The chipset includes several high-end features that enable super quick and highly efficient gameplay. This means you'll be able to enjoy all your favourite mobile games without any lag.

Samsung Galaxy A52s 5G comes with RAM Plus, an innovative feature that lets you extend the phone's effective RAM to up to 12GB. RAM Plus can add up to 4GB of additional RAM to optimise performance so that you can run your favourite apps and mobile games without slowing down. The feature is ideal for popular mobile games that are resource-intensive. You can enjoy playing such games at a much higher gameplay setting without facing any lags.

Nationwide 5G Coverage With Support for 12 Bands

If you're a mobile gamer or a young creator in India, you want to invest in a powerful smartphone that's ready for the future. 5G connectivity will help you share and download content much more quickly.

Samsung Galaxy A52s 5G comes with support for 12 5G bands, making nationwide 5G coverage possible on the smartphone. Some mobile phones promise 5G support but don't support multiple 5G bands, rendering them useless if you move around a lot.

What Else Is Special in the New Galaxy A52s 5G?

Besides a powerful chipset and 5G connectivity, the Galaxy A52s 5G also comes with a stunning 6.5-inch Infinity-O display with a 120Hz refresh rate. The phone's display is both smooth and easy on the eyes. Everything from playing games to streaming videos online is an immersive experience on the Galaxy A52s 5G.

For photography enthusiasts, the Galaxy A52s 5G features a quad rear camera setup with a 64-megapixel camera sensor with OIS support as its primary sensor. There's an ultra-wide camera, a macro camera, and a depth sensor too. You can capture stunning photos using the multi-camera setup, and take your social media game to the next level.

The smartphone is rated IP67 for water and dust resistance. Samsung Galaxy A52s 5G comes with a large 4,500mAh battery that can easily last for up to two days on a full charge. A better battery life matters to most mobile gamers, considering the amount of time you spend on the device on a daily basis.

Pricing and where to buy

Samsung Galaxy A52s 5G prices in India start at just Rs. 29,999 (effective) for the 6GB RAM, 128GB storage variant, This includes Rs. 6,000 instant cashback for HDFC Bank cardholders. Alternatively, you can also exchange an old smartphone and receive Rs. 6,000 extra value for your old phone.

You can choose from four different color options - Awesome Mint, Awesome Violet, Awesome Black & Awesome White. Buy the Samsung Galaxy A52s 5G on Samsung's online e-store here.

Document NDTVIN0020211018ehai0008m

Samsung backs blockchain-based gaming, invests in Axie Infinity

Danny Park
337 words
11 October 2021
Forkast News
FOKNEW
English

South Korean conglomerate Samsung is increasingly involved in the burgeoning world of blockchain-based gaming, while within Korea, games with blockchain elements are banned from official release in the country.

Fast facts

Samsung Next, the tech giant's investment subsidiary, participated in a US$152 million Series B round of Sky Mavis, the Vietnam-based blockchain game company and developer of popular play-to-earn game Axie Infinity. Samsung has previously invested in blockchain game developers including Dapper Labs, the creator of CryptoKitties, and Hong Kong-based Animoca Brands.

Kim Jeong-soo, professor of industrial management and engineering at Myongji University, says the reason for Samsung's investment is simply for high ROI (return-on-investment). "Samsung knows that Axie Infinity is the hottest thing right now, as it did with CryptoKitties before. Furthermore, it could mean that the company recognizes how prominent blockchain and NFTs have become," Kim said.

However, within South Korea, Samsung's home base, games with any elements of blockchain or NFTs (non-fungible tokens) are blocked from release by the country's Game Rating and Administration Committee, which says in-game random rewards, with some of them being NFTs, may encourage speculative behavior.

Kim believes the government will ease restrictions on blockchain games at some point. "Because the government is very much focused on [developing] the metaverse, the topics of ownership and value transfer in virtual assets is likely being discussed in a very positive light," he said. "So any developments from [that discussion] may send positive signals to the situation we're seeing with blockchain games." Kim says in the meantime, the gaming industry will need to discuss eliminating the speculative factors.

Axie Infinity is a mobile game often compared to Pokémon, where users are rewarded in NFTs for breeding monsters that are known as "Axies." Since its release, the game has gained a huge fan base in developing countries such as the Philippines and Venezuela.

Click to view image.

Document FOKNEW0020211011ehab00002

Samsung extends German cash-back promotion for TVs, soundbars with gaming functions

150 words
21 September 2021
Telecompaper Europe
TELEUR
English

Samsung said it is extending its cash-back promotion on TV sets or soundbars equipped with gaming functions until 28 September. The functions include game mode, black equaliser and low input latency, which suit gaming sessions. Customers who opt to purchase one of the devices included in the promotion will receive a rebate of up to EUR 500. The sum increases automatically by adding a Samsung monitor or another soundbar.

The portfolio of devices covered by the promotion includes models from the Samsung Neo QLED and QLED series, lifestyle products, soundbars from the Q and S series and selected sound towers. Customers receive the biggest possible rebate by purchasing the 4K ultra-short-distance projector The Premiere in the LSP9T variant. In combination with a monitor or soundbar from Samsung, the bonus in this case reaches EUR 1,000.

Document TELEUR0020210921eh9l0002u

Virtual Reality Headsets Market to Observe Strong Development by Facebook, Sony, Samsung, Microsoft

640 words
17 September 2021
iCrowdNewswire
ICROWDN
English

Advance Market Analytics published a new research publication on “Global Virtual Reality Headsets Market Insights, to 2026” with 232 pages and enriched with self-explained Tables and charts in presentable format. In the Study you will find new evolving Trends, Drivers, Restraints, Opportunities generated by targeting market associated stakeholders. The growth of the Virtual Reality Headsets market was mainly driven by the increasing R&D spending across the world.

Some of the key players profiled in the study are:

Sony Corporation (Japan),HTC Corporation (Taiwan),Facebook Technologies, LLC.(Oculus) (United States),LG Electronics Inc (South Korea),Samsung Group (South Korea),Microsoft Corporation (United States),Razer Inc (United States),Google LLC (United States),FOVE, Inc.(United States),Magic Leap, Inc. (United States)

Get Free Exclusive PDF Sample Copy of This Research @
https://www.advancemarketanalytics.com/sample-report/47608-global-virtual-reality-headsets-market

Scope of the Report of Virtual Reality Headsets

A virtual reality (VR) headset is a device which is used to wear over eyes same as a pair of goggles. VR headset contains Liquid Crystal Display (LCD) or Organic Light-Emitting Diode (OLED) screen, & head motion tracking sensor to offer effective 3D picture. It delivers virtual reality experience for (3D) three dimensional simulations, computer games, as well as other applications including play stations, movies, etc. The sensor tracks the head motion & provides 3D image with up to 360 degree field of view with head movement. These are widely used with computer games, also they are used in other applications, such as simulators and trainers. Increasing demand from end use industries is likely to impel the global VR market growth over the forecasted period.

The titled segments and sub-section of the market are illuminated below:

by Type (Handheld, Smartphones Enabled, PC-connected), Component (Head-mounted display, Head motion tracking sensor, Stereo sound system, Controllers, Display screen), End User (Games & entertainment, Military and law enforcement, Retail, Healthcare, Automobile, Education, Other)

Market Trend:

Increasing demand for high quality & effective picture

Market Drivers:

Increasing smart phone adoption globally Growing technology awareness

Market Opportunities:

Developments in 3D technology

Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

Have Any Questions Regarding Global Virtual Reality Headsets Market Report, Ask Our Experts@
https://www.advancemarketanalytics.com/enquiry-before-buy/47608-global-virtual-reality-headsets-market

Strategic Points Covered in Table of Content of Global Virtual Reality Headsets Market:

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Virtual Reality Headsets market

Chapter 2: Exclusive Summary – the basic information of the Virtual Reality Headsets Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges & Opportunities of the Virtual Reality Headsets

Chapter 4: Presenting the Virtual Reality Headsets Market Factor Analysis, Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying the by Type, End User and Region/Country 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Virtual Reality Headsets market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by Manufacturers/Company with revenue share and sales by key countries in these various regions (2021-2026)

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Virtual Reality Headsets Market is a valuable source of guidance for individuals and companies.

Read Detailed Index of full Research Study at @
https://www.advancemarketanalytics.com/buy-now?format=1&report=47608

Document ICROWDN020210917eh9h001e7

techradar.

OLED gaming laptops could soon be a thing thanks to Samsung Display

John Loeffler
245 words
15 September 2021
TechRadar
TECHR
English

Samsung Display is ramping up mass production of 90Hz refresh rate OLED panels for high-end Pro laptops.

Samsung Display is ramping up mass production of its new OLED laptop panels with 90Hz refresh rate, offering fans of OLED laptops a 50% boost in frame rates over existing OLED laptop displays.

A laptop's refresh rate refers to the number of times the image on the screen is updated by the laptop's GPU every second, measured in hertz (Hz). Most OLED displays like TVs and desktop monitors typically come with 60Hz refresh rates, with some high-end panels getting up to 120Hz refresh rate, but these faster panels haven't made it down to OLED laptop yet, which are still relatively new themselves.

OLED panels can respond quicker, offer better color quality, and appear brighter than LCD displays, which are what you typically find on laptops. But opting for OLED does come at the cost of the refresh rate, with LCD laptop panels getting much higher refresh rates than the 60Hz OLEDs we have right now.

Samsung's faster OLED laptop displays are sized at 14 inches and 16 inches, so far. The former is already being introduced in some laptop refreshed this year, like the Asus Vivobook Pro and Asus Zenbook, though there's no word yet on other sizes for the new, faster panels.

Dell XPS 17 (Future)

Document TECHR00020210916eh9f00001

The most tempting PS5-ready gaming TV yet is about to be released by Samsung

Matthew Bolton
457 words
9 September 2021
T3
SMLIV
English

A new smaller version of its blockbuster Mini-LED QN90A TV finally brings next-gen features to compact TVs

Samsung has just revealed that its fantastic QN90A 'Neo QLED' TV is about to be released in two new sizes – 43 inches and 98 inches – to complement the five sizes it's already available in. The news comes via FlatpanelsHD, and I'm so excited for people to be able to get their hands on the 43-inch version, because it will fill a gap that's been criminally left by TV makers so far.

Right now, the best gaming TVs basically start from 50 inches and get bigger from there. That partly because to be a true gaming TV right now, you need to offer HDMI 2.1 support, so that you can make use of every next-gen visual feature of the PS5 and Xbox Series X.

That includes support for 4K 120fps output, as well as Variable Refresh Rate, which help keeps games running more smoothly.

But only some TVs have HDMI 2.1 at all, and it's mostly somewhat high-end TVs… and higher-end TVs usually only come in sizes of 50 inches and higher. The best OLED TVs start from 48 inches (with 42-inch OLED models delayed into next year at the earliest), and while there are lots of great compact LCD TVs, the best 43-inch TVs universally lack HDMI 2.1 features.

But loads of people want to play in bedrooms, offices, dens or just small living rooms where 43 inches is perhaps as big as you can go. And, finally, Samsung will have your back.

And you're not just getting the gaming features here – using Mini-LED tech means you're getting seriously elite image quality, too. Expect huge brightness for dazzling HDR, and super-deep blacks, with precise divisions between light and dark thanks to the teeny tiny LED lights used.

We've seen the QN90A in action, and it's an absolute stunner – we haven't had a chance to fully review it yet, but we have reviewed the Samsung QN85A (which is the model down) and the Samsung QN95A (which is the model up) and gave them both five stars.

We don't have a price for the 43-inch model yet (or the 98-inch model come to that, but we're certain that it will be priced in, shall we say, niche territory) or an exact release date, but we expect this gamer's paradise will appear before the end of year.

Samsung QN90A TV on white surface against blue and yellow background (Samsung)

Document SMLIV00020210909eh9900007

Samsung Odyssey G9 Review: A mansion-class 49-inch gaming monitor

Geraint Evans
1,180 words
20 August 2021
T3
SMLIV
English

The Samsung Odyssey G9 offers the highest level ultra-wide gaming monitor experience

This Samsung Odyssey G9 review should help you gauge if this jaw-dropping monitor is right for you or not.

From the get-go, I can tell you that this is one of the best gaming monitors around today. But at 49-inches it's absolutely massive so it may not be the best choice for everyone.

It isn't quite 4K either so if that's a dealbreaker for you, check out our best 4K monitors guide. It is worth knowing that this monitor is so incredibly powerful that it didn't really matter that it wasn't 4K. This is the monitor you pick up if you have the best of the best, the best gaming mouse, best gaming headset, best gaming keyboard and the best gaming chair.

It's hard to give a reasonable quick take on this 32:9, 240Hz beast of a gaming monitor. It has incredible specs, everything you would need or want in a gaming monitor. It's also striking and stylish, but I can't help but feel that for the vast majority of people the Samsung Odyssey G9 would be utterly impractical.

This is the sort of gaming monitor that I imagine sits at the heart of the highest spec gaming environment, in the middle of a mansion bought from Twitch donations.

Samsung Odyssey G9 Review: Design and Setup

The Samsung Odyssey G9's Infinity Core lighting system is very cool (Image credit: Future)

Setting up the Samsung Odyssey G9 is a little stressful. Not because it is particularly difficult, but because of its size, odd dimensions and weight. Its instructions came on a CD, which I cannot play – though, the YouTuber I followed to put it together had paper instructions included with theirs. So perhaps something went missing in the delivery of my model.

Attaching the feet to the stand is pretty simple, and adding the stand to the monitor itself required just a few screws, which were a little fiddly. Slotting the plastic ring around the 'Infinity Core' lighting system at the back is a little bit tricky. The main issue here is trying to move the Odyssey G9 afterwards – it is very heavy.

It can be wall mounted but at 16.7kg, I'm not sure I would feel entirely comfortable doing that with such an expensive piece of kit. I suppose it depends on how confident you are in your plasterboard.

Of course, once you've dealt with the anxiety of moving it into position, you have an absolutely stunning gaming monitor. The 1000R curved screen reaches almost to the full edges of its chassis across the top and sides, with a relatively thin bezel at the base of the screen displaying the Samsung logo. It is a full QLED wall of monitor.

The rear of this monitor looks like something out of science fiction. The Odyssey G9's glossy white, vented plastic accented by the glowing Infinity Core lighting system. It would fit easily into the aesthetic confines of Destiny's world, or perhaps the Institute of Fallout 4. It'll depend on your room/desk set up as to how much you'll actually get to enjoy that once the Odyssey G9 is up and running.

In terms of ports, the G9 features an HDMI 2.0, two DisplayPort connectors and two USB 3.0s and a USB hub version 3. It also comes with a headset jack, but there are no built-in speakers which does feel like a missed opportunity in such a large monitor.

Samsung Odyssey G9 Review: Features & Picture

There is something to be said for playing Grand Strategy on the ultra-wide Samsung Odyssey G9 (Image credit: Future)

If I'm being honest, I do not have the hardware to fully take advantage of what the Odyssey G9 can do. But then, few will. While the screen is not quite 4K, its 109ppi, 5120x1440 resolution and 240Hz refresh rate will require a serious gaming machine to fulfil its potential.

As the DisplayPort 1.4 and HDMI 2.0's can't actually handle the bandwidth required for the Odyssey's resolution/refresh rate combo you'll need a graphics card that supports DSC (Display Stream Compression), to get the most out of it. Even with the highest spec gaming PC, you'll be hard-pressed to rinse everything out of the G9.

Of course, that should future proof the Odyssey G9 for a good while yet. And it should be said that if you have that setup then it's hard to see how you could go wrong with Odyssey G9.

As you'd expect this gaming monitor is G-sync and FreeSync enabled, has an impressive 1ms response time and uses HDR1000 and HDR10+. These optimise darks, whites and overall brightness. It makes games come alive, offering vibrancy and depth. It should hit 97% DCI-P3 and 125% of the sRGB colour gamut. It is, at its best, the best ultra-wide gaming monitor on the market.

Its PBP (picture-by-picture) mode also deserves a shoutout, and should interest streamers, YouTube tutorial obsessives and anyone gaming with friends on video chat. This massive monitor can split down the middle to create, what is essentially two crisp and sharp 27-inch displays (you can also make one side slightly larger than the other).

Samsung Odyssey G9 Review: Price & Verdict

The Samsung Odyssey G9 is an all-round brilliant gaming monitor, as long as you have the space to keep it in (Image credit: Future)

While the widgets on this review will show the most up-to-date prices for the Samsung Odyssey G9, it is an expensive monitor. You should expect to pay over £1000/$1400 for it. That is worth it for what you get. There is nothing on the market that offers what this monitor does, in this shape and size at least. The question is whether it's right for you.

Ultimately, having spent a week with the Odyssey G9 I won't be sad to see it go. That isn't because it's bad, but because it's simply too much monitor. Its size means I can't push it back further on my desk; this is fine if I'm sat back with a control pad, but using a keyboard and mouse I found myself having to turn it off on occasion because it's just too much for my eyes at this distance – even with eye saver mode permanently on.

It's a hard monitor to score. If you have the money, if you have the space and if you have the hardware to take advantage of it – the Samsung Odyssey G9 is the only monitor that you should buy. But for most people, I think this 49-inch beast is just a tad too impractical.

* Best SSDs to buy

Samsung Odyssey G9 review (Samsung)

Document SMLIV00020210820eh8k0002w

Samsung Odyssey Neo G9 review: an ultra-widescreen gaming monitor sensation

David Nield
1,295 words
17 August 2021
T3
SMLIV
English

The Samsung Odyssey Neo G9 is a monitor that demands attention

The Samsung Odyssey Neo G9 is aiming to be one of the best gaming monitors on the planet, like the original Samsung Odyssey G9 before it – and it certainly has the size and the specs to grab our attention. It's an absolute beast of an ultra-widescreen monitor.

As with its predecessor, you're getting an impressive 49 inches of screen real estate corner to corner, and a tight 1000R curvature to the monitor, so you really feel part of games (and movies too). The screen resolution remains the same as before too, at 5,120 x 1,440 pixels.

In our Samsung Odyssey Neo G9 review we'll outline everything you need to know about this giant monitor – from the gaming performance to the time it takes to set up to the connections and ports you've got available – so you can decide if it's the right buy for you.

Samsung Odyssey Neo G9 review: design and setup

Click to view image (Image credit: Future)

The setup process for the Samsung Odyssey Neo G9 isn't particularly complicated, but the sheer size of the hardware means you're going to need someone to help you to put it together – this isn't a monitor you can assemble on your own. You're also going to need a screwdriver to attach the stand to the screen, which isn't the case with many other monitors. Wall mounting is an alternative option, if you need it.

With the stand, you're looking at a total size of 45.3 inches x 21.1 inches x 16.5 inches (that's 1151 mm x 536 mm x 419 mm) and a weight of 32 pounds (14.5 kilograms). You'll need a lot of room to put this up, and it takes up more space from front to back than you might think, because of the curved design. The bulbous back features a lot of white plastic and the same RGB LED lighting ring as the original Odyssey G9, and the ports face straight down, making plugging everything in a little tricky.

You can adjust the height of the monitor fairly easily, and it tilts and swivels to a limited degree as well. Once it's been set up, you can just about move it without any help, but have no doubts about the size and weight of this particular piece of hardware – it's only for those who want the ultimate in gaming monitor technology, and have the space for it. There are no integrated speakers here, so you'll need room for some external speakers too (or a pair of headphones).

The on-screen menu that you get with the Odyssey Neo G9 is straightforward enough to get around, enabling you to quickly adjust the screen's key settings, jump between modes, and enable the picture-in-picture capability if you've got more than one input connected. Ports-wise we've got one DisplayPort 1.4, two HDMI 2.1, two USB-A, one USB-B and a 3.5 mm headphone jack (though it's worth noting that only the DisplayPort supports the maximum 240Hz refresh rate).

* We've collected together all the best gaming laptops

Samsung Odyssey Neo G9 review: features and picture

Click to view image (Image credit: Samsung)

The 32:9 aspect ratio VA LCD panel on the Samsung Odyssey Neo G9 is backlit using the same quantum mini LED technology used in Samsung's top-end TVs. It's the key upgrade from last year's model, it's a key selling point for the display, and it results in a stunning picture: games look fantastic on this monitor, with rich and vivid colours, deep blacks, and not barely any ghosting to speak of. There's HDR support included, which results in a well-balanced panel with no loss of detail.

As well as a maximum 2,000 nits of brightness, the monitor offers a 1ms response time, a maximum 240Hz refresh rate, 100 percent of the sRGB gamut, 90 percent of the DCI-P3 gamut, and support for both Nvidia G-Sync and AMD FreeSync Pro. It all adds up to a picture that looks vibrant and sharp no matter what you

happen to be doing with it – there's no doubt you're getting one of the best monitors on the market at the moment in terms of the end results.

The ultra-widescreen form factor makes a significant difference in lots of games – from racing games to first-person shooters. One of the games we used for testing was Red Dead Redemption 2, and the sweeping landscapes of the American West never looked so good. It also means lots of room for stacking windows side by side for your general computing tasks, though it's worth bearing in mind that movies and shows are going to appear with thick black borders down the sides.

We're not sure we'd choose this for a general purpose computing monitor – not because of any major flaws, but just because there are better options out there, and flat monitors tend to be better for spreadsheets, web browsing and so on. This won't work brilliantly with Macs or with gaming consoles either, because of the extended form factor, so it really is just for those top-end Windows gaming rigs.

* Here are the best 4K monitors

Samsung Odyssey Neo G9 review: price and verdict

Click to view image (Image credit: Future)

Check the widgets embedded on this page for the latest Samsung Odyssey Neo G9 pricing, but at the time of writing the official retail prices are £1,849 for the UK and $2,499 in the US – that's a lot of cash, but you're certainly getting a lot of monitor in return. If you want the very best gaming monitor tech out there, in the largest and most extravagant form factor, then it's hard to beat what you get with this.

In terms of negatives, perhaps the biggest one is that it's simply too much for a lot of people: not just too much in terms of the price, but also in terms of its size, its curvature, it's weight and so on. Most gamers simply don't need to go to this kind of level – and bear in mind too that you've going to need a seriously powerful GPU setup in order to drive all of these pixels, so that's something else to weigh up in terms of costs.

The quantum mini LEDs that Samsung has introduced here – all 2,048 of them – produce a stunning picture for your games and everything else you might want to do on the monitor. The local dimming is exceptionally well done, and it's easy to tell that Samsung has plenty of expertise in TVs as well as monitors. Gaming is the panel's primary focus, but you do of course get lots of room for everything else as well.

While there are cheaper ultra-widescreen monitors out there, none can match the specs and the picture quality of the Samsung Odyssey Neo G9 at the moment – so it's a question of whether you want or need to pay for the very best or not. You're likely to be blown away by the quality of the monitor when it comes to your Windows gaming, but it's up to you to decide if you think you have the space and the budget for it.

* Check out the best gaming monitors

Samsung Odyssey Neo G9 (Samsung)

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Samsung unveils apocalyptic ad film to promote its new gaming monitor

Afaqs, News Bureau
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To advertise for the Odyssey Neo G9, the ad takes the viewer to the middle of a zombie apocalypse.

To emphasise on immersive gaming experiences, Samsung's latest ad puts its protagonist bang in the middle of a zombie apocalypse. At the beginning of the ad, we see the protagonist preparing to leave his office, when all of a sudden, the lights flicker ominously.

