Context-Aware-VR

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Figure 1: Phone-driven VR

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



Figure 2: Oculus Rift S

- Pc-driven
- lacktriangle No base stations o inside-out tracking (less precise)
- Play area defined by controller
- ▶ OpenVR compatible \rightarrow orientation
- ► €450 (incl. 2x controllers)



Figure 3: HTC Vive Cosmos (NOT ELITE)

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



Figure 4: HTC Vive Cosmos ELITE

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

VR headsets with eye-tracking as a module:

PupilLabs Binocular Add-on:

- **►** €1400!
- ▶ High compatibility → Python, Unity,...
- ► HTC Vive, Vive PRO or Vive Cosmos VR → OpenVR



Figure 5: Pupillabs vs. Droolon f1

Droolon f1:

- Only costs around €150
- ► Vive Cosmos, Vive Focus Plus, Vive Focus or the original Vive aka Vive CF

VR headset overview

Headset	Price	Base stations	PC	Orientation	Positional	Eye tracking	SDK
Phone	€0	No	No	?	?	No	?
driven							
Oculus Go	€378	No	No	?	Yes	No	No
Oculus	€450	No	Both	?	Yes	No	?
Quest							
Oculus	€450	No	Yes	Yes	Yes	No	OpenVR
Rift S							
HTC Vive	€250+€300	Yes	Yes	Yes	Yes	Pupil Labs	OpenVR
(original)							
HTC Vive	€800	No	Yes	Yes	Yes	Pupil Labs	OpenVR
Cosmos							
HTC Vive	€870	Yes	No	Yes	Yes	Pupil Labs	OpenVR
Focus Plus							
Pico Neo	€945	No	Yes	Yes	Yes	Yes	Tobii sdk
2 Eye							
HTC Vive	€1030	Yes	Yes	Yes	Yes	Pupil Labs	OpenVR
Cosmos							
Elite							
HTC Vive	€1400	Yes	Yes	Yes	Yes	Yes	OpenVR
Pro Eye							