**ASUS OJO 500**

Technical information

Maximum Refresh Rate: 90 Hz

Sensors: Accelerometer

Gyro Sensor

Magnetometer

Proximity Sensor

Degrees of freedom (DoF): 6

Field of View : 100°

Resolution: 1440 x 1440 pixels per eye (2880 x 1440 combined)

OS: Windows mixed reality

Requirements

Component Recommended system requirements

Minimum system requirements

Processor: Intel Core i5 4590 (4th generation), quad-core (or better)  
AMD Ryzen 5 1400 3.4Ghz (desktop), quad-core (or better)

Intel Core i5 7200U (7th generation mobile), dual-core with Intel® Hyper-Threading Technology enabled (or better)

GPU: NVIDIA GTX 1060 (or greater) DX12-capable discrete GPU

AMD RX 470/570 (or greater) DX12-capable discrete GPU  
**Note:** GPU must be hosted in a PCIe 3.0 x4+ Link slot

Integrated Intel® HD Graphics 620 (or greater) DX12-capable integrated GPU

NVIDIA MX150 (or greater) discrete GPU

965M (or greater) DX12-capable discrete GPU

AMD Radeon RX 460/560

RAM: 8GB DDR3 (or better)

8GB DDR3 dual channel (or better)

USB 3.0 Type-A or Type-C

Operating System: Windows 10 Fall Creators Update (RS3) or later - Home, Pro, Business, Education.  
(**Note**: Not supported on N versions or Windows 10 Pro in S Mode)

Free disk space: At least 10 GB

Bluetooth: Bluetooth 4.0

Expected framerate for headset: 90Hz

60Hz

* Jednoduché spúšťanie vlastnej aplikácie
* Kábel
* Potreba počítača
* Miestami nepohodlný, pohybuje sa na hlave. Treba ho často upravovať aby obraz nebol rozmazaný
* Keď sa ovládače dostanúmimo senzorov headsetu začnú sa správať chaoticky a náhodne pohybovať po priestore

**Oculus quest**

Technical information

Resolution: 1,440 x 1,600 per eye (2,880 x 1,600 total)

Display Type: Diamond PenTile OLED

Refresh Rate: 72hz

Field of View: ~110 degrees diagonal

~95-100 degrees horizontal

IPD Adjustment: Hardware

Tracking: 4 camera inside-out 6DoF tracking of headset and controllers

Storage: onboard 128GB — no expandable storage

Connections: USB-C

Requirements

* Nepotrebuje počítač
* Žiadne káble
* Pohodlne sedí na hlave
* Male praktické ovládače
* Veľmi dobré nastavenia hraníc preistoru pre pohyb
* Sledovanie pozície prstov na ovládači
* Potreba dobíjať batérie. Výdrž cca 2 hodiny
* Využíva android
* Komplikovanejšie spúštanie vlastnej aplikácie
* Nezakrýva celý pohľad (malá medzera okolo nosa)

**HTC Vive Pro**

Technical information

Screen: Dual AMOLED 3.5" diagonal

Resolution: 1440 x 1600 pixels per eye (2880 x 1600 combined)

Refresh rate: 90 Hz

Field of view: 110 degrees

Input: Integrated microphones

Connections: Bluetooth, USB-C port for peripherals

Sensors: SteamVR Tracking,

G-sensor,

gyroscope,

proximity,

IPD sensor

Ergonomics: Eye relief with lens distance adjustment

Adjustable IPD

Adjustable headphones

Adjustable headstrap

Requirements

Component Recommended system requirements

Minimum system requirements

Processor Intel Core i5-4590/AMD FX 8350 equivalent or better

Intel Core i5-4590/AMD FX 8350 equivalent or better

GPU NVIDIA GeForce GTX 1070/Quadro P5000 equivalent or better, AMD Radeon Vega 56 equivalent or better

NVIDIA GeForce GTX 970, AMD Radeon R9 290 equivalent or better

Memory 4 GB RAM or more

4 GB RAM or more

Video output DisplayPort 1.2 or newer

DisplayPort 1.2 or newer

USB port 1x USB 3.0 or newer

1x USB 3.0 or newer

Operating system Windows 10

Windows 7 SP1, Windows 8.1 or later, Windows 10