The monitor being advertised - the Odyssey Neo G9 is a curved monitor which targets gamers. There are cues in the ad that suggest that the situation is similar to what one might find in video games. A gun magically appears in the protagonist's hand, hoards of zombies crawl through dilapidated parking lots and the hero fights to survive.

At the very end of the ad we see the protagonist jerk back to reality when he looks up from his monitor. He has a surprised look on his face, as his friend's ask him how he played so well.

During the course of the ad the audience's POV changes too. On one hand, we see the protagonist desperately fight off zombies and in the next shot, we see from the protagonist's point of view - and get attacked by zombies. The ad ends with a tagline 'defy reality'.

Document AFAQIN0020210813eh8c00005

Samsung Electronics Co. Ltd. Patent Issued for Device and method for virtual reality, augmented reality, and mixed reality (USPTO 11069139)

2,024 words
10 August 2021
Electronics Newsweekly
ELECWK
3774
English

2021 AUG 10 (VerticalNews) -- By a News Reporter-Staff News Editor at Electronics Newsweekly -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Kis, Gennadiy (Kyiv, GB), Radomskyi, Oleksandr (Kharkiv, GB), Shchur, Oleksandr (Kyiv, GB), Yakishyn, Yevgen (Kyiv, GB), filed on January 22, 2019, was published online on July 20, 2021.

The patent's assignee for patent number 11069139 is Samsung Electronics Co. Ltd. (Suwon-si, South Korea).

News editors obtained the following quote from the background information supplied by the inventors:

"1. Field

"The disclosure relates to devices for virtual reality, augmented reality, and mixed reality and methods of operating the devices.

"2. Description of Related Art

"Recently, electronic devices and display devices capable of realizing virtual reality (VR) have been developed. Thus, interest in such devices has constantly increased. Technologies for realizing augmented reality (AR) and mixed reality (MR) have been studied as the next stage of VR.

"Unlike VR which operates based on a full virtual world, AR is a display technology of further increasing the effect of reality by overlapping or combining and showing virtual objects or information in an environment of the real world. VR is limitedly applied to fields such as game or virtual experience, whereas AR has the advantage of being applied to various real environments. In particular, AR is attracting attention as the next generation display technology suitable for a ubiquitous environment or an Internet of Things (IoT) environment.

"Taking one step further, mixed reality (MR) is a technology of generating a space that combines real world information with virtual world information and fuses the two worlds. MR is a technology based on the merits of AR and VR. MR is a combination of real world with virtual information. MR is an improvement of AR and has both advantages of VR and AR. A device for realizing MR is basically similar to a device for realizing AR. An integration of the device for realizing MR and the device for realizing AR will be described below.

"The above information is presented as background information only to assist with an understanding of the disclosure. No determination has been made, and no assertion is made, as to whether any of the above might be applicable as prior art with regard to the disclosure."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "Aspects of the disclosure are to address at least the above-mentioned problems and/or disadvantages and to provide at least the advantages described below. Accordingly, an aspect of the disclosure is to provide configurations of a device for implementing virtual reality (VR), augmented reality (AR), and mixed reality (MR).

"In accordance with an aspect of the disclosure, configurations of a device for implementing all VR, AR, and MR at low cost is provided.

"Additional aspects will be set forth in part in the description which follows and, in part, will be apparent from the description, or may be learned by practice of the presented embodiments.

"In accordance with an aspect of the disclosure, an optical device is provided. The optical device includes a terminal including a camera, a display, at least one memory configured to store program instructions, and at least one processor, a container comprising a lens configured to receive a signal transmitted from the display, a first mirror coupled to a first side of the container at a first predetermined angle, and a second mirror coupled to a second side of the container at a second predetermined angle. The program instructions, when

executed by the at least one processor, cause the at least one processor to perform a first mode operation of controlling the display to allow a user to recognize VR content via the lens, perform a second mode operation of controlling the display to allow the user to recognize AR content via the lens and the first mirror, and perform a third mode operation of controlling the display and the camera to allow the user to recognize MR content via the lens, the first mirror, and the second mirror.

"The first mode may be a mode in which a signal with respect to the VR content output from the display is input to user's eyes by having the signal transmitted through the lens."

The claims supplied by the inventors are:

"1. An optical device comprising: a terminal comprising: a camera, a display, at least one memory configured to store program instructions, and at least one processor; a container comprising a lens configured to receive a signal transmitted from the display; a first mirror coupled to a first side of the container at a first predetermined angle; and a second mirror coupled to a second side of the container at a second predetermined angle, wherein the program instructions, when executed by the at least one processor, cause the at least one processor to: perform a first mode operation of controlling the display to allow a user to recognize virtual reality (VR) content via the lens, perform a second mode operation of controlling the display to allow the user to recognize augmented reality (AR) content via the lens and the first mirror, and perform a third mode operation of controlling the display and the camera to allow the user to recognize mixed reality (MR) content via the lens, the first mirror, and the second mirror, wherein the third mode comprises a mode in which an object signal and an MR signal are overlapped and input to eyes of the user, and wherein the object signal is related to an object viewed by the user through the first mirror, and the MR signal is related to the MR content output from the display based on a camera signal with respect to the object recognized by the camera through the second mirror.

"2. The optical device of claim 1, wherein the first mode comprises a mode in which a VR signal with respect to the VR content output from the display is input to eyes of the user by having the signal transmitted through the lens.

"3. The optical device of claim 1, wherein the second mode comprises a mode in which an AR signal with respect to the AR content output from the display and an object signal with respect to an object viewed by the user through the first mirror are overlapped and input to eyes of the user.

"4. The optical device of claim 3, wherein the AR signal with respect to the AR content is input to the eyes of the user via the lens.

"5. The optical device of claim 1, wherein the MR signal with respect to the MR content is input to the eyes of the user through the lens.

"6. The device of claim 1, wherein the program instructions further cause the at least one processor to: compare the camera signal with respect to the object recognized by the camera with the object signal with respect to the object viewed by the user through the first mirror, and calibrate a distortion state of the camera signal with respect to the object recognized by the camera.

"7. The optical device of claim 1, wherein the container further comprises a switcher configured to switch to at least one of the first mode, the second mode, or the third mode.

"8. A method of operating an optical device, the method comprising: selecting at least one of a first mode for recognizing virtual reality (VR) content, a second mode for recognizing augmented reality (AR) content, or a third mode for recognizing mixed reality (MR) content; and based on a result of the selecting, performing at least one of: the first mode by controlling a display to allow a user to recognize the VR content via a lens, the second mode by controlling the display to allow the user to recognize the AR content via the lens and a first mirror, or the third mode by controlling the display and a camera to allow the user to recognize the MR content via the lens, the first mirror, and a second mirror, wherein the third mode comprises a mode in which an object signal and an MR signal are overlapped and input to eyes of the user, and wherein the object signal is related to an object viewed by the user through the first mirror, and the MR signal is related to the MR content output from the display based on a camera signal with respect to the object recognized by the camera through the second mirror.

"9. The method of claim 8, wherein the first mode comprises a mode in which a signal with respect to the VR content output from the display is input to eyes of the user via the lens.

"10. The method of claim 8, wherein the second mode comprises a mode in which an AR signal with respect to the AR content output from the display and an object signal with respect to an object viewed by the user through the first mirror are overlapped and input to eyes of the user.

"11. The method of claim 10, wherein the AR signal with respect to the AR content is input to the eyes of the user via the lens.

"12. The method of claim 8, wherein the first mirror is coupled to a first side of a container at a first predetermined angle.

"13. The method of claim 12, wherein the second mirror is coupled to a second side of the container at a second predetermined angle.

"14. The method of claim 8, wherein the MR signal with respect to the MR content is input to the eyes of the user via the lens.

"15. The method of claim 8, wherein the third mode comprises a mode in which the camera signal with respect to the object recognized by the camera and the object signal with respect to the object viewed by the user through the first mirror are compared to calibrate a distortion state of the camera signal with respect to the object recognized by the camera.

"16. A computer program product comprising a non-transitory computer readable recording medium comprising a program to perform operations of: selecting at least one of a first mode for recognizing virtual reality (VR) content, a second mode for recognizing augmented reality (AR) content, or a third mode for recognizing mixed reality (MR) content; and based on a result of the selecting, performing at least one of: the first mode by controlling a display to allow a user to recognize the VR content via a lens, the second mode by controlling the display to allow the user to recognize the AR content via the lens and a first mirror, or the third mode by controlling the display and a camera to allow the user to recognize the MR content via the lens, the first mirror, and a second mirror, wherein the third mode comprises a mode in which an object signal and an MR signal are overlapped and input to eyes of the user, and wherein the object signal is related to an object viewed by the user through the first mirror, and the MR signal is related to the MR content output from the display based on a camera signal with respect to the object recognized by the camera through the second mirror."

For additional information on this patent, see: Kis, Gennadiy. Device and method for virtual reality, augmented reality, and mixed reality. U.S. Patent Number 11069139, filed January 22, 2019, and published online on July 20, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11069139.PN.&OS=PN/11069139RS=PN/11069139

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Samsung Odyssey Neo G9 review: A stunning HDR gaming monitor

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The Samsung Odyssey Neo G9 is a monster. Measuring 49in from corner to corner, it arrived on my doorstep in a box big enough to sleep in. Once I'd put the G9 together and heaved it cautiously onto my desk, the sheer size of the screen left me at a loss for words. At the time of writing, I have two other 27in gaming monitors in for testing, and the Odyssey Neo G9 dwarfs both by a vast margin.

On paper, this appears to be the ultimate gaming monitor. The Neo G9 is the successor to last year's Odyssey G9, and while it looks quite similar at first glance, it has several industry-changing features hidden beneath its space-age white plastic exterior. This is the world's first Mini LED gaming monitor and it comes with a wildly impressive-sounding HDR 2000 certification (although that in itself is another story). It's also the first gaming monitor to make me exhale loudly through my nose after loading into a game. Put simply, if you can afford the astronomical price tag, the Samsung Odyssey Neo G9 offers an unparalleled gaming experience.

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Samsung Odyssey Neo G9 review: What you need to know

First things first: the specifications. The Samsung Odyssey Neo G9 is a 49in super ultrawide gaming monitor with a resolution of 5,120 x 1,440 (yes, that's two 2,560 x 1,440 monitors strapped together), an aspect ratio of 32:9, a max refresh rate of 240Hz, a 1000R curve, a response time of 1ms G2G, input lag of 2ms, a quoted peak luminance of 2,000 nits and a quoted contrast ratio of 1,000,000:1. It supports both Nvidia G-Sync and AMD FreeSync Premium Pro.

That retina-searing peak luminance grants the Neo G9 support for HDR 2000, similar to what you'll find on Samsung's high-end QN series TVs. It also means the Neo G9 supports HDR10 and HDR10+ decoding.

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The Neo G9 has a VA (vertical alignment) LCD panel, backlit using Mini LED technology. This means the LEDs that form the backlight are up to five times smaller than normal (0.008in, compared to 0.04in), reducing the amount of backlight bleed and improving overall accuracy. Mini LED TVs are becoming more prevalent these days as an alternative to OLED, but this is the first time we've seen the technology used in the monitor industry.

This astonishing display is mounted on a stand that can be raised and lowered by 120mm, swivelled 15 degrees left and right and tilted backwards 13 degrees (that's more than most monitors of this size, which is great). Fair warning: this is a large stand. The legs themselves splay out around 80cm at their widest, and the product itself is roughly 42cm deep with the stand attached. It does, however, have a hollow portion to run cables through, and Samsung provides a snap-on cover should you wish to hide the ports from view as well.

Speaking of which: the Neo G9 has exactly the same number of ports as its predecessor, which is to say precious few for such a behemoth of a monitor. On the rear you'll find two HDMI 2.1 ports, one DP 1.4 port, two USB 3.0 ports, one USB-B port and a 3.5mm headphone jack. Sadly, you won't find an HDMI 2.1 cable in the box: just a DP cable, power lead, USB-B to USB-A cable and assorted documentation. It's also worth pointing out that although HDMI 2.1 is the gateway to next-gen gaming, the PS5 and Xbox Series X offer no super ultrawide support, so your picture will be horrendously stretched.

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There's precious little to match the Samsung Odyssey Neo G9 on the specs front, and even less by way of competition in the price department. At a wallet-busting £1,849, the Odyssey Neo G9 is £570 more expensive than its predecessor, the Odyssey G9, and far and away one of the most expensive monitors you can buy right now.

If it's super ultrawide monitors you're after, you could go for AOC's AG493UCX, a 120Hz 49in 5,120 x 1,440 gaming monitor with an £800 price tag. Or the LG UltraWide 49WL95C (£1,050), a productivity monitor with an IPS panel of the same size and resolution but a refresh rate of just 60Hz. There are other similar super ultrawide monitors out there, but not one of them can match the Neo G9's incredible HDR-ready panel, so to all intents and purposes this monitor sits in a league of its own.

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Samsung Odyssey Neo G9 review: Image quality

If you're undeterred by the humongous price tag, then be assured that the Odyssey Neo G9 is worthy of your attention. The Odyssey Neo G9 performs admirably in its default SDR configuration, although you'll need to activate HDR in Windows 10 to really open the throttle and push the display to its intended limits.

Straight out of the box with dynamic brightness switched off, the Samsung Odyssey Neo G9 covered 99.6% of the sRGB colour gamut, and 91% of the DCI-P3 gamut. That's roughly the same as our results from the Odyssey G9, as is the measured peak luminance of 453cd/m² and contrast ratio of 2,431:1.

It's worth noting that with dynamic brightness engaged, the Neo G9 topped out at an impressive contrast ratio of 6,491:1. This is evidence of the Mini LED backlight at work.

In our tests, the default picture mode was the most accurate. The average colour variance (delta E) of 2.0 means that you're unlikely to notice any wayward or unnatural colours – only colour errors above a delta E of 3 are humanly perceptible. You might hope for an even better figure given the price tag, but this is a solid result. Whether you're watching films, gaming or using a web browser, the panel's SDR performance is very good indeed.

Sadly, my ageing PC was never going to manage 240 frames per second at 5,120 x 1,440, but a quick look at the Blur Busters UFO test confirmed that the 240Hz refresh rate was functioning as intended – although you do have to enable it in the OSD.

Similarly, my response time tests produced nothing out of the ordinary. The Neo G9 has four response time modes that produce increasingly more ghosting as you cycle through them. The fastest, Extreme Motion Response Boost, produced what I would call an annoying amount of ghosting, but on the whole the monitor feels effortlessly responsive.

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This allows the Neo G9 to reach blisteringly high luminance levels – I measured 2,200cd/m² on a 10% white window. As a result, anything you choose to play in HDR – I picked out Far Cry 5, Battlefield V and Star Wars Battlefront II as well as HDR sample videos on YouTube – looks absolutely stunning.

The Mini LED backlighting helps to produce impressive levels of detail from the brightest highlights to the darkest corners, and colours in HDR content look suitably rich and vivid. Star Wars Battlefront II was a particularly great example, with dark passageways streaked with sunlight giving way to neon blaster fire and gleaming lightsabers.

Whatever you decide to play, you'll need to keep the Neo G9 in Dynamic HDR mode if you want the highest peak brightness. Standard HDR mode drops the maximum luminance to around 1,100 nits, so may be a good choice for darkened rooms and late night gaming.

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Samsung Odyssey Neo G9 review: Design and features

The Neo G9 is a seriously heavy monitor. At 14.5kg including the stand, you might want to enlist the help of an assistant both to assemble the monitor and place it on your desk. Like its predecessor, the Neo G9 demands an enormous amount of space, so check the dimensions before you buy. In spite of its vast panel, however, I found that the Neo G9's spindly stand left plenty of room for my PC speakers and other desktop essentials.

Assembly of the Neo G9 was slowed by the irritating absence of an instruction manual but proved pretty straightforward in the end. There's no denying the impact that the ostentatious, futuristic rear panelling makes; my partner gasped audibly when she stumbled across the Neo G9 in our office. I think it looks pretty cool, personally, and it's a particularly nice touch if your desk doesn't back straight onto a wall.

It's also an astonishing productivity monitor: the 1000R curve looks severe from behind but is perfect for keeping two full-sized windows side-by-side without hurting your neck.

Playing with the on-board settings is intuitive. The OSD is navigated via a joystick and button combo which never once confused me. You will need to learn the various possible combinations of features: HDR is unavailable when you use the picture-by-picture or picture-in-picture mode, for example, and response time/input lag controls are greyed out until you disable adaptive sync. My only issue is that changing a major setting (eg, switching colour mode) closes the OSD completely, meaning you can't adjust these settings in a hurry.

The Odyssey Neo G9 lacks expected niceties such as USB-C ports, yet still has a ring of RGB "Infinity lighting" that circles the point where the monitor meets the stand. Sure, it's lovely that it can react to what's going on in-game (like Philips' Ambilight TVs), but at this price we'd pick connectivity over LED lighting.

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Samsung Odyssey Neo G9 review: Verdict

Minor moans aside, the Neo G9 is the best HDR gaming monitor to date. And it's not just because of the eyeball-singeing brightness – the panel's curve, high refresh rate, low response times and colour accuracy are all on the money. There's no avoiding the enormous price tag, but it buys you truly class-leading performance. If you can afford it, and your PC can handle it, there's nothing better on the market today.

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The Mini LED backlighting helps to produce impressive levels of detail from the brightest highlights to the darkest corners, and colours in HDR content look suitably rich and vivid. Star Wars Battlefront II was a particularly great example, with dark passageways streaked with sunlight giving way to neon blaster fire and gleaming lightsabers.

Whatever you decide to play, you'll need to keep the Neo G9 in Dynamic HDR mode if you want the highest peak brightness. Standard HDR mode drops the maximum luminance to around 1,100 nits, so may be a good choice for darkened rooms and late night gaming.

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Samsung Odyssey Neo G9 review: Design and features

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Assembly of the Neo G9 was slowed by the irritating absence of an instruction manual but proved pretty straightforward in the end. There's no denying the impact that the ostentatious, futuristic rear panelling makes; my partner gasped audibly when she stumbled across the Neo G9 in our office. I think it looks pretty cool, personally, and it's a particularly nice touch if your desk doesn't back straight onto a wall.

It's also an astonishing productivity monitor: the 1000R curve looks severe from behind but is perfect for keeping two full-sized windows side-by-side without hurting your neck.

Playing with the on-board settings is intuitive. The OSD is navigated via a joystick and button combo which never once confused me. You will need to learn the various possible combinations of features: HDR is unavailable when you use the picture-by-picture or picture-in-picture mode, for example, and response time/input lag controls are greyed out until you disable adaptive sync. My only issue is that changing a major setting (eg, switching colour mode) closes the OSD completely, meaning you can't adjust these settings in a hurry.

The Odyssey Neo G9 lacks expected niceties such as USB-C ports, yet still has a ring of RGB "Infinity lighting" that circles the point where the monitor meets the stand. Sure, it's lovely that it can react to what's going on in-game (like Philips' Ambilight TVs), but at this price we'd pick connectivity over LED lighting.

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Minor moans aside, the Neo G9 is the best HDR gaming monitor to date. And it's not just because of the eyeball-singeing brightness – the panel's curve, high refresh rate, low response times and colour accuracy are all on the money. There's no avoiding the enormous price tag, but it buys you truly class-leading performance. If you can afford it, and your PC can handle it, there's nothing better on the market today.

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Samsung Odyssey Neo G9 review: A stunning HDR gaming monitor

WillG
1,874 words
9 August 2021
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English

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1849

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On paper, this appears to be the ultimate gaming monitor. The Neo G9 is the successor to last year's Odyssey G9, and while it looks quite similar at first glance, it has several industry-changing features hidden beneath its space-age white plastic exterior. This is the world's first Mini LED gaming monitor and it comes with a wildly impressive-sounding HDR 2000 certification (although that in itself is another story). It's also the first gaming monitor to make me exhale loudly through my nose after loading into a game. Put simply, if you can afford the astronomical price tag, the Samsung Odyssey Neo G9 offers an unparalleled gaming experience.

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First things first: the specifications. The Samsung Odyssey Neo G9 is a 49in super ultrawide gaming monitor with a resolution of 5,120 x 1,440 (yes, that's two 2,560 x 1,440 monitors strapped together), an aspect ratio of 32:9, a max refresh rate of 240Hz, a 1000R curve, a response time of 1ms G2G, input lag of 2ms, a quoted peak luminance of 2,000 nits and a quoted contrast ratio of 1,000,000:1. It supports both Nvidia G-Sync and AMD FreeSync Premium Pro.

That retina-searing peak luminance grants the Neo G9 support for HDR 2000, similar to what you'll find on Samsung's high-end QN series TVs. It also means the Neo G9 supports HDR10 and HDR10+ decoding.

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The Neo G9 has a VA (vertical alignment) LCD panel, backlit using Mini LED technology. This means the LEDs that form the backlight are up to five times smaller than normal (0.008in, compared to 0.04in), reducing the amount of backlight bleed and improving overall accuracy. Mini LED TVs are becoming more prevalent these days as an alternative to OLED, but this is the first time we've seen the technology used in the monitor industry.

This astonishing display is mounted on a stand that can be raised and lowered by 120mm, swivelled 15 degrees left and right and tilted backwards 13 degrees (that's more than most monitors of this size, which is great). Fair warning: this is a large stand. The legs themselves splay out around 80cm at their widest, and the product itself is roughly 42cm deep with the stand attached. It does, however, have a hollow portion to run cables through, and Samsung provides a snap-on cover should you wish to hide the ports from view as well.

Speaking of which: the Neo G9 has exactly the same number of ports as its predecessor, which is to say precious few for such a behemoth of a monitor. On the rear you'll find two HDMI 2.1 ports, one DP 1.4 port, two USB 3.0 ports, one USB-B port and a 3.5mm headphone jack. Sadly, you won't find an HDMI 2.1 cable in the box: just a DP cable, power lead, USB-B to USB-A cable and assorted documentation. It's also worth pointing out that although HDMI 2.1 is the gateway to next-gen gaming, the PS5 and Xbox Series X offer no super ultrawide support, so your picture will be horrendously stretched.

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There's precious little to match the Samsung Odyssey Neo G9 on the specs front, and even less by way of competition in the price department. At a wallet-busting £1,849, the Odyssey Neo G9 is £570 more expensive than its predecessor, the Odyssey G9, and far and away one of the most expensive monitors you can buy right now.

If it's super ultrawide monitors you're after, you could go for AOC's AG493UCX, a 120Hz 49in 5,120 x 1,440 gaming monitor with an £800 price tag. Or the LG UltraWide 49WL95C (£1,050), a productivity monitor with an IPS panel of the same size and resolution but a refresh rate of just 60Hz. There are other similar super ultrawide monitors out there, but not one of them can match the Neo G9's incredible HDR-ready panel, so to all intents and purposes this monitor sits in a league of its own.

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Straight out of the box with dynamic brightness switched off, the Samsung Odyssey Neo G9 covered 99.6% of the sRGB colour gamut, and 91% of the DCI-P3 gamut. That's roughly the same as our results from the Odyssey G9, as is the measured peak luminance of 453cd/m² and contrast ratio of 2,431:1.

