The Importance of Frame Rates

One of the biggest technical challenges of VR is delivering content at a high enough frame rate to accurately "trick" the user into believing he or she is experiencing the external world. Studies have shown that in practice, any VR setup that generates frame rates below 90 frames per second (FPS) is likely to induce disorientation, nausea, and other negative user effects. The lower the frame rate, the worse the effects.

Thus, the goal for VR developers is to target 90 FPS at all times in their software. On the hardware side, this means that using a VR headset like the Oculus Rift or HTC Vive requires the high processing and rendering capabilities of a "VR-Ready" PC, which mostly boils down to a powerful graphics card (GPU).

To ensure a realistic and comfortable experience, Iris strongly recommends that users run Prospect on a PC that meets our recommended specifications. A list of suggested VR-ready machines is provided.

Note: In October 2016, Oculus introduced a technology that interpolates intermediate frames, which the company says will allow users to run its software on less powerful computers. This is exciting news for consumer VR. However, since Prospect requires exceptionally strong 3D model rendering capabilities, Iris is maintaining the same recommended hardware requirements for users of the Oculus Rift (and the HTC Vive, which currently has no such interpolation feature).

✓ Yes ✕ No

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