

Primax 8k Critique

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Link: <http://www.andreamilanta.com/opinions/review-pimax-8k/>



Overview:

Primax 8k promises to deliver a head mounted display after having their previous system the Primax 4K being a success. The new head mounted display would use bigger and higher resolution screens allowing the user to see more and see it much clearer. The system works with the current controllers the HTC VIVE currently provides, but they are making their own as well.

(Before I critique the system, it does bother me that the creators of the system named it 8K, where the displays themselves aren't 8k displays, but rather 2 4k displays. It's misleading to the consumer about the product they are buying just as they read the title. This doesn't hurt the actual HMD, but it does bother me none the less.)

Critique:

I have used the Oculus Rift and the HTC VIVE and after looking at their screens, when using them, for a long time the pixels that are on the screens become more apparent over time. I think this system that allows the user to have an experience where they can see much more clearly due to the higher resolution screens would be of benefit to the users. One issue that we may hit with these types of systems is the amount of power needed to run them, since even now we need high powered systems to play 4k games on computers and consoles.

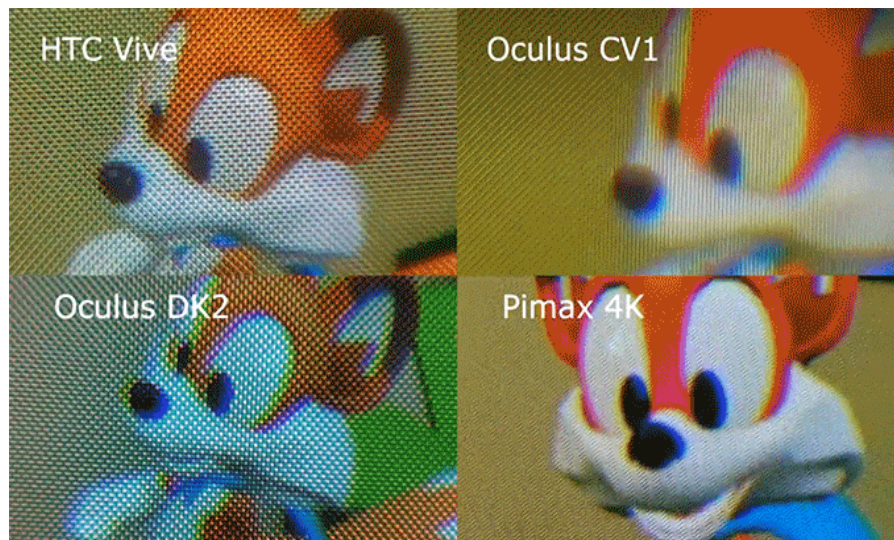
There is a great benefit of getting screens for such head mounted display to be much clearer, but the technology being proposed seems to be ways ahead of its time. The popularity of the common HMDs comes from the fact that now they are more affordable than ever, and systems that are needed to run them are much more accessible to the consumer market. Now in the companies defense they do claim that their system is better suited for the next generation of nvidia graphics cards, or the best that the current market can provide. This might be a claim that is rather worrying since the information about the upcoming graphics cards is not available publicly, so if they are making assumptions about how strong the cards are, may be a slight oversight on the companies behalf.

Besides the higher resolution screens they also offer a wider angle of view inside the HMD, which I think is a great addition since as humans we can see at a greater field of view when compared to the current generation of HMDs. This part of the system will make it much more immersible by allowing the user to see things in the corner of their eyes, just as they would be able to without the headset.

The Primax 8k seems to be made in a way that it works with currently existing hardware made by HTC, making it a very suitable and easy upgrade to any VR user who has already purchased a head mounted display. So if that user wants to have more detail in their games/applications, with the benefit

of being more immersed, this is the product for them. Since the system works same as the others, the assumption that games will be cross-compatible since they are native computer games.

This product has a prototype which has given to certain outlets for a trial run, and for the most part the people who tried the product have overall good responses. This has also been true about many other technologies that have been kickstarted, but just because the initial response is positive, doesn't ensure that the product itself will be good in the long run. It does help that the product they are releasing has a predecessor, but I am concerned about how popular this new product will be, since the last one didn't seem to have a wide consumer adoption (when compared to the HTC VIVE and Oculus rift). As long as this product can deliver on all the promises it's making, then the product may be popular, but it's hard to say due to the other big dogs currently owning most of the market shares.

**Closing statement:**

Just as other technologies in VR, pushing the limits drives the industry forward, and if they create enough demand for it then we may finally see bigger innovation when it comes to both head mounted displays and graphics computing power. Also they may starting making the standards for head mounted displays higher, resulting in competitors also doing so. I have no doubt we'll see next VIVE or the next rift within the next few years, but just like gaming consoles and phones, the more companies that step into the ring with appealing products, the industry benefits as a whole. There is great potential in this product, but it still needs to be refined, and hope that the other parts of the industry catch up to be able to support the power this system needs to operate properly.