It's worth noting that with dynamic brightness engaged, the Neo G9 topped out at an impressive contrast ratio of 6,491:1. This is evidence of the Mini LED backlight at work.

In our tests, the default picture mode was the most accurate. The average colour variance (delta E) of 2.0 means that you're unlikely to notice any wayward or unnatural colours – only colour errors above a delta E of 3 are humanly perceptible. You might hope for an even better figure given the price tag, but this is a solid result. Whether you're watching films, gaming or using a web browser, the panel's SDR performance is very good indeed.

Sadly, my ageing PC was never going to manage 240 frames per second at 5,120 x 1,440, but a quick look at the Blur Busters UFO test confirmed that the 240Hz refresh rate was functioning as intended – although you do have to enable it in the OSD.

Similarly, my response time tests produced nothing out of the ordinary. The Neo G9 has four response time modes that produce increasingly more ghosting as you cycle through them. The fastest, Extreme Motion Response Boost, produced what I would call an annoying amount of ghosting, but on the whole the monitor feels effortlessly responsive.

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ForeignAffairs
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MIL-OSI Economics: Samsung and Xbox Bring You a New Way to Express Your Passions with Iconic Gaming Artwork on the Frame

430 words
4 August 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Enjoy a new collection of gaming artwork, inspired by the greatest games in Xbox history, available exclusively for the Frame

Samsung Electronics Co., Ltd announced their latest collaboration with Xbox to introduce "Xbox Through The Years" to the Frame—a new collection of iconic gaming artwork available exclusively on The Frame Art Store.

For years, Samsung and Xbox have partnered to consistently deliver cutting-edge TV gaming experiences—with Samsung being the official TV partner of Xbox Series X in the United States and Canada. Now, that partnership expands to celebrate Xbox's beloved library of games with "Xbox Through The Years." Frame owners will now be able to display beautiful artwork from their favorite games—from Halo to BioShock—in the stunning 4K and incredible lifelike colors that define the Frame viewing experience. They will be able to display these images featuring popular game titles at no additional cost.

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"We're proud to introduce the first-ever curated gaming collection in The Frame's Art Store and invite Frame owners to show it all off in exceptional QLED picture quality," said Grace Dolan, Vice President of Home Entertainment Integrated Marketing at Samsung Electronics America. "The Frame is designed to let you share who you are and what you love—and our latest collaboration with Xbox gives gamers the chance to continue doing just that."

"Our partnership with Samsung allows Frame owners to take a trip through Xbox history and celebrate their favorite games through breathtaking graphic art," said Marcos Waltenberg, Director of Xbox Global Partnerships. "We're excited with 'Xbox Through the Years' to continue building on our years of successful collaboration with Samsung, now around Xbox Series X, Xbox's fastest and most powerful console ever."

This latest partnership continues the Frame's mission of transforming the TV from a display to a stunning work of art that reflects your personal style. For more of your favorite content, The Frame Art Store allows subscribers to display over 1,400 works of art, from contemporary photography to impressionist masterpieces, all curated by experts. It's a collection constantly growing through new partnerships—so there's something for everyone.

For more information on The Frame, please visit www.samsung.com.

The post Samsung and Xbox Bring You a New Way to Express Your Passions with Iconic Gaming Artwork on the Frame appeared first on Samsung US Newsroom.

MIL OSI Economics -

Document PARALL0020210803eh84001h8

Samsung Unveils the Future of Gaming With the Odyssey Neo G9

581 words
28 July 2021
This Day
AIWTHD
English

Samsung Electronics, a top tier gaming monitor company,* today announced the global launch of its next-generation curved gaming monitor, the Odyssey Neo G9 (Model Name: G95NA), enhanced with Quantum Mini LED technology. The Odyssey Neo G9 joins the Odyssey lineup, taking gaming to the next level with Quantum Matrix technology, supported by Quantum Mini LED display and Quantum HDR 2000 for an immersive gaming experience.

With the previous launch of the Odyssey G9 in 2020, Samsung pushed the boundaries of premium gaming monitors with smooth and brilliant picture quality. Now with the industrys first Quantum Mini LED curved display delivering the most refined detail regardless of the game played, the Odyssey Neo G9 is catapulting the gaming monitor category forward. Featuring Quantum Matrix Technology combined with super-fast response and refresh rates, Odyssey Neo G9 delivers an unrivaled dynamic picture and premium performance for all gamers.

Samsung addressed the demands and expectations of even the most demanding gamers with the launch of the groundbreaking Odyssey gaming monitor portfolio last year, said Hyesung Ha, Senior Vice President of Visual Display Business at Samsung Electronics. With the introduction of the Odyssey Neo G9, equipped with Quantum Mini LED displays, we are excited to offer a state-of-the-art gaming experience to our customers and demonstrate our continuous leadership in the market.

The Odyssey Neo G9 utilizes the same Mini LED technology built into Samsungs latest Neo QLED lineup. This next-generation display technology is enabled by a new light source, Quantum Mini LED. At 1/40 the height of a conventional LED,1 the Quantum Mini LED has incredibly thin micro layers filled with many more LEDs.

Additionally, Quantum Matrix Technology, which harnesses enhanced 12-bit gradation for greater control of the light source the Quantum Mini LEDs makes dark areas darker and bright areas brighter with 2,048 dimming zones, ensuring viewers enjoy the content as it is meant to be seen. Quantum HDR 2000 offers a peak brightness of 2,000 nits, with certification received from VDE (Verband Deutscher Elektrotechniker), alongside a static contrast ratio of 1,000,000:1. In addition, Samsungs cutting-edge picture quality technology provides perfect black and white levels, for unparalleled contrast and immaculate detail.

Based on the high performance technology pioneered by the current Odyssey G9, the Odyssey Neo G9 features an ultra-wide 49-inch display with a 32:9 aspect ratio that offers Dual Quad High-Definition (DQHD; 5,1201,440 resolution) with a rapid, 240Hz refresh rate and 1ms response time.** The futuristic and immersive 1000R curvature of the monitor was certified by TV Rheinland, a leading international certification organization, awarding it their Eye Comfort certificate.

The Odyssey Neo G9 provides Adaptive Sync on DP1.4 and HDMI2.1 VRR (Variable Refresh Rate) through HDMI 2.1 with NVIDIA G-SYNC Compatibility and AMD FreeSync Premium Pro, delivering dynamic and seamless action scene-by-scene for a groundbreaking gameplay experience.

The display seamlessly fits into any gaming setup or environment, with a glossy white exterior and futuristic rear infinity core lighting system, which includes 52 colors and five lighting effect options. The monitor also comes with the CoreSync feature, allowing users to personalize their setup with the multiple color mode, for world-blending immersion.

Samsungs Odyssey Neo G9 with Quantum Mini LED will be available for preorder from 29 July 2021 and be available globally by 9 August 2021.

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techradar.

Could Samsung's new Odyssey Neo G9 be the ultimate gaming monitor?

Jamel Smith
385 words
27 July 2021
TechRadar
TECHR
English

The Samsung Odyssey Neo G9, with its improved screen brightness, HDR compatibility, and local dimming, is aiming to take the crown as the best gaming monitor on the market.

Samsung has unveiled its next-generation gaming monitor, the Odyssey Neo G9. Touted as the 'world's first mini LED curved gaming monitor,' Samsung is harnessing its longstanding QLED technology found in it's TVs with Quantum Matrix technology to deliver a monitor that supports HDR 10+, and can reach 2,000 nits with a static contrast ratio of 1,000,000:1. This is a drastic improvement from last year's Odyssey G9.

Samsung claims its new technology in the Neo G9 will provide 'perfect black and white levels,' thanks to the monitor now having 2,048 dimming zones and enhanced 12-bit graduation. This means customers should see more accurate bright and dark scenes in games, so that annoying camper in the dark corner of a Call of Duty: Warzone map may now be visible.

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The Neo 69, like last year's Odyssey G9, features a 49-inch 1000R curved display with a 5,120 x 1,440 resolution and a 32:9 aspect ratio (more on that ultra-wide aspect ratio in a bit). Also, it boasts a 1ms response time and 240hz refresh rate, though many graphics cards will struggle to natively maintain NEO G9's high resolution with 240 fps. It's best to utilize Nvidia's DLSS and AMD's FiedlityFX up-scaling techniques to have great resolution and reach 240 fps. And from TechRadar's early hands-on review on the Odyssey Neo G9, games like Doom Eternal benefit a lot from the smooth 240fps.

The Odyssey Neo G9 supports Nvidia G-Sync, AMD FreeSync Premium Pro, and VRR (variable refresh rate) and has one 1.4 DisplayPort with adaptive sync, plus Samsung upgraded the two HDMI ports to the newer 2.1standard. Console gamers on the PS5 and Xbox Series X/S will now be able to enjoy their 120 fps gaming on Samsung's new monitor.

Samsung Odyssey Neo G9 (Samsung)

Document TECHR00020210727eh7r000s0

PC/ Laptops
Samsung Odyssey Neo G9 Curved Gaming Monitor With Quantum Mini LED Technology Launched

Tasneem Akolawala
410 words
27 July 2021
14:10
NDTV
NDTVIN
English

Samsung has unveiled the world's first mini-LED gaming monitor, Odyssey Neo G9, with Quantum Matrix technology. The gaming monitor comes with a curved display and supports Quantum HDR 2000 for an immersive gaming experience. This monitor is a successor to the Odyssey G9 that was launched last year. The new Samsung Odyssey Neo G9 utilises the Quantum Mini LED technology. At 1/40th the height of a conventional LED, Quantum Mini LED has thin micro layers filled with several more LEDs.

Samsung Odyssey Neo G9 price, availability

The company's new Samsung Odyssey Neo G9 curved gaming monitor with Quantum Mini LED will be available for pre-orders starting July 29 and will go on sale globally on August 9. While Samsung didn't list the price on its website yet, The Verge reports that the gaming monitor will be priced at $2,499.99 (roughly Rs. 1,86,300).

Samsung Odyssey Neo G9 features

Samsung Odyssey Neo G9 features an ultra-wide 49-inch Dual Quad HD (5,120×1,440 pixels) display with HDR10+ support, 32:9 aspect ratio, 240Hz refresh rate, and 1ms response time. It comes with 178-degree viewing angle, 12-bit gradation for greater control of the light source and the Quantum Mini LED display has 2,048 dimming zones. Quantum HDR 2000 offers a peak brightness of 2,000 nits, with certification from VDE (Verband Deutscher Elektrotechniker), alongside a static contrast ratio of 1,000,000:1. The 1000R curvature of the monitor has been awarded the TÜV Rheinland Eye Comfort certificate.

In addition, Samsung Odyssey Neo G9 comes with Adaptive Sync on DP1.4 and HDMI2.1 VRR (Variable Refresh Rate) through HDMI 2.1. It also supports NVIDIA G-Sync and AMD FreeSync Premium Pro for better gameplay experience. Gaming features include Screen Size Optimizer, Black Equalizer, Low Input Lag Mode, Refresh Rate Optimizer, and Super Arena Gaming UX.

The display has a glossy white exterior, 52-colour rear infinity core lighting system, and five lighting effect options. The monitor also comes with the CoreSync feature for multiple colour mode customisations. Amazon's annual shopping extravaganza, Prime Day, is our focus this week on Orbital, the Gadgets 360 podcast. Orbital is available on Apple Podcasts, Google Podcasts, Spotify, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020210727eh7r0008o

International
Samsung to launch 1st Mini LED curved gaming monitor

262 words
27 July 2021
Indo-Asian News Service
HNIANS
English

Seoul, July 27 (IANS) Samsung Electronics said on Tuesday its new curved gaming monitor with Mini LED display will be launched this week.

The Odyssey Neo G9 will hit the shelves in South Korea on Thursday with a price of 2.4 million won ($2,085). It will be globally available by August 9, according to the tech giant.

The latest product is the industry's first curved gaming monitor with Mini LED display, Samsung said.

It uses the Quantum Mini LED light source that is 1/40 the height of a conventional LED, which is also used in Samsung's Neo QLED TVs, reports Yonhap news agency.

The 49-inch monitor is also equipped with Quantum Matrix technology that offers 12-bit gradation for greater control of the light source, making dark areas darker and bright areas brighter with 2,048 dimming zones.

Samsung said its Quantum HDR 2000 solution provides a peak brightness of 2,000 nits, alongside a contrast ratio of 1,000,000:1.

The Odyssey Neo G9, featuring 100R curvature, also offers dual quad high-definition of 5,120×1,440 resolution with 240Hz refresh rate and 1ms response time, for immersive gaming experience, according to Samsung.

Samsung said the monitor also comes with a rear infinity core lighting system, which includes 52 colorus and five lighting effect options, for a better gaming environment.

The monitor also received Eye Comfort certificate by TUV Rheinland, a leading international certification organisation, to ensure the eye safety of users.

--IANS

na/

Document HNIANS0020210727eh7r0015p

World
Samsung Electronics unveils Quantum Mini LED curved display for gaming

Lim Chang-won
283 words
27 July 2021
AJU NEWS
AJUENG
English

[Courtesy of Samsung Electronics]SEOUL --Samsung Electronics unveiled a new curved gaming monitor, the Odyssey Neo G9, enhanced with a new light source called Quantum Mini LED which has thin microlayers filled with many more LEDs. It is the industry's first Quantum Mini LED curved display that delivers the most refined detail regardless of the game played.Featuring Quantum Matrix Technology combined with super-fast response and refresh rates, Samsung said the new monitor delivers an unrivaled dynamic picture and premium performance for all gamers. Quantum matrix technology enables ultra-fine and precise control of the densely packed LEDs. Global sales will begin on August 9.

"With the introduction of the Odyssey Neo G9, equipped with Quantum Mini LED displays, we are excited to offer a state-of-the-art gaming experience to our customers and demonstrate our continuous leadership in the market," Ha Hye-sung, senior vice president of Samsung's visual display business, said in a statement on July 27.

The Odyssey Neo G9 utilizes Mini LED technology built into Samsung's Neo QLED lineup, Samsung said, adding its cutting-edge picture quality technology provides perfect black and white levels, for unparalleled contrast and immaculate detail.

Samsung said the Odyssey Neo G9 features an ultra-wide 49-inch display, delivers dynamic and seamless action scene-by-scene for a groundbreaking gameplay experience, and seamlessly fits into any gaming setup or environment. Users can personalize their setup with the multiple color mode, for world-blending immersion.

Lim Chang-won Reporter cwlim34@ajunews.com

http://image.ajunews.com/content/image/2021/07/27/20210727125809697031.jpg

cwlim34@ajunews.com

Document AJUENG0020210727eh7r0002t

Get 40% off QLED 49-Inch Samsung Ultra-Wide Gaming Monitor

Jason England
301 words
23 July 2021
Tom's Hardware
TOMHA
English

At Amazon, you can pick up a Samsung CRG9 ultra-wide gaming monitor for $899 — still pricey, but a huge 40% discount nonetheless.

We've seen some really wide screens make for some of the best gaming monitors before, but this one takes the cake.

Samsung's CRG9 sports a 49 inch screen with a 32:9 aspect ratio, which reaches TV levels of size. But on top of that, it's also curved and has quantum dot technology.

All of that means it's still pretty pricey at $899, but given that it normally sells for closer to $1,500, this is still a huge 40% discount.

* Best 4K gaming monitors

* Best monitor deals

toCheeeek

Samsung CRG9 49-inch curved gaming monitor: was $1,499, now $899 at Amazon

This is the ultra-wide that puts other ultra-wides to shame, with its super wide 49-inch 1440p QLED panel. The 120Hz refresh rate and adaptive sync ensures a buttery smooth picture with minimal screen tear, and DisplayHDR 1000 gives you gorgeous luminosity.

Essentially, you're getting two 27-inch 1440p monitors stuck together on an all-encompassing 1800R curve. Whether it's multitasking productivity or an extra wide view of the battlefield, this has you covered.

Plus, Samsung uses this monitor's width to its advantage by giving you the ability to view multiple devices at once on the same screen — such as having your laptop connected on one side and your Xbox on the other.

Of course, not everyone's going to be able to fit this monster in their setup. But this is a great way to get the benefits of a second monitor without needing to worry about multiple devices.

Samsung CRG9 (Future)

Document TOMHA00020210723eh7n0005n

InformationWeek

Samsung Electronics Co. Ltd. Patent Issued for Method and apparatus for transmitting and receiving image data for virtual-reality streaming service (USPTO 11050810)

2,182 words
20 July 2021
Information Technology Newsweekly
INTEWK
4538
English

2021 JUL 20 (VerticalNews) -- By a News Reporter-Staff News Editor at Information Technology Newsweekly -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Lee, Hyung-Ho (Seoul, KR), Lee, Ji-Cheol (Suwon-si, KR), Lee, Jin-Sung (Seoul, KR), Lee, Joo-Hyung (Bucheon-si, KR), Lim, Han-Na (Seongnam-si, KR), Park, Jung-Shin (Seoul, KR), filed on August 16, 2019, was published online on June 29, 2021.

The patent's assignee for patent number 11050810 is Samsung Electronics Co. Ltd. (Suwon-si, South Korea).

News editors obtained the following quote from the background information supplied by the inventors:

"1. Field

"The present disclosure relates to a method and apparatus for improving the quality of a virtual reality (VR) streaming service.

"2. Description of the Related Art

"To satisfy the increasing demands for wireless data traffic since commercialization of 4th generation (4G) communication systems, efforts have been made to develop an improved 5th generation (5G) communication system or a pre-5G communication system. For this reason, the 5G or pre-5G communication system is referred to as a beyond-4G or post long term evolution (LTE) system.

"To achieve high data rates, deployment of the 5G communication system in a millimeter wave (mmWave) band (for example, a 60-GHz band) is under consideration. For the 5G system, beamforming, massive multiple input multiple output (MIMO), full dimensional MIMO (FD-MIMO), array antenna, analog beamforming, and large-scale antenna techniques have been discussed in order to mitigate the path loss and propagation distance of waves.

"Further, for network improvement in a system, technologies such as evolved small cell, advanced small cell, cloud radio access network (RAN), ultra-dense network, device-to-device (D2D) communication, wireless backhaul, moving network, cooperative communication, coordinated multi-point (CoMP), and interference cancellation have been developed in the 5G system.

"Besides, advanced coding modulation (ACM) techniques such as hybrid FSK and QAM modulation (FQAM) and sliding window superposition coding (SWSC), and advanced access techniques such as filter bank multi carrier (FBMC), non-orthogonal multiple access (NOMA), and sparse code multiple access (SCMA) have been developed in the 5G system.

"The Internet is evolving from a human-oriented connection network in which human beings generate and consume information to the Internet of things (IoT) in which information is transmitted/received and processed between distributed elements such as things. The Internet of everything (IoE) technology may be an example in which the IoT is combined with big data processing through connectivity to a cloud server or the like.

"For IoT implementation, technologies such as sensing, wired/wireless communication, network infrastructure, service interfacing, and security are required. Recently, techniques including a sensor network for interconnection between things, machine to machine (M2M) communication, and machine type communication (MTC) have been studied.

"An intelligent Internet technology (IT) service of creating new values for human livings by collecting and analyzing data generated from interconnected things may be provided in an IoT environment. The IoT may find its applications in a wide range of fields including smart home, smart buildings, smart cities, smart cars or

connected cars, smart grids, healthcare, smart appliances, and state-of-the art medical service, through convergence between existing IT technologies and various industries.

"In this context, many attempts have been made to apply the 5G system to the IoT. For example, 5G technologies such as sensor network, IoT, and MTC are implemented by techniques such as beamforming, multiple input multiple output (MIMO), and array antenna. The afore-described application of a cloud RAN as a big data processing technology is also an example of convergence between 5G technology and IoT.

"Along with large-scale investment of service operators in VR services, it is expected that the VR services will be extended as main future-generation services. In general, VR refers to an almost-real environment or situation created by computer graphics. VR provides an interface which a human feels with his or her sense organs and tricks the human into feeling really interactive. A user may interact with VR by manipulating a device and have nearly real sensational experiences.

"Augmented reality (AR), a field of VR, is a computer graphic technique which combines a real environment with a virtual object or information so that the virtual object or information may be seen as it really exists. AR which overlays a virtual object into a real world viewed by a user is also called mixed reality (MR) in the sense that a real world is combined with additional information and a virtual world in real time and viewed as one image.

"Further, owing to the proliferation of mobile devices (for example, smartphones and tablet personal computers (PCs)), VR becomes more popular in various services such as education, gaming, navigation, advertisement, or blogs. As wearable devices have recently been commercialized, VR has become a more active research area.

"For example, wearable devices are provided in various forms wearable and attachable on a body and clothes, such as a head-mounted type, glasses, a watch, a band, contact lenses, a ring, and clothes. As electronic devices are configured to be wearable as clothes or glasses on a user's body, the wearable devices may increase portability and accessibility.

"Although VR was a non-streaming service in its early stage in which VR dedicated content is all downloaded to a VR device and then reproduced, VR has been developed to a service in which VR content is received and reproduced in real time by streaming from a server."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "Since VR content supports a 360-degree omni-view instead of a point of view from which a conventional terminal consumes content, the VR content requires a high-capacity bandwidth about five times larger than that of general video content. As a result, a VR streaming service uses lots of buffering and a large bandwidth, causing interruptions in VR streaming.

"An aspect of the present disclosure is to provide a method and apparatus for providing a different quality for each viewing angle based on head tracking information about a user in order to overcome interruptions caused by a bandwidth shortage in a VR streaming service requiring a high-capacity bandwidth.

"Another aspect of the present disclosure is to provide a method and apparatus for providing a VR streaming service adaptively according to a current bandwidth state by an electronic device that provides VR services.

"In an aspect of the present disclosure, a method for receiving image data for a virtual reality (VR) streaming service in an electronic device includes determining whether to perform an adaptive VR streaming service based on a bandwidth state, and if it is determined to perform the adaptive VR streaming service, requesting image data for the adaptive VR streaming service to a server based on pre-collected head tracking information and bandwidth information, and receiving the image data from the server.

"In another aspect of the present disclosure, an apparatus for receiving image data for a VR streaming service includes a decider for determining whether to perform an adaptive VR streaming service based on a bandwidth state in an electronic device, and an executer for, if it is determined to perform the adaptive VR streaming service, requesting image data for the adaptive VR streaming service based on pre-collected head tracking information and bandwidth information."

The claims supplied by the inventors are:

"1. An apparatus for receiving image data for a virtual reality (VR) streaming service, the apparatus comprising: a transceiver; and a processor coupled with the transceiver and configured to: expect a subsequent view angle based on information regarding a sound heard or an object appearing at a certain time point, generate a request message including at least one of chunk index or angle block index based on the subsequent viewing angle, transmit the generated request message for requesting image data corresponding to the subsequent viewing angle, and receive the image data.

"2. The apparatus of claim 1, wherein the subsequent viewing angle is further expected based on a current viewing angle and additional information.

"3. The apparatus of claim 2, wherein the additional information comprises at least one of head tracking information, acceleration information or event information, and wherein the head tracking information and the acceleration information are obtained by using at least one sensor and the event information is obtained in the received image data.

"4. The apparatus of claim 1, wherein the received image data comprises data encoded in a chunk unit or an angle block unit, based on information on the at least one of the chunk index or the angle block index.

"5. The apparatus of claim 1, wherein a quality of the received image data being proportional to a buffer level.

"6. A method for receiving image data for a virtual reality (VR) streaming service, the method comprising: expecting a subsequent view angle based on information regarding a sound heard or an object appearing at a certain time point; generating a request message including at least one of chunk index or angle block index based on the subsequent viewing angle; transmitting the generated request message for requesting image data corresponding to the subsequent viewing angle; and receiving the image data.

"7. The method of claim 6, wherein the subsequent viewing angle is further expected based on a current viewing angle and additional information.

"8. The method of claim 7, wherein the additional information comprises at least one of head tracking information, acceleration information or event information; and wherein the head tracking information and the acceleration information are obtained by using at least one sensor and the event information is obtained in the received image data.

"9. The method of claim 6, wherein the received image data comprises data encoded in a chunk unit or an angle block unit, based on information on the at least one of the chunk index or the angle block index.

"10. The method of claim 6, wherein a quality of the received image data being proportional to a buffer level.

"11. An apparatus for transmitting image data for a virtual reality (VR) streaming service, the apparatus comprising: a transceiver; and a processor coupled with the transceiver and configured to: receive a request message including at least one of chunk index or angle block index based on a subsequent viewing angle expected based on information regarding a sound heard or an object appearing at a certain time point time point, and transmit the image data corresponding to the subsequent viewing angle.

"12. The apparatus of claim 11, wherein the subsequent viewing angle is further expected based on a current viewing angle and additional information.

"13. The apparatus of claim 12, wherein the additional information comprises at least one of head tracking information, acceleration information or event information.

"14. The apparatus of claim 11, wherein the processor is further configured to transmit the image data encoded in a chunk unit or an angle block unit, based on the at least one of the chunk index or the angle block index.

"15. The apparatus of claim 11, wherein a quality of the image data being proportional to a buffer level.

"16. A method for transmitting image data for a virtual reality (VR) streaming service, the method comprising: receiving a request message including at least one of chunk index or angle block index based on a subsequent viewing angle expected based on information regarding a sound heard or an object appearing at a certain time point; and transmitting the image data corresponding to the subsequent viewing angle.

"17. The method of claim 16, wherein the subsequent viewing angle is further expected based on a current viewing angle and additional information.

"18. The method of claim 17, wherein the additional information comprises at least one of head tracking information, acceleration information or event information.

"19. The method of claim 16, wherein the transmitted image data comprises data encoded in a chunk unit or an angle block unit, based on information on the at least one of the chunk index or the angle block index.

"20. The method of claim 16, wherein a quality of the image data being proportional to a buffer level."

For additional information on this patent, see: Lee, Hyung-Ho. Method and apparatus for transmitting and receiving image data for virtual-reality streaming service. U.S. Patent Number 11050810, filed August 16, 2019, and published online on June 29, 2021. Patent URL:

http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11050810.PN.&OS=PN/11050810RS=PN/11050810

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Samsung C&T - Virtual reality safety training

721 words
16 July 2021
ENP Newswire
ENPNEW
English

Release date - 16072021

All around the world, virtual reality (or VR) is rapidly being adopted in education and training. The interactive nature of VR makes it effective in providing a truly immersive kind of training. Instead of the education such as cramming a series of content into one's mind, or watching a video or presentation, VR enables interactive education in which participants see, touch, walk and act as if there were in a real-life situation.

It is this reason that VR technology is being introduced to safety education at construction sites. VR education is effective in raising the awareness of safety hazards, because it allows users to virtually experience a worksite before going there. This is especially more effective for new or relatively inexperienced workers. Also, Samsung C&T's engineering & construction group is making efforts to establish safe construction sites by introducing VR safety training programs.

SMAR'T: the virtual training program for equipment safety

In May 2021 Samsung C&T introduced SMAR'T (pronounced 'smartie' and short for Samsung C&T Smart Training) a virtual training program for equipment safety, as part of its efforts to prevent safety accidents. SMAR'T is designed for equipment operators, guides, signalers, and managers, and is an experiential education program that trains people by directly identifying the risk of equipment accidents in virtual reality.

Smarty maximizes educational effect by allowing to learn educational videos over and over again. It also consists of simulations of real work sites so that you can feel the real tension around a risk or danger. And there is a range of equipment accident simulation programs based on situations can happen on real-world worksites.

Accident scenarios are planned according to the type of construction and equipment such as lifting, loading and unloading, pouring concrete, and working at height. The environment in the scenarios are designed to be similar to actual work situations where accidents have occurred, and are configured to give trainees hands-on experience of a specific situation.

SMAR'T numericalizes and analyzes accident records, the status of equipment and educational results. The SMAR'T also can separately predict and manage high-risk tasks according to the characteristics of each site. Moreover, as a safety educational program, SMAR'T has moved safety training from the format of form collective education to one of individual learning and utilizes wireless VR devices, so that it is possible both socially distance to prevent the spread of Covid-19 and learn at one's own pace even while taking the training course at the same time as others.

The effects of VR safety training

Research has found VR immersive safety training to be more effective than traditional lecturing courses. Because it requires direct participation by trainees, participants show an active attitude and internalize safety knowledge and safety consciousness better than when passively receiving training. Also, VR training program participants have self-evaluated that such education will be especially helpful for mitigating the risk of serious injury.

In the first quarter of 2021, Samsung C&T Engineering and Construction ran about 100 training programs, and the effects were evident. Tracking tests were carried on people who worked at the same site. In the first iteration, trainees scored an average of 60 out of 100, but in the second evaluation two months later, the average score was 90 points.

SMAR'T is an easy-to-use, convenient, and precise equipment safety virtual training program that is expected to dramatically increase the safety level of equipment operators, guides, signalers, and managers on construction worksites. Since May 2021, SMAR'T has been introduced to domestic and foreign sites, and there are plans to launch it in 30 sites within this year.

One SMAR'T program trainee commented, 'This training is much more helpful because it's changed from a lecture-style education to a direct experience through virtual reality,' adding 'I learned a lot of things that I didn't know, and my thinking about risk seems to have changed.' Samsung C&T's E&C group will continue to actively seek a variety of countermeasures to prevent accidents on worksites.

Contact:

T: +82-2-2145-6115 E-mail: security.cnt@samsung.com

[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

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MIL-OSI Economics: Samsung's 2020 Odyssey G9 Continues To Be Recognized as the Ultimate Gaming Monitor

228 words
9 July 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Samsung's Odyssey G9 continues to establish itself as a leading gaming monitor, having received accolades from leading industry media for its cutting-edge design, display, and unbeatable specifications, and been named the best gaming monitor in the 2021 edition of the prestigious European Hardware Awards.

Unveiled at CES 2020, Samsung's latest ultra-wide curved gaming monitor combines unparalleled depth with HDR 1000 and premium design, all to offer gamers an incomparable experience. Several leading consumer technology publications and design awards across the U.S. and Europe have subsequently awarded the Odyssey G9 some of their top distinctions, highlighting the monitor's standout picture quality, 1ms response time, 240Hz refresh rate, and design innovation.

"Our 2020 Odyssey G9 monitor is an example of Samsung's industry expertise in providing unbeatable image quality for gamers," said Hyesung Ha, Senior Vice President of Visual Display Business at Samsung Electronics. "These awards are testament to our hard work in delivering the world's best monitors for consumers, which continue to innovate and entertain."

Read on to learn the reasons why the Odyssey G9 continues to win awards.

For more information on Samsung's award-winning Odyssey G9 gaming monitor, please visit: https://displaysolutions.samsung.com/monitor/detail/1644/C49G95T

MIL OSI Economics -

Document PARALL0020210709eh79000xj

MIL-OSI Economics: Saweetie and Justine Skye to Headline Samsung and Billboard's Songs of the Summer Virtual Concert on July 16

355 words
8 July 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Today, Samsung and Billboard are excited to announce that the first-ever Songs of the Summer virtual concert will be headlined by chart-topping artists Saweetie and Justine Skye, taking place in Brooklyn New York. The event will premiere on Friday, July 16 at 3 p.m. Eastern on Billboard.com.

Want a chance to win tickets to the filming of the intimate show taking place on July 9? Starting today, music lovers can comment on the dedicated Songs of Summer tweet @Billboard to enter to win. On July 16, Galaxy owners can head to the Samsung Members app to redeem an exclusive code to view the show for free, right from their device. The virtual concert will also be open to non-Galaxy owners to stream on Billboard.com as a pay-per-view event for $10. Once a ticket is purchased, viewers will be able to stream the show from their device or cast to their TV. The concert will be available to stream from July 16 to July 19.

Samsung kicked off the Summer of Galaxy by joining forces with Billboard to exclusively reveal the global music authority's annual Songs of the Summer Chart, tracking the top artists of the season, and to bring unique rewards and experiences to Samsung users. The Songs of the Summer concert wraps Samsung's Summer of Galaxy program, a month-long celebration to help Galaxy owners maximize their summer fun through exclusive offers and experiences.

Recommended News

6.17.2021 / Mobile

Summer of Galaxy is Back to Make This Summer the Best One Yet

There's still time to redeem rewards from Billboard, Twitch, UberEats, YouTube Premium, and more from now until July 19. For more information, including terms and conditions, visit www.samsung.com/us/smartphones/summer-of-galaxy/.

The post Saweetie and Justine Skye to Headline Samsung and Billboard's Songs of the Summer Virtual Concert on July 16 appeared first on Samsung US Newsroom.

MIL OSI Economics -

Document PARALL0020210707eh78001yj

Get a Life-like Virtual Shopping Experience from Your Home with Augmented Reality Demo for Samsung's Flagship Refrigerator & TV

612 words
5 July 2021
ENP Newswire
ENPNEW
English

Release date - 05072021

Samsung, India's largest and most trusted consumer electronics brand, has expanded its contactless offerings for consumers with a new Augmented Reality (AR) enabled demo for its flagship refrigerator and TV that will let them virtually experience how their favourite Samsung products would look like in their homes.

Consumers can use the AR Demo to virtually place Samsung's lifestyle TV The Serif in their living room or have a 360-degree view of how the latest SpaceMax FamilyHub refrigerator would look like in their kitchen, while also exploring detailed features of the products. Consumers can also check for dimensions of the product and match it with the space and decor of their homes.

The AR Demo makes it easy for consumers to explore and discover Samsung products from the comfort of their homes and make informed purchase decisions, without stepping out of their homes.

Samsung has launched AR Demo with The Serif lifestyle TVs and SpaceMax Family Hub refrigerators, and will expand it to other products soon.

'As consumers spend more time at home and continue to look for smarter lifestyle choices, we wanted to ensure they can experience their favourite Samsung products right in the comfort of their homes and close transactions without stepping out. The new AR Demo enables our consumers with technology so they can make an informed decision in an experiential way,' said Raju Pullan, Senior Vice President, Consumer Electronics Business, Samsung India.

How Does the AR Demo Work?

Samsung Experience Consultants will share a link to the AR demo with consumers interested in a product. Consumers can also access this link from Samsung's Facebook page. Once the link is clicked, the AR demo would be activated on their smartphones. The user can then view the product in his/her home environment, placing the television or refrigerator at the desired location using their smartphone camera.

The camera will scan the space and place the product to scale, providing a clear idea of how the product would look aesthetically in their homes. In the case of a refrigerator, users can even open the doors and look inside for a holistic experience of the product.

After the virtual experience the customer has the option to 'Request Callback' and connect with their nearest Samsung retailer, ensuring they can purchase Samsung products without stepping out their homes.

Untact 2.0

Over the last few weeks, Samsung has rolled out several contactless offerings for consumers that allows them to experience and purchase their products in a safe environment and with ease.

Shop by Appointment

Consumers can now set up appointments at their nearest retailer by simply filling up an online form - https://www.samsungindiamarketing.com/Promotions/promo-of-the-month/. Once the form is filled, a Samsung Experience Consultant contacts the customer and assists in setting up an appointment for store visit.

Live Video Demo at Home

Samsung Experience Consultants will take consumers through the demo of any product via a video call, helping them select products from the comfort of their homes. Post selection, consumers can also make an online payment and get the product delivered to their homes, all without stepping out.

Buy Products Directly from Neighbourhood Retail Stores

With a simple Google search, consumers can now find websites of their nearest neighbourhood retail stores that sell Samsung products. They can select and make payments for the products on these store websites through digital payments platform Benow.

Contact:

E: corpcommindia@samsung.com

[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

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THE TIMES OF INDIA

GADGETS NEWS

Samsung MWC 2021 virtual event today: How to watch live stream

212 words
29 June 2021
The Times of India
TOI
English

Samsung is set to host its Mobile World Congress (MWC) Galaxy event today. The event will be organised virtually at 7:15 pm CET (10:45 pm IST). At the event, Samsung will showcase how the Galaxy ecosystem of connected devices is set to provide people with even greater possibilities for enriching lifestyles.How to watch live streamAs mentioned above, the event will begin at 7:15 pm (10:45 pm IST). It will be telecasted live via the company’s YouTube channel and Samsung newsroom. Those interested can watch the event by clicking on here.What to expect from today’s eventAs revealed on the Samsung newsroom, the South Korean company will unveil 'its vision for the future of smartwatches at the event with new opportunities for both developers and users designed to deliver a new era of smartwatch experiences’. It is likely that Samsung may bring a new smartwatch at the event.Teaser image of the event suggests a smartwatch, a foldable device and a tablet.

The company will also share its latest security enhancements and innovations to give Samsung users 'protection and peace of mind in an open and connected world’.

Document TOI0000020210628eh6t00076

THE ECONOMIC TIMES

Tech and Gadgets

Samsung Galaxy Tab S7 FE review: Impressive gaming performance, good S-Pen experience, and fast response

Utkarsh Saurbh
377 words
28 June 2021
The Economic Times
ECTIM
English

The Samsung Galaxy Tab S7 Fan Edition is a toned-down version of the company's flagship tablet - the Galaxy Tab S7+ - and so its price is lower at around Rs 45,000. It is a rectangular slate with rounded edges and bears a premium look. The display bezels are uniform throughout and are about 1 cm thick, which takes up considerable space on the display. The 12.4-inch tablet, sans the keyboard cover, is quite light for its size. Holding the Tab S7 FE in one hand for a long period can strain your wrists. If you plan on reading a lot, other tablets that measure close to or less than 10-10.5 inches may be in order. While the 12.4-inch screen hampers onehanded operations, it works in favour while viewing content or using it as a laptop in Dex Mode. As a laptop, the tablet will get the job done if your work involves a lot of writing or using some application that is not graphic intensive.

Though the display is TFT and with lesser resolution than the Tab S7+, it is still crisp and the colours are vibrant. The battery life is one of the strong suits and the tablet can go on for 3-4 days on a single charge if you use it mostly for entertainment like watching videos, doodling and gaming. The charging is a bit slow for a battery of this size. The tablet did impress us with its gaming performance. But the length of the slate may make playing shooting games a bit difficult. The audio output is loud enough for a small room and is balanced as well as rich. The S-Pen has improved with the Galaxy Tab S7 FE and there is a smoother response now without having to press too hard on the display. The Samsung Galaxy Tab S7 FE has a lot of things in its favour: premium build quality, smooth gaming performance, a good S-Pen experience, and fast response. On the flip side, it is difficult to manage one-handed.

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Samsung Hosts Virtual Event 'Samsung Networks: Redefined'

871 words
23 June 2021
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English

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Samsung Electronics today shared its 5G vision and latest network innovations at 'Samsung Networks: Redefined', a virtual event where the Samsung Networks leadership team presented an overview of Samsung's notable 5G accomplishments and new solutions driving network transformation.

At the event, Samsung Networks highlighted key developments in its global expansion, which includes delivery of over four million 5G-ready radios around the world. Samsung focused on how it is advancing virtualization to drive next-generation networks, and leading 5G radio innovation by embedding its radios with the company's latest in-house chipsets.

'We are delighted to discuss the infinite possibilities of wireless technology, as we continue our 5G journey, and pave the way towards the next phase of 5G,' said Paul (Kyungwhoon) Cheun, President and Head of Networks Business at Samsung Electronics. 'Samsung's 5G vision includes bringing together the best global expertise and technical insights that can help operators and consumers take full advantage of 5G benefits. We're grateful that our customers and partners have joined us on this journey, and look forward to achieving many more 5G milestones together.'

Virtualization

Virtualization of an entire network from Radio Access Network (RAN) to Core will offer multiple benefits to operators, bringing greater efficiency, scalability and flexibility in network management, as well as easier upgrades through software implementations.

Samsung vRAN has virtualized all elements of a baseband unit. Backed by years of R&D, Samsung deployed the industry's first fully-virtualized commercial 5G RAN delivered end-to-end (Link). Recently, the company demonstrated the capability to support multi-gigabit speeds of Massive MIMO radios on COTS servers (Link), showing how the performance of vRAN technology is now near the performance of custom hardware solutions.

Samsung vCore is built with a cloud-native containerized architecture, enabling operational automation while ensuring optimized performance. With high adaptability and scalability, Samsung 5G vCore allows network operators to quickly launch new services and upgrade per business needs. Since introducing its first virtualized Core in 2015, the company has successfully commercialized the world's first 5G Non-Standalone (NSA) vCore, and achieved a significant milestone in data processing capacity on its 5G Standalone (SA) Core (Link).

Network management solutions help optimize operational efficiencies in virtualized networks. Samsung Cloud Orchestration, known as SCO, coordinates an entirely automated process of network deployment and optimization. Samsung's Network Slice Manager supports simplified management of slice resources, while AI-based analytics provides intelligent analysis of network performance.

5G Radios

Samsung has been pioneering 5G technology to support RAN solutions for more than a decade, through research, standardization and commercial rollouts of its highly competitive 5G solutions.

New developments are: In-House Chipsets: Samsung continues its leadership in chipset research and development, with an expanded line-up of new chipsets, including a 3rd generation RFIC, 2nd generation 5G modem and DFE-RFIC integrated chip (Link), part of the company's initiative to help foster compact and efficient, yet high-performing 5G solutions.

New Solutions: Samsung continues to expand its 5G radio lineup. The company recently unveiled its wideband radio (Link) supporting 400MHz of bandwidth in mid-band, and designed to help operators drive more flexible and cost-effective deployments. Also introduced are the next generation 5G Compact Macro

and baseband units, as well as its new One Antenna Radio (Link), a solution that delivers a more compact form factor with antenna integration, offering simplified installation and deployment efficiencies.

Private Networks

Samsung has the capability to build reliable and secure private networks, leveraging its comprehensive solutions portfolio. The company's industry-leading 5G solutions offer a resilient backbone to private 5G networks, introducing use cases such as smart factories (Link) and a real-time 4K video monitoring system (Link). Samsung also provides end-to-end PS-LTE solutions, from network equipment to applications and devices. The company is powering the world's first 3GPP-compliant nationwide PS-LTE network in Korea (Link), and accomplished the demonstration of the industry's first MCPTX video call on a cloud platform (Link).

6G Future Vision

As part of its networks overview, Samsung Networks: Redefined shares Samsung's vision of 6G technology, and the world it will help create. Samsung stays ahead in preparing for new generations of wireless technologies. The company led 5G research and development even before 4G deployments, and is already preparing for 6G. Now, the company is set to accelerate 6G innovation, bringing hyper-connected experiences to users (Link). Samsung recently explored the potential of the Terahertz (THz) spectrum application for 6G wireless communications, demonstrating an end-to-end 140GHz wireless link using a fully digital beamforming solution (Link).

Samsung has pioneered the successful delivery of 5G end-to-end solutions including chipsets, radios and core. Through ongoing research and development, Samsung drives the industry to advance 5G networks with its market-leading product portfolio from fully virtualized RAN and Core to private network solutions and AI-powered automation tools. The company is currently providing network solutions to mobile operators that deliver connectivity to hundreds of millions of users around the world.

Contact:

Email: corpcommindia@samsung.com

[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

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EUROTRADE
COMPUTER & COMMUNICATION MEDIA FOR IT BUYERS

online news

Samsung Unveils Its Expanded 2021 Odyssey Gaming Monitor Lineup

512 words
23 June 2021
ETMAG.com
FMETMA
English

Samsung Electronics, today announced the expanded 2021 Odyssey monitor lineup will be available across the global markets from June 21, 2021, providing gamers of all skill sets with superb picture quality and futuristic design. Following the curved gaming monitor launch in 2020, Samsung now offers a variety of Odyssey monitors in flat-screen design, ranging from 24 to 28 inches. The new lineup delivers hyper-real picture quality, a higher response level, tailored ergonomics and intuitive usability. Together with these latest features, gaming enthusiasts can enjoy real-world colors, pinpoint accuracy and sharp response speeds for their PC and console gaming entertainment devices.

As gaming industry continues to thrive worldwide, Samsung Odyssey has quickly become the number one choice among gamers seeking incredible picture quality and high performance, all in one package. The expanded lineup now ensures gamers can choose a monitor that can accommodate their exact preferences and play needs. Models

Odyssey G7 28" (Model: G70A) - The Odyssey G7 combines spellbinding visuals with next-gen performance for players. Featuring an Ultra High Definition (UHD) panel with a wide 178-degree viewing angle, along with HDR400, the G7 produces incredible colors with more contrast, deeper blacks and brighter whites for spectacular depth and life-like detail. With a 4K industry-leading 144 Hz refresh rate and ultra-low 1 ms response time, combined with NVIDIA G-SYNC Compatible and AMD FreeSync Premium Pro, players get real-world accuracy. Thanks to HDMI 2.1 compatibility, delivering max resolution and refresh rates for not only PC, but next-generation consoles with 4K 120 Hz support, G7 offers high-quality consistency in every play. The G7's signature CoreSync design brings the colors of games off-screen and into players' real environments for world-blending immersion with a personal touch.

Odyssey G5 27" (Model: G50A) - The Odyssey G5 is perfect for players looking to take their games to the next level, both on PC and next-generation gaming consoles. It is the first Odyssey that features a Quad High Definition (QHD) panel with a 165 Hz refresh rate delivering a 1 ms response time as well as HDR10 for awe-inspiring graphics that are ready to perform. G-SYNC Compatible and AMD FreeSync Premium take performance up a level to provide a stutter-free competitive edge. With a height-adjustable stand, players can tilt, swivel and pivot their monitor to create a fully ergonomic setup that's comfortable to play on for hours.

Odyssey G3 27" and 24" (Model: G30A) - The Odyssey G3 is ideal for all players looking for an accessible way to step up their game. With a speedy 144 Hz refresh rate and 1 ms (MPRT) response time, pixels change with a near-instant response for fast-paced action and swift on-screen performance. AMD FreeSync Premium smooths out the action for uninterrupted game flow, allowing players to see games just as the creators intended. The G3 features a height-adjustable stand, ensuring players are just as comfortable as they are immersed.

Document FMETMA0020210623eh6n00034

Samsung Electronics and LG Electronics Concentrating on Gaming Monitors

371 words
23 June 2021
Business Korea Daily News
BKORDN
English

Samsung Electronics and LG Electronics are releasing a series of high-spec gaming monitors. This is to fully utilize the increasing demand that has been triggered by COVID-19. Gaming monitors, which require highly advanced technologies, are becoming a new growth opportunity for the global display industry leaders.

Samsung Electronics' four new Odyssey monitors made their global debut on June 21. The 28-inch G70A, the finest of the four, has a resolution of 3840 by 2160 pixels along with a response time of 1 ms and a scanning rate of 144 Hz.

LG Electronics recently launched 27- and 32-inch UltraGear monitors. The latter comes with a QHD resolution and a backlight using nanometer particles for rich color reproduction. This product has a response time of 1 ms and a scanning rate of 180 Hz. LG Electronics is currently marketing 19 different types of UltraGear monitors, which are divided into 38, 34, 32, 27 and 24 inches.

At present, gaming monitors account for approximately 10 percent of the entire monitor market. In spite of the relatively low figure, the two companies are concentrating on the segment in that it is growing very rapidly and they can make better use of their advanced technologies in that segment. According to market research firm TrendForce, the global gaming monitor shipments are expected to reach 25.9 million units this year, up 41 percent from a year ago. Last year, the annual shipments more than doubled from 8.5 million to 18.4 million units.

In the global gaming monitor market, Samsung Electronics has enjoyed the highest market share since 2019. Its share was 16.9 percent in the first quarter of this year.<lt-toolbar contenteditable="false" style="display: none;"><lt-div class="lt-toolbar__wrapper" style="left: 625px; position: absolute !important; top: 404px !important; bottom: auto !important; z-index: auto;"><lt-div class="lt-toolbar__premium-icon"></lt-div><lt-div class="lt-toolbar__status-icon lt-toolbar__status-icon-has-errors lt-toolbar__status-icon-has-1-errors lt-toolbar__status-icon-has-notification" title="LanguageTool - Spelling and Grammar Check"></lt-div></lt-div></lt-toolbar>

http://www.businesskorea.co.kr/news/articleView.html?idxno=70191

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techradar

Someone please stop me from buying the Samsung CRG9 gaming monitor on Prime Day

Bill Thomas
891 words
21 June 2021
TechRadar
TECHR
English

The Samsung CRG9 is one of the most luxurious gaming monitors, and it's nearly half price for Amazon Prime Day.

There are a ton of PC gaming deals around for Prime Day, at least if you don't need a gaming laptop or PC (there aren't many good laptops for sale). But the one deal that's been tempting me is the Samsung CRG9, one of the best gaming monitors I've ever used.

Right now the Samsung CRG9 gaming monitor on sale at Amazon for just $899, chopping a whopping $600 off of its list price, making it almost what I would call "affordable". The temptation is real with this one.

toCheeeek

Samsung CRG9:

$1,499 $899 at Amazon

With a resolution of 5,120 x 1,440, an aspect ratio of 32:9 and HDR 1,000, the Samsung CRG9 is one of the most luxurious gaming monitors on the market right now. And for Amazon Prime Day, you can get it for $899, a full 40% off its list price.

Now, $899 for a gaming monitor might sound expensive, but I've used this thing. Not only does it take up your entire field of view when you're playing the best PC games, but it is one of the most beautiful monitors out there right now.

The 120Hz model is the one on sale right now, which may be disappointing if you wanted the 2020 version, which pushes it up to 240Hz. But trust me, that 5,120 x 1,440 panel is tough to drive. Even with the Nvidia GeForce RTX 3090, I can only push around 100-120 fps in Final Fantasy XIV, let alone AAA hits like Cyberpunk 2077.

But while it's hard to power, if you have the hardware for it, it's one of the most gorgeous gaming monitors on the market right now, and one of the only ones that supports HDR 1000 – or as I like to call it, actually HDR. It also hits 95% of the DCI-P3 color gamut, so it's both bright and beautiful.

Look, it's expensive, but if you have a high-end graphics card like the RTX 3080 or something, there are very few monitors that can show off what that GPU can do like the Samsung CRG9.

Alas, the monitor is too gigantic for my desk, so I will have to let this one go by. But if you have the space for it, it is without a doubt the best monitor I've ever used, and it's absolutely worth it at this price.

More gaming monitor deals

If you're not in the US, we've included the best gaming monitor deals down below, so you can save some money no matter where you are.

More Amazon Prime Day deals

* Amazon devices: up to 50% off for Prime Day

* Amazon Fire tablets: record low prices now starting at $44.99

* Amazon Fire TV stick: half price 4K streaming

* Amazon Echo (4th Gen): $99.99 $59.99 at Amazon

* Amazon Echo Dot (4th generation): $49.99 $24.99 at Amazon

* Adidas: up to 50% off footwear and apparel

* Audible Premium Plus: save 53% on your first 4 months

* AirPods: now starting at just $99

* Apple Watch Series 6 (40mm, GPS): $399 $329 at Amazon

* Calvin Klein: up to 45% off CK underwear and bras

* Camping: Zippo, Coleman and Sabre under $10

* Card and board games: Up to 30% off games for all ages

* Chromebooks: up to 25% off Lenovo, HP and Samsung

* Deals under $25: save on games, smart home, fashion and more

* Fashion: big name brands from $14

* Fitbit: up to 30% off Fitbit Sense, Inspire and more

* Fitness: workout gear from $6

* Garmin: save up to 30% on smartwatches

* Headphones: Sony, Beats, Bose and more starting at $10

* iPad (8th generation): was $329 now $299

* iPad Air: now $519.99 - lowest price ever

* iPad Pro 2021: save $50 - record low price

* Keurig: up to 35% off K-Slim pod coffee maker

* Kitchen: save up to 42% on Cusimax, Cosori, Instant Pot and more

* Laptops: Chromebooks, MacBooks and gaming laptops discounted

* Lego Super Mario: sets from $11

* Levi's: up to 40% off Levi's jeans, shorts and jackets

* New Balance: up to 30% off shoes and sneakers

* Nike: save on NBA jerseys, sneakers, and more

* Monitors: displays from LG, Asus, and Alienware up to 38% off

* Nintendo Switch: save $10 on Pro Controller and select games

* Oral care: up to 50% off Oral B, Crest, Glide and more

* PS5: games now starting at $29.88

* Ray-Ban: up to 25% off adults and kids sunglasses

* Razer: PC gaming accessories up to 50% off

* Roomba: save up to $300 on robot vacuum cleaners

* Power tools: save up to 50% on Black & Decker, DeWalt and Greenworks

* Sony WH-1000XM4 headphones: $348 $248 at Amazon

* Smartwatches: Samsung Galaxy Watch from $159

* Subscription boxes: 65% off for Prime members

* Tommy Hilfiger: up to 50% off designer clothes and accessories

* TVs: Fire-enabled smart TVs starting at just $99.99

* Under Armour: up to 30% off sportswear, shoes and gym accessories

* Xbox Game Pass Ultimate: get three months for $29.99

Samsung CRG9 deal (Samsung)

Document TECHR00020210621eh6l001jp

The INDEPENDENT

Extras,IndyBest,Prime Day
Best Amazon Prime Day laptop deals 2021: Discounts on Huawei, Samsung, Dell and gaming laptops

Steve Hogarty
1,852 words
22 June 2021
02:37
Independent Online
INDOP
English

The online retailer has dropped big discounts on Chromebooks, Microsoft Surface laptops and more

Calling all deal hunters, we've got some good news for you. Amazon Prime Day – one of the biggest sale events of the year – is finally here.

Whether you've been eagerly awaiting the two-day bonanza or are completely new to the shopping event, now's the time to get your shopping lists in order.

The online giant is slashing the prices of everything from Amazon devices, Nintendo Switch consoles and Apple products to TVs, home appliances and tech. Luckily, we've got all the best deals in those categories, and more.

As for a new bit of tech, a decent laptop is an essential piece of kit, something we've all learnt over the past year (some of us, even the hard way). But, high-end devices don't come cheap.

For all the latest best buys and product reviews, sign up to the free IndyBest newsletter for updates delivered straight to your inbox.

To find out more click here.

Read more:

* The best Prime Day deals on TVs

* Prime Day 2021 -live: The best discounts available now

* The best Amazon devices deals to shop this Prime Day

* Best Apple Prime Day deals 2021

Thankfully, Amazon has slashed the price of the leading models, making now the perfect time to snap up a new one at a more pocket-friendly price. For some even better news, we're doing the hard work for you, scouring the retailer's website to bring you only the best deals – thank us later.

Our IndyBest team hand-picks every deal we feature. We may earn some commission from the links in this article, but our selections have been made independently and without bias. This revenue helps to fund journalism across The Independent.

The best Prime Day laptop deals available now

Lenovo yoga slim 7 14in: Was £1,099, now £899, Amazon.co.uk

The 14in Lenovo yoga slim 7 is a smart looking machine with huge amounts of performance under the hood. The 4K ultra HD display is one of best screens of any laptop we've tested, while the yoga slim 7's lightweight design and narrow profile make it an ideal travel companion on business trips.

Buy now

Microsoft Surface laptop go 12.4in: Was £699, now £579, Amazon.co.uk

The Surface laptop go is essentially the MacBook air of the Surface laptop range, and right now you can pick one up with a £120 discount. Thin, light and with an elegant, all-aluminium design, the Surface laptop go runs

on Windows 10 and packs impressive specifications for the price: 8GB of memory, a 10th generation Core i5 processor and 128GB of SSD storage.

Buy now

Razer blade 15 gaming laptop: Was £1,099.98, now £799.99, Amazon.co.uk

Razer's compact and portable gaming laptop clocks in at just 15.6in, yet somehow manages to cram in the sort of high-end components you'd expect to find in a much larger device. Graphics are powered by the GTX 1660ti and 10th-generation Core i7 processor, enabling this feisty gaming machine to handle all of the latest releases with ease.

Buy now

Dell G5 15.6in gaming laptop: Was £1,049, now £879, Amazon.co.uk

The G5 is a powerful laptop designed with gaming and entertainment in mind. Dell's proprietary load-balancing tech can seamlessly distribute power to where its needed most, shifting focus from the CPU to the GPU during processor-intensive tasks to keep frame-rates high while you play.

Buy now

Samsung Galaxy book ion 13in: Was £1,249, now £729, Amazon.co.uk

The austere-looking Galaxy book ion divided opinion when it first launched, but we think it's one of the most stunning pieces of hardware Samsung has designed. An electric blue strip along the case and a matching blue fingerprint scanner makes this model stand out in a crowd of MacBook air lookalikes. Unique to this device is its expandable storage and memory slots, which give you the option to upgrade the machine later if you feel like a bit of a performance boost. The 1080p display is at the lower end of the scale when it comes to image sharpness, but the QLED panel makes colours pop and allows for deep contrast.

Buy now

HP Pavilion 15-ec1001na 15.6in gaming laptop: Was £649.99, now £529.99, Amazon.co.uk

This 15.6in gaming laptop from HP has just dropped to its lowest price ever. The HP Pavilion 15-ec1001na walks the line between performance and cost: its specifications can handle all but the most graphically demanding games and the 1080p display offers impeccable clarity.

Buy now

Microsoft surface laptop 3: Was £999, now £759, Amazon.co.uk

The surface laptop 3 is a delight to work on, boasting a stylish design, premium finish and sharp display. The laptop appears in our round-up of the best high-end laptops you can buy, where our reviewer was suitably impressed by how the surface laptop 3 performs: "Microsoft's own-brand hardware is extremely good, with great build quality and durability."

Buy now

Huawei matebook 14: Was £648.94, now £519.99, Amazon.co.uk

A beautifully designed and powerful Windows laptop, the matebook 14 unashamedly mimics the style of the MacBook air, but it also matches Apple's star laptop for sheer performance. We featured it in our round-up of the best high-end laptops of 2021, where our reviewer was bowled over by its looks. "The high-resolution display on the matebook 14 looks sensational and has an impressively narrow bezel around it. It's also light, thin and very fast."

Buy now

Asus zenbook 14in UM425: Was £799.99, now £579.99, Amazon.co.uk

This smart 14in Asus zenbook is a thin laptop with a 4K display, a super-fast Ryzen 5 processor and 8GB of memory. The impressive 22-hour battery life means you can use it all day without worrying about recharging, while the 512GB SSD hard drive gives you oodles of storage to play with.

Buy now

Asus 15.6in Chromebook C523NA: Was £299.99, now £199.99, Amazon.co.uk

A great laptop for students or professionals who are always on the move, the Asus Chromebook C523NA is powered by Google's own operating system and has a large 1080p touchscreen spacious enough to get some serious work done no matter where you are.

Buy now

Acer Chromebook 311 C722: Was £199.99, now £159.99, Amazon.co.uk

A compact Chromebook with an enormous battery life, the Chromebook 311 C722 will go 15 hours on a single charge. Its tiny size and spill-proof keyboard makes it ideal for throwing in a backpack, taking on a plane, or just tipping entire cups of coffee on it for fun.

Buy now

Huawei matebook D 14 laptop: Was £699.99, now £549.99, Amazon.co.uk

The matebook D is the more affordable range of Huawei laptops, but they're certainly no slouches. This 14in model not only looks great, put packs in 16GB of memory and a mid-range Core i5 processor, giving it the kind of performance you'd expect from a laptop costing twice this much.

Buy now

Samsung Galaxy book S 13.3in: Was £999, now £549, Amazon.co.uk

The stylish Galaxy book S is a versatile and portable laptop with a battery life lasting days and a lot of power hiding under the bonnet. We featured the device in our round-up of the best lightweight laptops, where our reviewer praised its performance: "Despite its size, this laptop is made to last, and with the ability to add a sim card and connect to 4G networks, portability is definitely its major selling point."

Read more: Amazon Prime Day 2021 – This Samsung Galaxy book S has £450 off

Buy now

Microsoft surface pro 7: Was £899, now £649, Amazon.co.uk

The surface pro 7 is the best Windows tablet you can buy. It's compatible with all of your Windows apps and programs, making it more useful for everyday business than an iPad. When used with the fetching Alcantara-coated keyboard case it becomes a two-in-one laptop versatile enough to replace your desktop computer.

Buy now

HP Chromebook x360 14c-ca0003na: Was £499.99, now £399.99, Amazon.co.uk

This 14in Chromebook is powered by Google's operating system, making it a great choice for web-based and writing work on the go. Its 360-degree hinge design allows you to fold the keyboard all the way around, effectively turning the laptop into a tablet for use when travelling or lounging on the sofa.

Buy now

Samsung Galaxy book flex: Was £1,349, now £749, Amazon.co.uk

Samsung is renowned for its industry-leading screens, so it's no surprise that the Galaxy book flex has an outstanding, bright display with excellent contrast and colour reproduction. Not only is it great for watching movies on, but the Galaxy book flex is compatible with the S-Pen — the stylus Samsung packages with its Galaxy note range of phones — so you can get some work done too.

Buy now

Voucher codes

For the latest discounts on laptops and other tech offers, try the links below:

* Apple discount codes

* Dell discount codes

* HP discount codes

Read more on Amazon Prime Day 2021

Best Prime Day home appliance deals – There are huge savings across big-name brands such as Shark, Dyson, Nespresso and Philips right now

Best Prime Day tech deals – Whether it's a new phone, tablet, laptop or noise-cancelling headphones, you'll find the best deal here

Best Prime Day Nintendo Switch deals – Calling all gamers: there's big discounts on the popular console and bundles

Best Prime Day fashion and clothing deals – With prices slashed on dresses, jeans and more, it's time to get your re-entry outfit planned

Best Prime Day kids' toys deals – Find discounts on toys, gadgets and board games for kids of all ages

Best Prime Day TV deals – Update your at-home cinema experience without paying full price with our featured deals

Best Prime Day gaming deals – Looking for a new console, or after a new controller or game? Here are the best deals for gamers

Best Prime Day fitness deals – From yoga mats to dumbbells, snap up these savings and upgrade your home workout

Best Prime Day Amazon device deals – Discover big savings on Amazon's cutting-edge smart home tech

Best Prime Day Apple deals – With rarely seen savings on the brand's products, it's the perfect time to invest in new tech

Best Prime Day alcohol deals – All the boozy savings you need to know about on spirits, wine and beer

Best Amazon Prime Day deals – Read our IndyBest guide to all the best Prime Day 2021 deals

Document INDOP00020210621eh6l006v9

techradar

Samsung unveils its upgraded Odyssey gaming monitors

Balakumar K
416 words
21 June 2021
TechRadar
TECHR
English

Samsung offers a variety of Odyssey monitors in flat-screen design, ranging from 24 to 28 inches. The 2021 Odyssey monitors are highlighted by ergonomic designs, featuring pivot, tilt and swivel control points, and height adjustments.

To make the most of the continuing global stay-at-home trend, Samsung has announced the world-wide launch of its upgraded gaming monitors.

The 2021 edition of Odyssey gaming monitors, G30A, G50A and G70A, are being unveiled to give gamers of all skill sets "with superb picture quality and futuristic design."

Samsung claimed "the new lineup delivers hyper-real picture quality, a higher response level, tailored ergonomics and intuitive usability. Together with these latest features, gaming enthusiasts can enjoy real-world colors, pinpoint accuracy and sharp response speeds for their PC and console gaming entertainment devices."

Samsung is the leading player in gaming monitors supporting 100Hz or above refresh rates.

* Samsung launches new high-resolution monitors

* Samsung Odyssey G9 240Hz curved gaming monitors launched in India

Features of Samsung Odyssey Gaming monitors

Samsung launched its curved gaming monitor in 2020, and now it offers a variety of Odyssey monitors in flat-screen design, ranging from 24 to 28 inches.

The 2021 Odyssey monitors are highlighted by ergonomic designs, featuring pivot, tilt and swivel control points, and height adjustments.

Hyesung Ha, Senior Vice President of Visual Display Business at Samsung Electronics, said: “The expanded Odyssey gaming monitor lineup will enrich these experiences to more players, whether they are seeking tournament victories or just looking to explore the next great game.”

The G70A features an Ultra High Definition (UHD) panel with a wide 178-degree viewing angle, along with HDR400. With a 4K 144Hz refresh rate and ultra-low 1ms2 response time, players can get real-world accuracy.

The G50A features a Quad High Definition (QHD) panel with a 165Hz refresh rate delivering a 1ms3 response time as well as HDR10.

The G30A has a speedy 144Hz refresh rate and 1ms4 (MPRT) response time, pixels change with a near-instant response for fast-paced action and swift on-screen performance.

Samsung said the G70A and G50A Odyssey gaming monitors have multiple screen management tools for multitasking. Users can game, watch and chat all at the same time with Picture-by-Picture (PBP) or create a virtual second screen with Picture-in-Picture (PIP) with flexible customization.

Source

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Samsung's Odyssey Gaming Monitors (Samsung Electronics)

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Samsung-gaming monitors; Samsung launches upgraded Odyssey gaming monitors

YNA
247 words
21 June 2021
07:30
Yonhap English News
YONH
English

Samsung launches upgraded Odyssey gaming monitors

SEOUL, June 21 (Yonhap) -- Samsung Electronics Co. on Monday announced the global launch of its upgraded gaming monitors as the South Korean tech giant tries to boost sales amid the stay-at-home trend.

The 2021 edition of Odyssey gaming monitors -- G70A, G50A and G30A -- will be available in major markets, including South Korea, according to Samsung.

The 28-inch G70A comes with a price tag of 950,000 won (US$840) here, while the 27-inch G50A will be sold at 650,000 won. List prices for the 27-inch and 24-inch G30A monitors have been set at 315,000 won and 275,000 won, respectively.

Samsung said the G70A comes with a flat in-plane switching (IPS) display that boasts ultra-high definition resolution of 3,840x2,160 pixels. It also supports a 144Hz refresh rate and a 1ms grey-to-grey response time.

The G50A features an IPS display supporting quad high-definition resolution, while the G30A comes with a full high-definition panel.

Samsung said the 2021 Odyssey monitors are also highlighted by ergonomic designs, featuring pivot, tilt and swivel control points, and height adjustments.

According to market researcher International Data Corp., Samsung was the leading vendor of gaming monitors supporting 100Hz or above refresh rates in the first quarter of the year, with a revenue share of 16.9 percent.

kdon@yna.co.kr

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Document YONH000020210621eh6l001jl

Samsung Q70T (QE55Q70T) review: a great low-price QLED TV with HDMI 2.1 gaming features

Steve May
1,956 words
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T3
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The Samsung Q70T balances price and features well, mixing QLED colours and brightness with some cutting-edge connectivity

Welcome to T3's Samsung Q70T review. This lower-priced model from 2020 doesn't have all the bells and whistles you find higher up the Samsung QLED range, but it's still great buy here in 2021, thanks to some big recent price cuts mixed with a strong combination of features and AI-enhanced performance.

In particular, it's a great gaming TV if you're looking for a lower-budget option with HDMI 2.1 features ready for PlayStation 5 and Xbox Series X. Though its big competition in this area is the similarly priced Sony XH90/X900H, which offers better image quality and still has HDMI 2.1 features.

Some buyers may even prefer the thinner design of this edge-lit 4K HDR TV compared to its more expensive, thicker siblings: the Samsung Q80T and Samsung Q90T, though this change in lighting does have a major effect on the image, as we'll explain.

This is one of Samsung's cheapest TVs to include its coveted QLED panel technology, helping make sure it gives you big, bold HDR colours… but while keeping the price low enough for the 55-inch set we looked at for this review to feature in our picks of the best TVs under £1000 and best TVs under $1000. It's tempting for sure, so let's look at exactly what's on offer here.

Samsung Q70T review: Price & features

Click to view image (Image credit: Samsung)

The 55-inch model used for our review launched around £999/US$899/AU$1,695, but is now available for much cheaper. The Q70T is also available in 65-, 75- and 85-inch screens sizes. In Europe, the model numbers are QE55Q60T, QE65Q70T, QE75Q70T and QE85Q70T respectively. In the US, they're the QN55Q60T, QN65Q70T, QN75Q70T and QN85Q70T.

There's also a UK retail variant, the Q75T. The only difference between the Q70T and the Q75T is the stand's finish. Other than that, they're identical.

We've seen some great discounts on these models, and there's only likely to be more now that Samsung's 2021 TVs have arrived, making this potentially excellent value – here are the latest prices on the Q70T at all sizes.

Around the back, you'll find four HDMI inputs, the fourth of which is 4K 120fps ready. This provision is significant, as there are plenty the best TVs that cost quite a bit more than that simply don't have such high-bandwidth capability. Paired with support for Variable Refresh Rate and Auto Low Latency Mode, this is one of the best-value TVs for next-gen gaming. The only set that currently competes with the Q70T for price and also includes 4K 120fps support is the Sony XH90/X900H (which supports it on two HDMIs, if that's significant to you).

The remaining three HDMIs here are all 4K 60fps enabled, and there's eARC compatibility too, for adding one of the best soundbars. Other connections include Ethernet, two USB ports and an optical digital audio output, plus Bluetooth and dual-band Wi-Fi.

The Q70T is bundled with two remote controls, one a traditional button-heavy pointer, the other less crowded for those who just want the basics.

The biggest difference between the Q70T and the slightly more expensive Q80T is the lack of a direct backlight with local dimming. From a picture quality point of view, this will raise questions – after all, it's this that dictates just how precise it's contrast and HDR performance will be – but as we'll reveal, this lack of finesse isn't necessarily a deal breaker.

Samsung Q70T review: Picture quality

Click to view image (Image credit: Samsung)

Straight from the box, the Q70T will be met with murmurs of approval. It offers a high average picture brightness, good colour fidelity and punchy contrast.

Standard, Dynamic, Natural and Movie are your standard picture presets, with Standard and Natural being the most complimentary for more content – Natural tends to emphasise contrast, mainly through a bit of black crushing, but the result is undeniably watchable.

It's no surprise that native 4K images look super sharp on the Q70T, but what's genuinely surprising is just how good the AI upscaling is for lesser sources. The set's Quantum image processor does a super job interpolating texture and detail, giving a better perception of depth.

The Samsung makes good use of AI smarts by comparing content with an on-chip database, and intelligently guesstimating how it can be improved. The process works particularly well on less than optimum video streams.

While the set lacks full array local dimming, there's still some clever display tech at work. Samsung has opted for two different colours in its LED backlight, which maximises contrast. This adds some welcome black level punch. Of course, you'll still see blooming on high contrast scenes, but it's relatively fleeting.

More impressive is the fact that letterbox bars on movies actually look properly dark. At least, they do when viewed with some ambient lighting in the room. In a fully dark room, black bars tend to grey out, a still-common trait of LCD screens.

Overall HDR performance is in line with its better mid-range rivals. We recorded peak HDR brightness at 600 nits. This is less than QLEDs positioned upwind, but equal or greater than most similarly priced LED panels. HDR support includes regular HLG and HDR10+, but not Dolby Vision.

The lack of Dolby Vision remains a sore point, and it's a difficult omission to justify. Samsung will point to its support of rival, dynamic metadata standard HDR10+, but even with the support of Amazon Prime Video, HDR10+ is far from ubiquitous.

We do get Filmmaker Mode here, which is a universal movie preset championed by the UHD Alliance, and some big-name creative support. Filmmaker Mode switches off motion smoothing, voids noise reduction, and dulls image sharpening. This may win the approval of purists, but with SD and HD SDR content, it really dulls the picture and is all but unwatchable in well lit rooms. Its handling of 4K HDR content is a good deal better, but still approach with caution.

The Q70T is at its best when Samsung can make full use of its quantum dot panel hardware, not just for 4K HDR but overall average SDR brightness. The set's everyday content appeal is high, with colours that are vibrant in a crowd-pleasing right way.

Motion handling is also top notch, useful for both fast-moving actions sequences as well as general sports coverage. Our advice is to leave the motion handling on Auto, as it tends to cope well with most content. Of course, if you insist, you can manually adjust blur and judder on the fly. For best results we suggest setting blur reduction at 9, with judder reduction at 3 or 4. But avoid the LED Clear Motion option, as it has a detrimental effect on picture brightness.

The biggest picture caveat is a notable drop in colour fidelity and contrast when viewed off axis, so take care where you position the set.

The set's gaming performance is extremely good. With Game Motion Plus engaged, input lag is recorded at 19.8ms (1080/60). This mode maintains a level of blur and judder reduction. If you want to play hard-core, the unfettered Game mode with Game motion Plus off sees latency improve to just 9.1ms, but with fewer processing tricks to make things look nice.

Samsung Q70T review: Sound quality

Click to view image (Image credit: Samsung)

One inevitable consequence of the Q70T's thin, edge-lit panel design is a rather limited sound system. The TV lacks the OTS (Object Tracking Sound) system of speakers placed around all edges that's used on the Samsung Q80T and above, instead offering a functional two-channel stereo system.

Not that it's short on tricks. New Adaptive Audio and Active Voice amplifier features improve audio based on ambient noise in your room, and they're effective.

Nonetheless, our advice would be to budget for a well-sized soundbar – Samsung TVs don't decode Dolby Atmos, but they will pass it through HDMI to a compatible soundbar, so you can go as high-end as you want this this one, really.

Samsung Q70T review: Design & usability

Much like the rest of its QLED peers, the Q70T offers a minimal face framed by an ultra-slim bezel. Helpfully, the central stand doesn't require particularly wide AV furniture.

Smart functionality is good. The Q70T is built upon Samsung's robust Tizen platform which has had some minor visual tweaks of late, such as a slightly smaller Launcher bar (all the better for fitting more apps and services in), but the general approach remains unchanged. Binge watchers can select from Netflix, Amazon Prime Video, Disney+, Rakuten TV, Apple TV and YouTube, to name but a few – it's really well-equipped for streaming.

In the UK, there's no Freeview Play on board (which is standard for Samsung), but all the mainstream catch-up TV players are provided (including BBC iPlayer, ITV Hub, All4 and My5).

Of course, Tizen also offers advanced smart home and device niceties too. Mobile Multi View with Casting allows you to run your smartphone display on the TV as a picture-on-picture window besides the main image, if you have a compatible phone. Tap View makes for easy pairing if you have a Samsung Galaxy mobile, just tap the back of the smartphone to the top or side of the TV, and they connect.

There's also Ambient Mode Plus, which puts the screen to use when it's in standby, allowing it to function as either a picture gallery, or news and weather ticker. Think of it as a room mood extension.

In addition to Samsung's Bixby digital Assistant, there's also support for Amazon Alexa and Google Assistant. The screen is also compatible with SmartThings gadgets.

Samsung Q70T review: Verdict

Click to view image (Image credit: Samsung)

The Q70T may not be our first choice for home cinema enthusiasts, but it's a good value bright-room 4K TV, particularly if you have a predilection for gaming. That HDMI 2.1 port with next-gen gaming support may not get a lot of use at the moment, as compatible titles are limited, but having it available is a long-term win for console fans.

We also rate Tizen as a rock-solid smart platform, thanks to generous streaming options, and some welcome new AI driven functionality.

Picture quality can be considered strong for a mid-range model. The Q70T compensates for its lack of local dimming finesse with a crowd pleasing colour and contrast performance. While we would have liked to see Dolby Vision HDR support, the set's HDR performance still strikes the right notes.

Its biggest issue is the existence of the Sony XH90/X900H, which is simply better for image quality, and offers the next-gen gaming feature we care about most – 4K 120Hz – and does it on two ports instead of one. At the time of writing, they're the same price at the 55-inch size, and the Sony would be our choice. On its own merits, though, the Q70T remains a very good TV, and one that we'd happily recommend otherwise.

Samsung Q70T review (Samsung)

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Samsung 49-Inch Odyssey G9 Gaming Monitor Review: Big Screen, Big 1000R Curve

Christian Eberle
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With best-in-class speed and image quality and a 1000R curve, the Samsung 49-Inch Odyssey G9 delivers a wonderful and unique gaming experience.

Gaming monitors with a 21:9 aspect ratio, aka ultrawide monitors, have established their relevance and usefulness in the gaming genre. A wide variety of sizes and curve radii are available from 34-38 inches diagonally and curves from 1800R to 3800R. But the more extreme specs are found in the megawide category, where you'll find 32:9 49-inch. These displays are laser-focused on gaming, and their extreme size and curve are better suited for entertainment.

We've looked at two other high-res, 32:9 screens -- theAOC Agon AG493UCXand Viotek SUW49DA -- both with a very tight 1800R curve radius. But here comes Samsung with its latest Odyssey G9, the LC49G95T. The Samsung 49-Inch Odyssey G9 has the most extreme curve we've seen yet, 1000R, and is one of the best gaming monitorswe've tested. At a comfortable viewing distance of 2-3 feet, it completely fills your peripheral vision. But that's not all, it's a really good-looking monitor too.

Samsung 49-Inch Odyssey G9 (LC49G95T) Specs

Panel Type / BacklightSVA / W-LED, edge array, quantum dot filmScreen Size / Aspect Ratio49 inches / 32:9Curve radius: 1000mmMax Resolution & Refresh Rate5120x1440 @ 240 HzFreeSync: 60-240 HzG-Sync CompatibleNative Color Depth & Gamut10-bit / DCI-P3Response Time (GTG)1msBrightness (mfr)420 nits SDR1,000 nits HDRContrast (mfr)2,500:1SpeakersNoneVideo Inputs2x DisplayPort 1.41x HDMI 2.0Audio3.5mm headphone outputUSB 3.01x up, 2x downPower Consumption66.5w, brightness @ 200 nitsPanel Dimensions WxHxD w/base45.2 x 16.5-21.1 x 16.4 inches (1148 x 419-536 x 417mm)Panel Thickness11.5 inches (292mm)Bezel WidthTop/sides: 0.4 inch (10mm)Bottom: 0.7 inch (17mm)Weight36.8 pounds (16.7kg)Warranty3 years

Samsung starts with a VApanel in mega-wide QHDresolution, 5120 x 1440. That's the equivalent of two 27-inch 1440pmonitors side by side for a 32:9 aspect ratio. It also means an ideal 109 ppi pixel density, which represents a sweet spot in the performance/price spectrum. Though it requires a bit more graphics horsepower than a 2560 x 1440 monitor, it's not quite as demanding as a 16:9 4Kscreen, which has a million more pixels to move about.

It also means higher speeds. The other two 49-inchers we've tested top out at 120 Hz but the Odyssey G9 manages 240 Hz, making it one the fastest large monitors we've seen yet. Samsung has also put its image quality cred into this monitor with extended color, DisplayHDR 1000 and a factory calibration. Though it has an edge-array backlight rather than the more premium full-array local dimming (FALD), it dims selectively to increase contrast for both SDR and HDRcontent. Our HDR tests below reveal one of the broadest dynamic ranges we've yet recorded.

Gaming and entertainment features are here as well. The 49-Inch Odyssey G9's video processing is covered as well with FreeSyncand G-Sync Compatibility certification from AMD and Nvidiarespectively. Both technologies function at 240 Hz with HDR, and the panel has a native 10-bitcolor depth for smooth picture gradients.

The Odyssey G9 is well-equipped to anchor a high-end gaming system. It is premium-priced, but on paper, it has unique qualities you can't currently find anywhere else. We should note that Samsung sells this monitor under two model numbers. The business version is called LC49G97Tand has an MSRP that's $220 cheaper than that of our review focus as of writing; however, we've seen our review focus sell for less. You should snag whichever one's available for the cheapest because Samsung confirmed to us that the monitors are the same.

Assembly & Accessories

A long carton reveals the Odyssey G9 in three pieces. Once you've attached the large but slender base to its substantial upright, it bolts to the panel with four fasteners held captive in the mount. You won't have to fish around for the tiny hardware bag, but you will need a Phillips-head screwdriver to complete assembly.

A plastic trim ring snaps in place at the panel's pivot point to create the RGB lighting effect on the attachment point at the back of the monitor. Bundled cables include DisplayPort and USB. The power supply is internal, and the provided IEC cord has convenient right-angled plugs.

Product 360

Image 1 of 4

Click to view image (Image credit: Samsung)

Image 2 of 4

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Click to view image (Image credit: Samsung)

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Any talk of the G9's physical attributes must include words like "large" and "wide." However, the front bezel is very thin at just 10mm around the top and sides and 17mm across the bottom. There, you'll find a small Samsung logo and the G-Sync certification sticker. If you look very hard, you'll see a microscopic, blue power LED. It certainly won't distract you. The control joystick is the only way to toggle power and navigate the OSD. At this price point, a handheld remote would be nice.

Obviously, there is no attempt at slimness here. The side view is something you won't see anywhere else. The back panel is an unbroken white piece with a few style lines molded in. A thin vent cuts across the top with a large black circle at the attachment point. This is actually smoked and transparent when the customizable lighting effect on the back of the stand is turned on. You can specify colors and effects for the RGB in the monitor's on-screen display (OSD).

Tucked well up and under the panel are the inputs. Once you've made connections, a cover snaps in place to tidy up the wiring. Inputs are a single HDMI 2.0 and two DisplayPort 1.4s. You also get USB 3.0 (one up and two downstream) and a 3.5mm headphone jack. Despite the price, there are no built-in speakers.

OSD Features

The 49-Inch Odyssey G9's OSD has the same control panel look as other Odyssey G-series screens with status roundels at the top of all menus that show refresh rate, Adaptive-Sync and more and is divided into six sub-menus.

Click to view image (Image credit: Tom's Hardware)

Game is where the important things are. That includes refresh rate, which must be set at 240 if you want 240 Hz, Black Equalizer, which increases shadow detail visibility, response time (overdrive) and the Adaptive-Sync toggle.Interestingly, overdrive is grayed when Adaptive-Sync is on, but our tests indicated it was operating because we saw no blur or ghost artifacts behind moving objects.

The Game section also has options for low input lag, (which is automatically on in most picture modes), aspect ratio and aiming points, an array of reticles in red or green.

Click to view image (Image credit: Tom's Hardware)

The G9 offers eight picture modes that include different game types and an accurate sRGBpreset. You can maintain the correct color gamut for SDR in this mode and retain the brightness adjustment. HDR signals automatically employ the full extended color space with their own specific image preset. This is a rare monitor that allows brightness adjustment in HDR mode -- a good thing considering it can top 1,300 nits.

Click to view image (Image credit: Tom's Hardware)

You can calibrate the G9 in its Custom picture mode, but there's little point. The monitor comes out of the box in a very accurate state, and we were unable to make any improvements via calibration. Leave the settings as you see them in the third photo above, and you'll see the G9's best possible picture.

Click to view image (Image credit: Tom's Hardware)

The system menu has the rest of the monitor's convenience options and the local dimming option. Auto works well for both SDR and HDR content and leaves brightness available so you can set the peak output anywhere you wish. Dynamic Contrast is also effective with two levels of aggressiveness. Standard leaves the brightness adjuster available, while Ultimate grays it out and displays a very bright and contrasty image.

Here also is the Infinity Core Lighting sub-menu, which offers color and effect options for the LEDs around the panel's attachment point in back.

Samsung 49-Inch Odyssey G9 Calibration Settings

The 49-Inch Odyssey G9 ships in its Custom picture mode and does not require calibration. In fact, we could not improve accuracy with any adjustments we tried. The Normal color temp is right on D65, and gammamode 1 is perfectly in line with the 2.2 spec. Color gamut accuracy is also excellent for both DCI-P3, plussRGB if you choose the sRGB mode. Below are the brightness settings for various light output levels.

Picture ModeCustomBrightness 200 nits19Brightness 120 nits6Brightness 100 nits4Brightness 80 nits1 (min. 73 nits)

Gaming & Hands-on

You'll need almost 4 feet of desk width and around 17 inches of depth to accommodate this 49-incher. Luckily, its height means you won't have to back away too far, like you would from a large 16:9 screen. Sitting at the usual 2-3 feet is ideal. The pixel structure is invisible, and the sides of the screen are just visible at the edge of peripheral vision.

The anti-glare layer is very effective, which is good because avoiding reflections with a screen of this shape and size would be difficult. It's still a good idea to avoid sunny windows, as they can wash out parts of the image. But it is bright enough to combat medium to bright room lighting.

1000R is really curved. But the G9 is so wide that image distortion isn't a problem. When working, documents are at or near the screen's center. We couldn't perceive any distractions there.

On paper, the Odyssey G9 looks like it wouldn't be good for much besides gaming. But after a few afternoons spent in web browsers and spreadsheets, this proved not to be the case. Though moving windows around looked a bit like watching objects float in a fishbowl, the distortion wasn't noticeable with a document simply placed in front of our view. The monitor proved great for keeping extra windows open on the sides for things like stock tickers or news crawls. Though it's sized like two 27-inch monitors, it behaves more like three screens. And all parts of the image are in focus when you move your eyes or head. It's an ideal curvature.

The Custom picture mode works well for all content if you don't mind a little extra color saturation. sRGB is there if you need accuracy or are a purist, but with 88% coverage of DCI-P3 SDR material doesn't look oversaturated on the G9. And you can use HDR in Windows without penalty. The brightness control remains available if you want to dial down the output, but even with brightness set to its maximum, the Windows desktop never looked too harsh.

We experimented with the Local Dimming and Dynamic Contrast options using both static and moving images. Local Dimming is a toggle, off or auto. Dynamic Contrast has two levels, the more aggressive of which grays out the brightness control and makes the picture quite vivid. It's usable for games or videos but only for short periods. The Standard option is a little easier on the eyes and allows for brightness adjustments. It increased contrast nicely without clipping any highlight or shadow detail.

Gaming was a lot of fun with the G9. It's a completely unique experience, different from the other two 49-inch megawides we've reviewed. The 1000R curve creates an environment around you that truly feels immersive. If you turn off the room lights, it isn't much different than VR goggles. Add good speakers or headphones, and you have a true sensory experience when playing first-person games.

In Tomb Raider, we quickly adapted to moving our head and eyes to pick up action to the outer sides of the screen. A little extra advance warning of enemy attacks from the sides gave us an edge when approaching structures. The suspension of disbelief is on another level here.

The pixel load was enough that our GeForce RTX 3090 couldn't quite max the framerate at 240 frames per second (fps) but stayed around 200 fps, more than enough to keep action smooth. We noticed that with Adaptive-Sync on, overdrive became grayed out. We didn't miss it though, because there were no trails behind moving objects. Motion blur was visually non-existent. We made use of the aiming points from the Game menu but missed a frame counter. FRAPS had to be engaged to monitor our play speeds.

With HDR turned on, we explored both dark and bright environments in Call of Duty: WWII. Night scenes took on a lot of depth with true blacks in the shadow areas. The edge dimming backlight occasionally showed itself

when a highlight lit up a vertical area of the screen. But that artifact was infrequent. Framerates only dropped slightly to 150-160 fps. Detail was still sharp and tactile. We noticed in a building interior there were visible swirl marks on the polished floor, where a machine had obviously cleaned. That's pretty impressive. Fans of HDR games will be more than satisfied with the G9. It's one of the better HDR monitorswe've played on.

To read about our monitor tests in-depth, please check outhttps://www.tomshardware.com/reference/how-we-test-pc-monitors-benchmarkingDisplay Testing Explained: How We Test PC Monitors. Brightness and Contrast testing is covered onhttps://www.tomshardware.com/reference/how-we-test-pc-monitors-benchmarking/2page two.

Uncalibrated – Maximum Backlight Level

To compare the 49-Inch Odyssey G9's performance, we've included two other 49-inch megawides: AOC's Agon AG493UCXand Viotek's SUW49DA. Next down the size ladder are Alienware's AW3821DW andAcer's Predator X38. Filling out the group is MSI's MPG Artymis343CQR. All support HDR and refresh rate of at least 120 Hz.

Image 1 of 3

Click to view image (Image credit: Tom's Hardware)

Image 2 of 3

Click to view image (Image credit: Tom's Hardware)

Image 3 of 3

Click to view image (Image credit: Tom's Hardware)

The Odyssey G9 tops 500 nits for SDR signals in both sRGB and Custom picture modes. That's more than enough brightness for any imaginable environment or task. The drawback of such a high level is that each click of the slider changes output by 3-5 nits. That makes fine adjustments difficult. The minimum level was 73 nits, a little harsh when gaming in the dark.

The four VA panels, including the Samsung, have deep black levels, much deeper than an IPS panel is capable of. The G9 manages to top 2,100:1 contrast, which is very good but not quite up to most VA panels.

Engaging the local dimming improves contrast significantly. We couldn't measure the black level because the backlight is completely off when an all-black field pattern is displayed. But in practice, it works very well and does not clip shadow detail.

After Calibration to 200 nits

Image 1 of 3

Click to view image (Image credit: Tom's Hardware)

Image 2 of 3

Click to view image (Image credit: Tom's Hardware)

Image 3 of 3

Click to view image (Image credit: Tom's Hardware)

We didn't calibrate the G9 because it didn't require it, but we did set it to 200 nits brightness. At that setting, it still has slightly higher black levels than the other screens in our comparison group. This difference becomes moot when local dimming is on. Then, our review focus is superior to the other monitors here.

ANSI contrast stays stable at 2,152.1:1, identical to the static number. Our sample had excellent screen uniformity, which helps this result. The G9 is expensive but does not cut corners in quality control. It is a premium monitor built well from high-end components.

The G9 comes calibrated from the factory. In its Custom or sRGB modes, you don't have to do any calibration to get the most accurate image.

Grayscale & Gamma Tracking

Our grayscale and gamma tests use Calman calibration software fromhttps://www.portrait.com/Portrait Displays. We describe our grayscale and gamma tests in detailhere.

Image 1 of 2

Click to view image (Image credit: Portrait Displays Calman)

Image 2 of 2

Click to view image (Image credit: Portrait Displays Calman)

In Custom mode, the G9 has no visible errors anywhere in the brightness range. Only 20 and 100% brightness show an error that's greater than 2 Delta E (dE), but all steps are below the 3dE threshold, where errors can be seen with the naked eye.

sRGB mode is equally accurate and shows the same tracking as Custom. The only difference between them is the size of the color gamut. Purists will want to engage sRGB for all SDR content. But if you choose Custom, the extra color looks good without being overblown. In both cases, gamma tracks perfectly along the 2.2 line. This is excellent performance for any display, calibrated or not.

Comparisons

Image 1 of 4

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Image 2 of 4

Click to view image (Image credit: Tom's Hardware)

Image 3 of 4

Click to view image (Image credit: Tom's Hardware)

Image 4 of 4

Click to view image (Image credit: Tom's Hardware)

The MSI overachieves in our out-of-box grayscaletest, but the Samsung's second place is a solid result that's superior to most monitors of any category. Reducing brightness to 200 nits dropped the G9 to fifth place, but none of the screens have visible errors anyway. You won't find many screens with factory calibrations this good.

Gamma tracking is also stellar with a tiny 0.06 range of values and a 0.45 deviation from 2.2. The average value we measured was 2.19. It doesn't get much better than that.

Color Gamut Accuracy

Our color gamut and volume testing usehttps://www.portrait.com/Portrait Displays' Calman software. For details on our color gamut testing and volume calculations,https://www.tomshardware.com/reference/how-we-test-pc-monitors-benchmarking/3click here.

Image 1 of 2

Click to view image (Image credit: Portrait Displays Calman)

Image 2 of 2

Click to view image (Image credit: Portrait Displays Calman)

Regardless of which gamut you choose, the Odyssey G9 delivers accurate and properly saturated color. In Custom mode, it covers most of DCI-P3 with all measurements on or close to their targets. There are no hue errors, and green's slight undersaturation is typical of extended color screens.

The sRGB mode is the tiniest bit oversaturated in red and magenta, but this error is more visible to our color meter than to the eye. This mode also has no hue errors. Once again, the G9 impresses.

Comparisons

Image 1 of 2

Click to view image (Image credit: Tom's Hardware)

Image 2 of 2

Click to view image (Image credit: Tom's Hardware)

The first chart above shows the average DCI-P3 color error for all monitors. The 49-inch Odssey G9 takes a solid third place with a 1.67dE result. The sRGB error is a tad lower at 1.58dE but good enough for third place. Remember, the G9's numbers are from a factory calibration. All we did was adjust peak brightness to 200 nits; we made no other changes to the monitor's default settings.

The G9 has slightly above average DCI-P3 color volume with 88.2% coverage. That's below the class-leading Viotek but ahead of the AOC. In practice, this difference will be hard to spot. It might be easier to pick the Viotek over the AOC but with Samsung in the middle, it will satisfy any user's desire for a colorful image. In sRGB mode, the volume is 98.51%, thanks to a tiny shortage of red. This flaw is also difficult to spot in actual content.

Our HDR benchmarking useshttps://www.portrait.com/Portrait Displays' Calman software. To learn about our HDR testing, see our breakdown ofhow we test PC monitors.

The 49-Inch Odyssey G9 delivers excellent HDR with DisplayHDR 1000 certification and an effective local-dimming edge backlight. We recorded some extremely impressive numbers in our tests.

HDR Brightness & Contrast

Image 1 of 3

Click to view image (Image credit: Tom's Hardware)

Image 2 of 3

Click to view image (Image credit: Tom's Hardware)

Image 3 of 3

Click to view image (Image credit: Tom's Hardware)

At over 1,300 nits, the G9, again, takes things to another level in our HDR contrast tests. We measured these results using full-field patterns, which means the 100% pattern was bright enough to be seen from space -- seriously though, we couldn't look directly at the screen.

Black levels proved difficult to measure because the backlight is completely shut off when the brightness signal is 0%. By turning on a small block of info text from the pattern generator, we were just able to pull a 0.0225-nit measurement. That makes the HDR contrast ratio an impressive 58,881.7:1. And this can be seen in actual content. The G9 is a standout among HDR monitors.

Grayscale, EOTF & Color

Image 1 of 2

Click to view image (Image credit: Portrait Displays Calman)

Image 2 of 2

Click to view image (Image credit: Portrait Displays Calman)

The G9's HDR grayscale and color accuracy are equally fine. We could see slight green errors in the grayscale test, but they weren't visible in actual content. Only the brightest highlights had the error, and they were too small to show a problem. The variable backlight causes an interesting wiggle in the chart after the 75% transition point, but luminance tracks perfectly up to that level. And you won't see a problem in content because levels over 75% are only in the smallest highlight areas of the picture.

HDR color tracks almost perfectly, better than most of the HDR monitors we've tested. Every measurement is on or close to its target. Yellow is slightly off hue but not visibly so. Primary colors are right on the money, making HDR images more natural and lifelike. It doesn't get much better than this.

Viewing Angles

Click to view image (Image credit: Tom's Hardware)

The G9 has better viewing angles than most VA panels we've photographed. At 45 degrees to the sides, you can see a red/green shift and a 40% drop in brightness, but detail is strong with clear differences between the

pattern steps. This means that as you move off axis, the picture will fade some but retain its depth. The top view is washed out and mostly devoid of detail, but honestly, who will sit above or below a monitor like this?

Screen Uniformity

Click to view image (Image credit: Tom's Hardware)

To learn how we measure screen uniformity, click here.

We're happy when any monitor measures under 10% in the uniformity test, but for a large screen like the G9, it's even better. The Alienware is a record-setter and the X38 is impressive too, but the Samsung beats the other two 49-inch screens. Remember, this result is sample-specific. Other G9s might measure better or worse than this. But given the monitor's premium price and factory calibration, one should expect good uniformity here.

Pixel Response & Input Lag

Image 1 of 2

Click to view image (Image credit: Tom's Hardware)

Image 2 of 2

Click to view image (Image credit: Tom's Hardware)

Click here to read up on our pixel response and input lag testing procedures.

A 5ms response time and 23ms of total lag is typical for a 240 Hz monitor. But no other example is this big. You can see that refresh rates are not a guarantee of total speed domination. Though the G9 is on top of both tests as expected, the Alienware comes in a close second with just 144 Hz, matching the 175 Hz Acer. Clearly, the G9 is the fastest 49-inch monitor available at present, plus one of the fastest gaming monitors we've tested period.

Games played from a first-person perspective are all about one thing: suspension of disbelief. You want to become part of the game's environment and feel as if you're there. That requires a lot of technology to assault the senses of sight and sound. Curved ultrawide monitors achieve this in a way no flat screen can. And the wider you go, the better the experience.

The 49-inch megawide class only has a few members. But short of donning a high-end set of VR goggles, there's no better way to immerse yourself in a virtual world. We've been impressed with the AOC Agon AG493UCXand Viotek SUW49DA, but Samsung's 49-Inch Odyssey G9 is the best one yet.

Click to view image (Image credit: Samsung)

The G9 has plenty of pixel density to ensure a sharply detailed image with no pixel structure visible from 2-3 feet away. It delivers super-accurate color right out of the box and covers over 88% of the DCI-P3 gamut for a saturated, lifelike image. Meanwhile, contrast is excellent, thanks to a VA panel and effective local dimming edge backlight. With 1,000-nit capability for HDR content, it has one of the largest dynamic ranges available.

To all this, it adds super speed. 144 Hz monitors are practically a dime a dozen these days, but 240 Hz is where the real fun begins. There's nothing like watching objects flash by in high resolution with smooth motion and no loss of detail. The Odyssey G9 is the fastest and most responsive large monitor we've seen yet. The primary things missing are ultra-low motion blur reduction and a framerate counter. Some good built-in speakers would be nice too. But these omissions do not detract from an addictive gaming experience.

The 49-Inch Odyssey G9 delivers a premium gaming experience that can't be found elsewhere. It's expensive, but it's unique. For players with high-end systems, it's a great choice.

Samsung 49-Inch Odyssey G9 (Samsung)

Document TOMHA00020210615eh6f0008d

techradar

Samsung's folding tablet looks like a giant gaming monitor in new patent

Tom Bedford
488 words
3 June 2021
TechRadar
TECHR
English

A new patent shows a folding tablet from Samsung and it looks pretty intimidating.

Tablets can do things smartphones can't. Folding smartphones can do things normal smartphones can't. So it was only inevitable that someone would make a folding tablet eventually, and a patent shows Samsung's attempts to do just that.

Spotted by LetsGoDigital, this patent shows a double-folding flexible device with two hinges, rather than current devices like the Samsung Galaxy Z Fold 2 with only one fold. The patent was filed in the US in late 2020, and was just granted.

* These are the best tablets

* And these are the best foldable phones

* What we know about the Samsung Galaxy Z Fold 3

We'd actually heard a rumor that Samsung was working on a product like this, perhaps for a 2022 release, but that's up in the air right now.

In the patent there are various use cases of the tablet shown. Some of these include ways it can fold, like with the two sides of the device folding back behind it to make a smaller screen, or into an S-looking design which would again result in a smaller screen.

We can also see ways that open applications would be split between the screens, as one graphic shows three overlapping windows on the tablet, that get segregated into distinct areas once the screen gets folded.

Fold-school

In fact, various images show layouts for open tabs or apps depending on how the tablet is folded - so, for example, if the tablet is folded slightly at just one crease, resulting in a big and a small screen, a different app can appear in each.

These images make the folding tablet look like a great productivity tool, as you can easily get into a split-screen mode just by flexing the screen. Some of the pictures show the former example with one large display, and a load of controls in the second smaller display, which could be useful for various work types.

In addition, the image of a giant slate folded in two looks a lot like a big, curved gaming monitor, and it could make the tablet excellent for mobile gaming or streaming, as the screen could stand alone without being held.

When we report on patents, we have to mention that patented products don't necessarily turn into real ones, and are instead tests for the tech - that's doubly the case for a folding device, as we see plenty of patents for them that don't materialize.

We'd love to see a cool folding tablet like this though, as it seems it'd be even better for work or play than a normal tablet.

* Huawei's next foldable phones may be the first you can afford

Samsung Galaxy Z Fold 2 (Future)

Document TECHR00020210603eh63000gv

MINT, Companies
AMD, Samsung to bring PC gaming tech to mobile chips

Staff Writer
327 words
1 June 2021
Mint
HNMINT
English

NEW DELHI, June 1 -- Chipmaker AMD has partnered with Samsung to bring its RDNA2 graphics technology to the latter's Exynos mobile chips. RDNA 2 has so far been seen on AMD's PC chips, which are much more powerful than mobile chips, like the ones that Samsung, Qualcomm, etc. make. The new chips were announced during the Computex 2021 keynote on Monday.

Samsung and AMD had first announced the deal back in 2019, saying it would be a "multi-year strategic partnership". "As we prepare for disruptive changes in technology and discover new opportunities, our partnership with AMD will allow us to bring ground-breaking graphics products and solutions to market for tomorrow's mobile applications," said Inyup Kang, president of Samsung Electronics' S.LSI Business, at the time.

While not much is known about how the new chips will work, Samsung has said it will license AMD's custom graphics based intellectual property (IP) for its mobile devices, including smartphones and other products. The company is supposed to pay AMD licensing fees, but it's unclear how much the PC chipmaker's involvement in the creation of the new chips will be. They are also supposed to bring Ray Tracing technology to mobile chips, which is a rendering technique that improves lighting in games. Samsung and AMD may be the first to bring this technology down to smartphones and other mobile products.

AMD also said it's partnering with electric car maker, Tesla, to bring the RDNA 2 technology to automobiles as well. The company confirmed that its Ryzen GPUs will power the infotainment system on upcoming Tesla vehicles, which are supposed to support full-fledged AAA games like Cyberpunk.

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Document HNMINT0020210601eh61001y7

WHAT HI-FI?

Samsung reportedly bringing HDR10+ to gaming

321 words
1 June 2021
What HI-FI?
HIFIW
English

Samsung is reportedly in talks with some game studios to deliver next-generation games in HDR10+.

Samsung could enable HDR10+ for gaming, according to a German blog post spotted by HDTVtest. The article claims Samsung executives are working with 'various unnamed studios' to set up a steady supply of HDR10+ titles.

The HDR10+ format was created by Samsung and is a competitor to Dolby Vision. Like Dolby Vision, HDR10+ is all about adding dynamic metadata to the HDR signal to deliver more detail. Unlike Dolby Vision, companies don’t need to pay a fee to license HDR10+.

The report doesn't reveal whether Samsung is planning to bring the technology to games consoles or reserve it for mobile devices such as the HDR10+- supporting Samsung Galaxy S21.

However, it's interesting to note that Dolby Vision is supposed to be exclusive for the Xbox Series X and S for the next two years. Could Samsung be working with Sony to bring HDR10+ gaming to the PS5? It's certainly a possibility.

The Xbox Series X and Xbox Series S systems have supported Dolby Atmos since launch, with Dolby Vision support expected later this year. Microsoft recently announced a Dolby Vision HDR test program for Alpha Ring members ahead of 'general availability'.

Only a handful of titles make use of Dolby Vision HDR (Gears 5, Halo: The Master Chief Collection and Borderlands 3 are the biggies) but last month Microsoft revealed plans for a major push into Dolby Vision gaming.

If the rumours are true, HDR10+ for gaming could bring better contrast and more vibrant colours to your favourite titles, although you'll still need a compatible 4K TV.

MORE:

Our round-up of the best gaming TVs

Read our PS5 review

Read our Xbox Series S review

Samsung reportedly considering HDR10+ for gaming (Future)

Document HIFIW00020210601eh610005l

Indian Patent News

Samsung Electronics Co Ltd Files Patent Application for Apparatuses and Methods for Establishing Virtual Reality Call Between Caller VR Device and Callee VR Device

Distributed by Contify.com
447 words
26 May 2021
Indian Patent News
ATPATN
English

Kolkata, May 26 -- South Korea-based Samsung Electronics Co Ltd filed patent application for apparatuses and methods for establishing virtual reality (VR) call between caller VR device and callee VR device. The inventors are Chinthalapudi Srinivas, Vasudevamurthy Varun Bharadwaj Santhebenur, Chebolu Praveen, Vrind Tushar and Bhan Abhishek.

Samsung Electronics Co Ltd filed the patent application on Aug. 17, 2019. The patent application number is 201941033239 A. The international classification numbers are H04M0003420000, H04L0029060000, H04M0001274500, H04M0003487000 and H04H0060040000.

The abstract of the patent published by the Controller General of Patents, Designs & Trade Marks states: "A method for establishing a virtual reality (VR) call between a caller VR device and a callee VR device, the method includes determining which of the caller VR device or the callee VR device should perform a stitching operation associated with the VR call based on a first plurality of parameters associated with the callee VR device and a second plurality of parameters associated with the caller VR device, and causing transmission of one of a plurality of media contents or a stitched media content from the caller VR device to the callee VR device after establishment of the VR call based on the determining."

The Patent was published in the Issue No. 8/2021 of the Patent Office Journal on Feb. 19, 2021.

About the Company

Samsung Electronics is a South Korean multinational corporation, specializing in electronics and information-technology (IT), and is headquartered in Samsung Town, Seoul. SEC is the flagship subsidiary of the Samsung Group and comprises assembly plants and sales networks in 61 countries across the world, employing approximately 160,000 people. In 2009, the company became the world's-largest IT producer, surpassing the previous leader, Hewlett-Packard. Its sales revenue in the areas of display devices (LCD and LED) and memory chips is the world's highest. SEC has dominated the world television market in the latter half of the 21st century's first decade, having sold the most televisions globally from 2006 to 2010 (projections in 2010 indicated that this trend would continue). In the global LCD panel market, the company has maintained the leading sales position for eight years in a row. With the introduction of the Samsung Galaxy S mobile phone, the company's smartphone lineup has retained second place in terms of global sales figures for a significant period of time. Samsung has also established a prominent position in the tablet computer market, with the release of the Android-powered Samsung Galaxy Tab to compete with the iPad from Apple.

Document ATPATN0020210526eh5q00006

PR Newswire
a CISION company

Global Digital Wallets Market Report 2021 Featuring Functionality of Leading Digital Wallets - Apple Wallet, Google Pay, Samsung Pay, PayPal, Starbucks, Cumberland Farms/ Zipline, & Amazon Pay

738 words
21 May 2021
19:15
PR Newswire
PRN
English

DUBLIN, May 21, 2021 /PRNewswire/ -- The "A Functional Taxonomy of Digital Wallets: Today's Version, Tomorrow's Direction" report has been added to ResearchAndMarkets.com's offering.

A Functional Taxonomy of Digital Wallets: Today's Version, Tomorrow's Direction, delivers a review of all the major digital wallets using a single consistent taxonomy to enable a more effective competitive evaluation of the feature/functions each wallet supports. This in turn suggests the key development and market direction being pursued by each wallet supplier.

Today there are wallets to support global card networks, national card networks, multiple merchants and single merchants. Some have added loyalty programs, others support ticketing and still others are adding support for car keys. There are also e-commerce buttons that act as wallets and merchant wallets that are adding financial services.

"It is interesting to witness the expansion of wallets into new markets, from authentication to access control. Yet when one takes a step back, one doesn't perceive these solutions staying focused on the payments market. They need to offer more benefits to win over banks, merchants and consumers," comments Tim Sloane.

Highlights of the report include:

-- Digital wallets available today are very different, ranging from universal wallets (Apple Pay, Google Pay, Samsung Pay), to online pay buttons (Amazon, PayPal, and soon the Secure Remote Commerce (SRC) solutions), all the way to retailer digital wallets.

-- Each digital wallet has its own set of features, sometimes implemented to help target international markets, sometimes to address new domestic markets (such as car replacing keys), and sometimes to benefit existing users, be that the consumer, the financial institution or the merchant.

-- It may be that the difficulty of staying focused on specific markets, instead of chasing new markets, has prevented universal wallets from delivering a compelling solution to its three primary market participants: banks, consumers and merchants.

-- Universal digital wallets have struggled to provide sufficient features to divert merchants from developing their own digital wallets Universal digital wallet providers have created significant distrust on the part of banks, by adding banking features, introducing their own card programs, as well as P2P capabilities.

-- Merchants are also not enamored by the universal digital wallets, as they lack the ability to differentiate their merchant loyalty programs.

-- It is likely traditional market forces will start to consolidate the functions supported in the universal wallets that are popular in the market today. Suppliers associated with what is typically called a universal wallet have all been adding new capabilities.

Key Topics Covered:

Executive Summary

Introduction

-- A Narrow Consumer POV on Wallets
A Taxonomy of Digital Wallet Functionality

-- But Wait, There's More
Functionality of Leading Digital Wallets

-- Apple Wallet

--
Google Pay

-- Samsung Pay

-- PayPal

-- Starbucks

-- Cumberland Farms/ Zipline

-- Amazon Pay
Strategic Observations

-- Key Takeaways On Today's Digital Wallets

-- Strategic Questions for the Future
References

Figures and Tables

-- Over one in four smartphone owners used a universal wallet in-store in 2020

-- Use of universal wallets online has begun to accelerate

-- Single-retailer wallets collectively lead in market penetration.

-- Over half of smartphone owners have used wallets for in-store or online purchases

-- Taxonomy of digital wallet functionality

-- Emerging Wallet Functionalities

-- Wallet Functionality: Apple Wallet

-- Wallet Functionality:
Google Pay

-- Wallet Functionality: Samsung Pay

-- Wallet Functionality: PayPal Digital Wallet

-- Wallet Functionality: Starbucks

-- Wallet Functionality: Cumberland Farms/ Zipline

-- Wallet Functionality: Amazon Pay
Companies Mentioned

-- Apple

--
Google

-- Samsung

-- PayPal

-- Starbucks

-- Cumberland Frams

-- Zipline

-- Amazon

-- EMVCo

-- McDonalds

-- Dunkin Donuts

-- Target

-- Walmart

-- Burger King

-- Subway

-- Domino's

-- Chipotle

-- CVS

-- Pizza Hut

-- Panera Bread

-- Cheesecake Factory

-- Gulf

-- Exxon

-- Venmo

-- BMW

-- FIDO

-- Uber

-- Lyft

-- Airbnb

-- OpenTable

For more information about this report visit https://www.researchandmarkets.com/r/vzybp7

Media Contact:

Research and Markets

Laura Wood, Senior Manager

press@researchandmarkets.com

For E.S.T Office Hours Call +1-917-300-0470

For U.S./CAN Toll Free Call +1-800-526-8630

For GMT Office Hours Call +353-1-416-8900

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Document PRN0000020210521eh5l00083

Samsung Q70A (2021) TV: The go-to TV for next-gen gaming?

TomB
1,369 words
17 May 2021
Expert Reviews
EXPRW
English

6 days 23 hours ago

The mid-range model in Samsung's 2021 4K QLED line-up, the Q70A is an elegant looking 4K option with a whole raft of features for home cinema, TV and gaming addicts alike. It's also a considerably less expensive option than any of Samsung's recently released Neo QLED Mini LED range.

What Samsung calls AirSlim, the Q70A has a depth of just 27mm and a bezel that measures just 12mm. It's almost all-screen, making it perfect for popping on the wall, but if wall-mounting isn't an option it also comes with a perfectly functional centre-mounted stand that allows it to be positioned pretty much anywhere, so there's ample flexibility on that score.

While the design is important, it's nowhere near as crucial as performance. In the Q70A, Samsung has tried to create a TV that pleases all comers, whether they be movie buffs or next-gen gaming fanatics. So, does the Q70A, a TV that's still within the realms of affordability for most people, really cover all the bases?

Samsung Q70A: Key specifications	
Screen sizes available:	55in QE55Q70AATXXU, 65in QE65Q70AATXXU, 75in QE75Q70AATXXU, 85in QE95Q70AATXXU,
Panel type:	VA-type QLED, edge-lit
Resolution:	4K/UHD (3840 x 2160)
Refresh rate:	120Hz
HDR formats:	HDR, HDR10+, HLG
Audio enhancement:	OTS Lite, Dolby 5.1 Decoder, Q-Symphony
HDMI inputs:	3 x HDMI 2.0, 1 x HDMI 2.1
Streaming services:	Netflix, Amazon Prime Video, Now, Apple TV+, Freeview Play etc.
Tuners:	DVB-T2/S2/C
Gaming features:	4K at 120Hz, VRR, ALLM
Wireless connectivity:	Wi-Fi 802.11ac, Bluetooth 4.2
Smart assistants:	Samsung Bixby, Google Assistant, Amazon Alexa
Smart platform:	Tizen OS 6.0

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Samsung Q70A: What you need to know

Samsung was quite low-key on its TV tech innovation last year, so it's clearly keen to make up for that in 2021. The Q70A is proof of that, coming packed to the brim with upgraded internals and all-new features.

At its heart sits Samsung's latest Quantum Processor 4K, a powerful chipset that automatically adjusts the brightness and upscales the resolution of whatever content you're watching to impressively detailed 4K. The

Quantum Processor also optimises audio, regardless of source, to bring you an all-around more immersive experience.

Click to view image.

Next up – and of particular interest to PS5 and Xbox Series X owners – the Q70A's panel has a refresh rate of 120Hz and is capable of delivering 120fps on a 4K signal. If that wasn't enough, it's imbued with a new feature called 'Motion Xcelerator Turbo+' that enhances motion clarity for incredibly smooth, crisp gameplay, plus it supports FreeSync variable refresh rate (VRR) and promises an impressively low input lag, all combining to deliver a premium next-gen gaming experience for a mid-range price. ALLM (Auto Low-Latency Mode) is also on hand to boot the TV into a low-input Game mode when next-gen consoles are connected. The catch? There's only one HDMI 2.1 input.

Click to view image.

The Q70A is certainly no slouch when it comes to cinematics, either. Firstly, the Quantum Dot part of its designation sees Samsung sandwich a layer of nanoparticles between the panel and the Dual LED backlight, boosting both brightness and the colour gamut beyond what you could hope to see from a conventional LCD panel.

HDR10 and HLG are nice to have, but it's the HDR10+ support that's most important. This HDR format enhances images by fine-tuning the brightness in each and every scene to eke out the smallest details that might otherwise be lost to dark shadows or specular highlights. And if your Q70A resides in a room with variable ambient light (as most will), the TV's adaptive brightness can automatically adjust contrast and brightness to suit the environment, keeping your 4K HDR movies looking impactful.

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So, the picture and gaming credentials are there. But how is the sound? There's a lot of heavy lifting to be done here for the audio to equal the images, but Samsung has done its best. Two internal speakers produce 20W of sound, while an active voice amplifier automatically amplifies dialogue when it detects other audible interference, which may assist with the incessant mumbling that seems to persist across every new crime drama that hits our screens.

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Best skincare products 2021: our favourite products to keep your face feeling good and looking fresh Best moisturiser 2021: the best creams and gels to take care of dry, combination or oily skin

On top of this is Samsung's OTS (Object Tracking Sound) which features in all of its 2021 TV line-up. As the Q70A sits at the lower end of range, it gets OTS Lite instead (it's determined by the number of speakers). With OTS, the two downward-firing speakers work in conjunction with two 'virtual' upward-firing speakers to widen the soundscape and give the impression that the audio is able to follow objects on the screen.

Unfortunately, but not unexpectedly, Samsung forgot to bring the bass, which is an essential part of any self-respecting home cinema. Obviously, this bass deficiency can be easily rectified with the addition of a soundbar – something Samsung has more than pre-empted with its 2021 Q-series and A-series soundbar range.

On the smart front, the Q70A runs the latest version of Tizen OS (6.0 at launch), instantly allowing access to all the usual streaming suspects, such as Netflix, Amazon Prime Video, Apple TV, Disney Plu and HBO Max, plus countless others. And if you're at all indecisive as to your preferred voice assistant, the Q70A offers three: Samsung's Bixby, Amazon's Alexa and Google Assistant.

Add to all that a 'Multi-View' function that lets you split the screen to watch two things simultaneously, plus a solar-powered remote control and the Samsung 4K QLED Q70A is an impressive-looking TV that's got all the bases covered, from movies to gaming. Okay, the stock sound is not going to blow you away, so extra expense on a decently specced soundbar will be required, but other than that, the Samsung Q70A proves you can get most of the bells and whistles of a modern 4K HDR smart TV without breaking the bank.

Samsung Q70A: Price and competition

With an entry cost of just £1,200 for the 55in option and £1,500 for the 65in, the Q70A is priced rather competitively, although the prices do rise steeply for the 75in and 85in sizes. For the big-screen 85in monster you'll have to fork over £3,500.

With that said, at Expert Reviews we like to ensure you have options, so perhaps you might consider the Sony X90J LED TV instead? Available in 50in, 55in, 65in, and 75in sizes with pricing that's comparable to the

Samsung Q70A range, the X90J is a 4K Full-Array LED featuring HDR10, Dolby Vision and HLG. It boasts Sony's Contrast Booster 5, Acoustic Multi-Audio, Dolby Atmos and 3D Surround upscaling. And for the gamers there are two HDMI 2.1 ports supporting 4K@120Hz, ALLM and VRR. Priced at £1400 at John Lewis for the 55in iteration, it's certainly worth sounding out despite the extra cost over the Q70A.

Then there is, for a bit of a price jump, LG's exceptional new LG B1 4K OLED TV. The B1 promises offers incredible contrast, 100% colour fidelity and impressive upscaling courtesy of LG's α7 Gen4 AI processor. And then there's its 4K@120Hz and VRR support (across two HDMI 2.1 inputs), Game Optimiser mode, Dolby Vision IQ, Dolby Atmos and 40W of 2.2 channel audio. Retailing at £1600 at John Lewis for the 55in, it may be £400 more than the Samsung, but you may be able to get away with not buying a soundbar to go with it.

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TomB
1,360 words
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Expert Reviews
EXPRW
English

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Unfortunately, but not unexpectedly, Samsung forgot to bring the bass, which is an essential part of any self-respecting home cinema. Obviously, this bass deficiency can be easily rectified with the addition of a soundbar – something Samsung has more than pre-empted with its 2021 Q-series and A-series soundbar range.

On the smart front, the Q70A runs the latest version of Tizen OS (6.0 at launch), instantly allowing access to all the usual streaming suspects, such as Netflix, Amazon Prime Video, Apple TV, Disney Plu and HBO Max, plus countless others. And if you're at all indecisive as to your preferred voice assistant, the Q70A offers three: Samsung's Bixby, Amazon's Alexa and Google Assistant.

Add to all that a 'Multi-View' function that lets you split the screen to watch two things simultaneously, plus a solar-powered remote control and the Samsung 4K QLED Q70A is an impressive-looking TV that's got all the bases covered, from movies to gaming. Okay, the stock sound is not going to blow you away, so extra expense on a decently specced soundbar will be required, but other than that, the Samsung Q70A proves you can get most of the bells and whistles of a modern 4K HDR smart TV without breaking the bank.

Samsung Q70A: Price and competition

With an entry cost of just £1,200 for the 55in option and £1,500 for the 65in, the Q70A is priced rather competitively, although the prices do rise steeply for the 75in and 85in sizes. For the big-screen 85in monster you'll have to fork over £3,500.

With that said, at Expert Reviews we like to ensure you have options, so perhaps you might consider the Sony X90J LED TV instead? Available in 50in, 55in, 65in, and 75in sizes with pricing that's comparable to the

Samsung Q70A range, the X90J is a 4K Full-Array LED featuring HDR10, Dolby Vision and HLG. It boasts Sony's Contrast Booster 5, Acoustic Multi-Audio, Dolby Atmos and 3D Surround upscaling. And for the gamers there are two HDMI 2.1 ports supporting 4K@120Hz, ALLM and VRR. Priced at £1400 at John Lewis for the 55in iteration, it's certainly worth sounding out despite the extra cost over the Q70A.

Then there is, for a bit of a price jump, LG's exceptional new LG B1 4K OLED TV. The B1 promises offers incredible contrast, 100% colour fidelity and impressive upscaling courtesy of LG's α7 Gen4 AI processor. And then there's its 4K@120Hz and VRR support (across two HDMI 2.1 inputs), Game Optimiser mode, Dolby Vision IQ, Dolby Atmos and 40W of 2.2 channel audio. Retailing at £1600 at John Lewis for the 55in, it may be £400 more than the Samsung, but you may be able to get away with not buying a soundbar to go with it.

Document EXPRW00020210519eh5h00033

online news
Samsung Announces Gaming-Grade Notebook Display Panels

270 words
14 May 2021
ETMAG.com
FMETMA
English

Samsung Display has announced that the world's leading certification company SGS certified its laptop OLED for gaming performance, which is featured in Samsung Electronics' latest laptop Galaxy Book Pro and Galaxy Book Pro 360. According to SGS's test results, the new Samsung Display OLED showed the blur length below 1.4 mm and the moving picture response time below 15.4 ms, both of which are crucial to enjoying dynamic and fast-paced action games. An LCD laptop with identical specs showed the maximum 2.1 mm blur length and the 26.4 ms moving picture response time. Its HDR contrast ratio, which quantifies the sharpness and the depth of an image, resulted in over 1,000,000:1.

According to Samsung Display, fast-paced video games that require higher performance often suffer degradations in image quality when played on a display with a long blur length, which could harm user experience. OLED has a very wide range of contrast thus offers more immersive gaming experience for consumers who favor dynamic, flamboyant games, Samsung Display says.

The new Samsung Display OLED for laptop is also certified for cinematic experience with its wide color gamut (120% of DCI-P3) and its low-luminance expression capability below 0.0005 nits. "As people spend more time home, laptop has become the go-to device not only for web-surfing and word-processing but also for watching movies and sports game and playing video games," Choi Soon-ho, director at Samsung Display said. "OLED is the very display that could meet consumers' various needs"

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Samsung updates Galaxy phones to improve blockchain wallets support

331 words
14 May 2021
Telecompaper World
TELWOR
English

Samsung Electronics said it updated its Samsung Galaxy smartphones to allow blockchain users to manage and trade virtual assets from third-party wallets. The update makes it easier for blockchain users to access and process transactions by importing virtual assets stored on selected cold hardware wallets to the Samsung Blockchain Wallet available on most Galaxy smartphones. Support for hardware wallets provides Galaxy blockchain with a consistent user experience of managing crypto assets from one convenient location.

In addition to the Samsung Blockchain Keystore, Galaxy smartphones can now connect to hardware wallets including the Ledger Nano S and Ledger Nano X. Samsung Blockchain Wallet users will also be able to keep up with the latest trends in cryptocurrency with a dedicated newsfeed in the app featuring articles from CoinDesk.

After launching with the Galaxy S10 in 2019, the Samsung Blockchain Wallet has grown to support some of the most popular cryptocurrencies including Bitcoin, Ethereum, ERC tokens, Tron (TRX), and TRC tokens. It also allows Galaxy users to explore decentralised apps that use blockchain technology to authenticate the exchange of digital assets. From games to social media, finance, security and more, Samsung provides access to the latest DApps and offers recommendations for users across a variety of categories.

Samsung's mobile blockchain products are made possible by the Samsung Knox security platform. The private keys used for cryptocurrency and DApps are encrypted and stored in an area isolated from the main operating system called the Samsung Blockchain Keystore. This information is further protected by a secure processor and can only be accessed by providing the asset owner's PIN or fingerprint.

Samsung has opened access to its blockchain ecosystem with the Samsung Blockchain SDK. Developers can build DApps that generate, store, and manage blockchain accounts easily and process transactions with APIs dedicated to each ledger system. It also provides APIs allowing DApps to securely sign for transfers of virtual assets using third-party hardware wallets.

Document TELWOR0020210514eh5e00002

ComputerWeekly

Samsung Electronics Co. Ltd. Patent Issued for Image Processing Method For Providing Virtual Reality, And Virtual Reality Device (USPTO 10,992,914)

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6 May 2021
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2021 MAY 12 (VerticalNews) -- By a News Reporter-Staff News Editor at Computer Weekly News -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Volochniuk, Andrii (Kiev, UA); Baiev, Oleksandr (Kharkov, UA); Lee, Jung-kee (Osan-si, KR); Kim, Sun-kyung (Busan, KR), filed on April 26, 2016, was published online on May 10, 2021.

The patent's assignee for patent number 10,992,914 is Samsung Electronics Co. Ltd. (Suwon-si, South Korea).

News editors obtained the following quote from the background information supplied by the inventors: "The present disclosure relates to an image processing method and a virtual reality (VR) device for providing VR.

"Devices providing a three-dimensional (3D) image to a user by using a virtual reality (VR) device have been recently developed. VR devices can sense a movement of a user and can provide a changed image according to a movement of the user.

"A 3D camera that captures a 3D image is needed to provide the 3D image to the user. 3D cameras capture an image according to the movement of the user within a space, and store the captured image. Because 3D cameras should capture and store an image every time a user moves, the 3D cameras should include a storage space."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "Provided are an image processing method and a virtual reality (VR) device for providing VR.

"According to an aspect of the present disclosure, a virtual reality (VR) device includes a receiver configured to receive, from a three-dimensional (3D) camera being a polyhedron, images captured by cameras arranged at each vertex of the polyhedron; a memory storing the images; a processor configured to generate a complex view by synthesizing the images; and a display configured to display the complex view.

"According to an aspect of the present disclosure, an image processing method for providing VR includes receiving, from a 3D camera being a polyhedron, images captured by cameras arranged at each vertex of the polyhedron; generating a complex view by synthesizing the images; and displaying the complex view to a user.

"Virtual reality (VR) may be provided to a user by using images captured by a two-dimensional (2D) camera positioned at each vertex of a polyhedron.

"A three-dimensional (3D) image may be generated using only images captured at non-overlapping positions."

The claims supplied by the inventors are:

"The invention claimed is:

"1. A virtual reality (VR) device comprising: a receiver configured to receive, from a three-dimensional (3D) camera being formed by a polyhedron in which a camera group comprising at least three cameras is arranged at each vertex of the polyhedron, images captured by the camera group at a location where polyhedrons formed by vertices of the 3D camera do not overlap each other; a memory storing the images; a processor configured to generate a complex view by synthesizing the images; and a display configured to display the complex view.

"2. The VR device of claim 1, further comprising: a position sensor configured to sense a position of the VR device; and a rotation sensor configured to sense a rotation of the VR device, wherein the processor is further configured to select the images, based on the position and the rotation of the VR device.

"3. The VR device of claim 2, wherein the receiver is further configured to receive, from the 3D camera, an index distribution map representing a position of the 3D camera when the images are captured, and the processor is further configured to determine an index corresponding to a position of the VR device from the index distribution map, determine images captured at the index corresponding to the position of the VR device, and generate the complex view by synthesizing the determined images.

"4. The VR device of claim 3, wherein the processor is further configured to select the images by determining a position and a direction that are closest to a position and a direction of the VR device from the index distribution map, based on the position and the rotation of the VR device.

"5. The VR device of claim 1, wherein the processor is further configured to train a weight of an artificial neural network by inputting the images to the artificial neural network, and generate the complex view by inputting the images to the trained artificial neural network.

"6. The VR device of claim 1, wherein the processor is further configured to determine two interpolation positions for generating an intermediate view, generate the intermediate view at the interpolation positions by interpolating the images, and generate the complex view by using the intermediate view.

"7. An image processing method for providing virtual reality (VR), the image processing method comprising: receiving, from a three-dimensional (3D) camera being formed by a polyhedron in which a camera group comprising at least three cameras is arranged at each vertex of the polyhedron, images captured by the camera group at a location where polyhedrons formed by vertices of the 3D camera do not overlap each other; generating a complex view by synthesizing the images; and displaying the complex view to a user.

"8. The image processing method of claim 7, further comprising: sensing a position of a VR device; and sensing a rotation of the VR device, wherein the generating of the complex view comprises selecting the images, based on the position and the rotation of the VR device.

"9. The image processing method of claim 8, wherein the receiving comprises receiving, from the 3D camera, an index distribution map representing a position of the 3D camera when the images are captured, and the generating of the complex view comprises determining an index corresponding to a position of the VR device from the index distribution map, determining images captured at the index corresponding to the position of the VR device, and generating the complex view by synthesizing the determined images.

"10. The image processing method of claim 9, wherein the generating of the complex view comprises selecting the images by determining a position and a direction that are closest to a position and a direction of the VR device from the index distribution map, based on the position and the rotation of the VR device.

"11. The image processing method of claim 7, wherein the generating of the complex view comprises: training an artificial neural network by inputting the images to the artificial neural network; and generating the complex view by inputting the captured images to the trained artificial neural network.

"12. The image processing method of claim 7, wherein the generating of the complex view comprises: determining two interpolation positions for generating an intermediate view; and generating the complex view by generating the intermediate view by interpolating a view at the two interpolation positions.

"13. A non-transitory computer-readable recording medium having recorded thereon a computer program for operating a virtual reality (VR) device, the computer program comprising computer readable program code that, when executed by a processor of the VR device, causes the VR device to: receive, from a three-dimensional (3D) camera being formed by a polyhedron in which a camera group comprising at least three cameras is arranged at each vertex of the polyhedron, images captured by the camera group at a location where polyhedrons formed by vertices of the 3D camera do not overlap each other; generate a complex view by synthesizing the images; and display the complex view to a user.

"14. The non-transitory computer-readable recording medium of claim 13, further comprising program code that, when executed by the processor, causes the VR device to: sense a position of the VR device; and sense a rotation of the VR device, wherein the generating of the complex view comprises selecting the images, based on the position and the rotation of the VR device.

"15. The non-transitory computer-readable recording medium of claim 14, wherein: the receiving comprises receiving, from the 3D camera, an index distribution map representing a position of the 3D camera when the images are captured, and the generating of the complex view comprises determining an index corresponding to a position of the VR device from the index distribution map, determining images captured at the index

corresponding to the position of the VR device, and generating the complex view by synthesizing the determined images.

"16. The non-transitory computer-readable recording medium of claim 15, wherein the program code for generating the complex view comprises program code, that when executed by the processor, causes the VR device to select the images by determining a position and a direction that are closest to a position and a direction of the VR device from the index distribution map, based on the position and the rotation of the VR device.

"17. The non-transitory computer-readable recording medium of claim 13, wherein the program code for generating the complex view comprises program code, that when executed by the processor, causes the VR device to: train an artificial neural network by inputting the images to the artificial neural network; and generate the complex view by inputting the captured images to the trained artificial neural network.

"18. The non-transitory computer-readable recording medium of claim 13, wherein the program code for generating the complex view comprises program code, that when executed by the processor, causes the VR device to: determine two interpolation positions for generating an intermediate view; and generate the complex view by generating the intermediate view by interpolating a view at the two interpolation positions."

For additional information on this patent, see: Volochniuk, Andrii; Baiev, Oleksandr; Lee, Jung-kee; Kim, Sun-kyung. Image Processing Method For Providing Virtual Reality, And Virtual Reality Device. U.S. Patent Number 10,992,914, filed April 26, 2016, and published online on May 10, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=10,992,914.PN.&OS=PN/10,992,914RS=PN/10,992,914

Keywords for this news article include: Business, Computers, Machine Learning, Electronics Companies, Emerging Technologies, Artificial Neural Networks, Samsung Electronics Co. Ltd.

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ForeignAffairs
global open source intelligence

MIL-OSI Economics: Samsung Invites You to 'Bespoke Home' Virtual Event to Discover Its 2021 Home Appliance Lineup

597 words
5 May 2021
ForeignAffairs.co.nz
PARALL
English

Source: Samsung

Samsung Electronics today announced it will host its first 'Bespoke Home' event on May 11, 2021, unveiling its vision of customizable design with flexible features and smart connectivity, fully realized through its latest innovations.

"While the role of appliances hasn't changed much over the past century, our home lifestyles have changed rapidly," said J.S. Lee, President and Head of Digital Appliances Business at Samsung Electronics. "Today's homes are smarter and our tastes in design are more diverse and sophisticated. We expect our appliances to reflect the way we live now. That's why we created Bespoke —tailor-made to fit today's more plugged-in needs and refined tastes."

Bespoke Home

The 'Bespoke Home' event showcases Samsung's most consumer-centric products to date, including yet-to-be-unveiled lifestyle appliances that embody the Bespoke philosophy of personalization through customization, flexible functionality, and connected living.

Samsung's new Bespoke kitchen and lifestyle appliances address evolving needs that consumers face every day. With its latest innovations, Samsung envisions a home—a Bespoke Home—that fits right into diverse consumer lifestyles.

Designed for Me

Today's consumers have more diverse and discerning tastes. These "prosumers" want to customize and curate their home environment to better reflect their personal tastes. To meet that need, Samsung has designed its expanded Bespoke lineup to allow users to harmonize appliances with their home décor and lifestyle demands through customizable and modular aspects.

Flexible for Me

During the pandemic, homes have become increasingly multi-functional, doubling as gyms, offices and classrooms. With the extended Bespoke lineup, Samsung provides appliances that have flexible features and modular designs to fit consumers' lifestyles. From being able to add units to accommodate household changes, to adjusting fridge shelving and cooling temperatures, consumers can maximize and personalize home spaces for enhanced functionality.

Smart for Me

As people rely on connectivity more than ever before, they expect their appliances to also utilize connectivity for a smarter and more efficient home lifestyle. To meet this need, Samsung uses AI and SmartThings to provide effortless home management solutions that save time while boosting efficiency.

The Bespoke Home is well-supported by Samsung's SmartThings platform, including a culinary service that offers recipe recommendations, online grocery shopping, meal planning, and so on; a pet care platform that offers remote home monitoring; a smart wardrobe management system that offers clothing care instructions; an intuitive air quality monitoring system, and other IoT services.

Sustainable for All

With consumers spending more time at home, they want to live more sustainably by reducing waste and energy consumption. Samsung is committed to offering more durable, energy-efficient products to help consumers reduce their carbon footprint.

Samsung designed Bespoke refrigerators with interchangeable panels and modular designs that allow users to update their fridges over time, extending product lifespans. Moreover, Samsung washing machines maximize detergent efficiency and water flow while saving energy through Ecobubble , QuickDrive , and AI technology, which not only reduce cycle times but also allow powerful cleaning at lower temperatures. Since 2012, Samsung has steadily increased its use of recycled plastics in its home appliance products, and will introduce upcycled eco packages, starting in Korea this year.

For more information about Bespoke and Samsung's new lifestyle appliances, watch the 'Bespoke Home' 2021 launch event on Newsroom.samsung.com, Samsung's global YouTube channel and Samsung.com on May 11 at 23:00 KST (10:00 EDT, 15:00 BST, 21:00 Thailand).

MIL OSI Economics -

Document PARALL0020210504eh55001h9

Virtual Reality Market: A Straight Overview of Growing Market & Future Trend | Sony , Samsung Electronics , Alphabet

964 words
29 April 2021
iCrowdNewswire
ICROWDN
English

Virtual reality (VR) is refers to communicating computer-generated experience taking place within a simulated environment. It indicates a complete involvement experience that shuts out the physical world. It is most prominently incorporated auditory as well as visual feedback. Also, it allows sensory feedback like haptic. VR has become a crucial technique for treating post-traumatic stress.

Latest released the research study on Global Virtual Reality Market, offers a detailed overview of the factors influencing the global business scope. Virtual Reality Market research report shows the latest market insights, current situation analysis with upcoming trends and breakdown of the products and services. The report provides key statistics on the market status, size, share, growth factors of the Virtual Reality.

The study covers emerging player's data, including: competitive landscape, sales, revenue and global market share of top manufacturers are: Sony Corporation (Japan),Samsung Electronics (South Korea),Alphabet Inc . (United States),Microsoft Corporation (United States),HTC (Taiwan),Oculus VR (United States),Eon Reality (United States),Vuzix (United States),CyberGlove Systems (United States),Leap Motion (United States),Sensics (United States),Sixense Enterprises (United States)

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Analyst at AMA have conducted special survey and have connected with opinion leaders and Industry experts from various region to minutely understand impact on growth as well as local reforms to fight the situation. A special chapter in the study presents Impact Analysis of COVID-19 on Global Virtual Reality Market along with tables and graphs related to various country and segments showcasing impact on growth trends.

Market Trend:

Highly Enhanced Augmented Reality as well as Virtual Reality Solutions with Artificial Intelligence

Introduction to Machine Learning Enabled VRs

Market Drivers:

Proliferation of Virtual Reality in Entertainment and Gaming Sector

Upsurging Digitalization and â€˜IT Infrastructureâ€™ across the Globe

Opportunities:

Growing Adoption of Virtual Reality in Architectural and Healthcare Applications

Increasing Application of Virtual Reality in Defense Training and Simulation

The Global Virtual Reality Market segments and Market Data Break Down are illuminated below:

by Type (Head-Mounted Display (HMD), Gesture Tracking Devices (GTD)), Application (Aerospace & Defense, Commercial, Consumer Electronics, Industrial, Medical, Others), Offerings (Hardware, Software)

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Region Included are: North America, Europe, Asia Pacific, Oceania, South America, Middle East & Africa

Country Level Break-Up: United States, Canada, Mexico, Brazil, Argentina, Colombia, Chile, South Africa, Nigeria, Tunisia, Morocco, Germany, United Kingdom (UK), the Netherlands, Spain, Italy, Belgium, Austria, Turkey, Russia, France, Poland, Israel, United Arab Emirates, Qatar, Saudi Arabia, China, Japan, Taiwan, South Korea, Singapore, India, Australia and New Zealand etc.

What benefits does AMA research study is going to provide?

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– Open up New Markets

– To Seize powerful market opportunities

– Key decision in planning and to further expand market share

– Identify Key Business Segments, Market proposition & Gap Analysis

– Assisting in allocating marketing investments

Strategic Points Covered in Table of Content of Global Virtual Reality Market:?

Chapter 1: Introduction, market driving force product Objective of Study and Research Scope the Virtual Reality market

Chapter 2: Exclusive Summary – the basic information of the Virtual Reality Market.

Chapter 3: Displaying the Market Dynamics- Drivers, Trends and Challenges of the Virtual Reality

Chapter 4: Presenting the Virtual Reality Market Factor Analysis Porters Five Forces, Supply/Value Chain, PESTEL analysis, Market Entropy, Patent/Trademark Analysis.

Chapter 5: Displaying market size by Type, End User and Region 2015-2020

Chapter 6: Evaluating the leading manufacturers of the Virtual Reality market which consists of its Competitive Landscape, Peer Group Analysis, BCG Matrix & Company Profile

Chapter 7: To evaluate the market by segments, by countries and by manufacturers with revenue share and sales by key countries (2021-2026).

Chapter 8 & 9: Displaying the Appendix, Methodology and Data Source

Finally, Virtual Reality Market is a valuable source of guidance for individuals and companies in decision framework.

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Key questions answered

– Who are the Leading key players and what are their Key Business plans in the Global Virtual Reality market?

– What are the key concerns of the five forces analysis of the Global Virtual Reality market?

– What are different prospects and threats faced by the dealers in the Global Virtual Reality market?

– What are the strengths and weaknesses of the key vendors?

Definitively, this report will give you an unmistakable perspective on every single reality of the market without a need to allude to some other research report or an information source. Our report will give all of you the realities about the past, present, and eventual fate of the concerned Market.

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About Author:

Advance Market Analytics is Global leaders of Market Research Industry provides the quantified B2B research to Fortune 500 companies on high growth emerging opportunities which will impact more than 80% of worldwide companies' revenues.

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informative and usable data suited for our clients business needs. The research study enables clients to meet varied market objectives a from global footprint expansion to supply chain optimization and from competitor profiling to M&As.

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Search Summary

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