

# Spending suggestion

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Arguably the best VR headset



# HTC Vive - Overview

- Developed by HTC and Valve
- Released April 5th 2016

## Oculus Rift



## HTC Vive



Display

OLED

OLED

Resolution

2160 x 1200

2160 x 1200

Refresh Rate

90Hz

90Hz

	Oculus Rift	HTC Vive
Platform	Oculus Home	SteamVR, VivePort
Field of view	110 degrees	110 degrees
Tracking area	5 x 5 feet (two sensors), 8 x 8 feet (three)	15 x 15 feet
Built-in audio	Yes	Yes
Built-in mic	Yes	Yes
Controller	Oculus Touch, Xbox One controller	Vive controller, any PC compatible gamepad
Sensors	Accelerometer, gyroscope, magnetometer, Constellation tracking camera.	Accelerometer, gyroscope, Lighthouse laser tracking system, front-facing camera
Connections	HDMI, USB 2.0, USB 3.0	HDMI, USB 2.0, USB 3.0

	Oculus Rift	HTC Vive
Requirements	<p>NVIDIA GeForce GTX 960 / AMD Radeon RX 470 or greater</p> <p>Intel Core i3-6100 / AMD FX4350 or greater</p> <p>8GB+ RAM</p> <p>Compatible HDMI 1.3 video output</p> <p>2x USB 3.0 ports</p> <p>Windows 7 SP1 or newer</p>	<p>NVIDIA GeForce GTX 970 /AMD Radeon RX 480 equivalent or greater</p> <p>Intel Core i5-4590 equivalent or greater</p> <p>4GB+ of RAM</p> <p>Compatible HDMI 1.3 video output</p> <p>1x USB 2.0 port</p> <p>Windows 7 SP1 or greater</p>
Price	<del>\$400 on sale (\$500 after)</del>	\$600
DT review	2.5 out of 5 stars	4 out of 5 stars



# Other considerations

## Pros

- Sync with phone over bluetooth even in VR experience
- Steam targeted

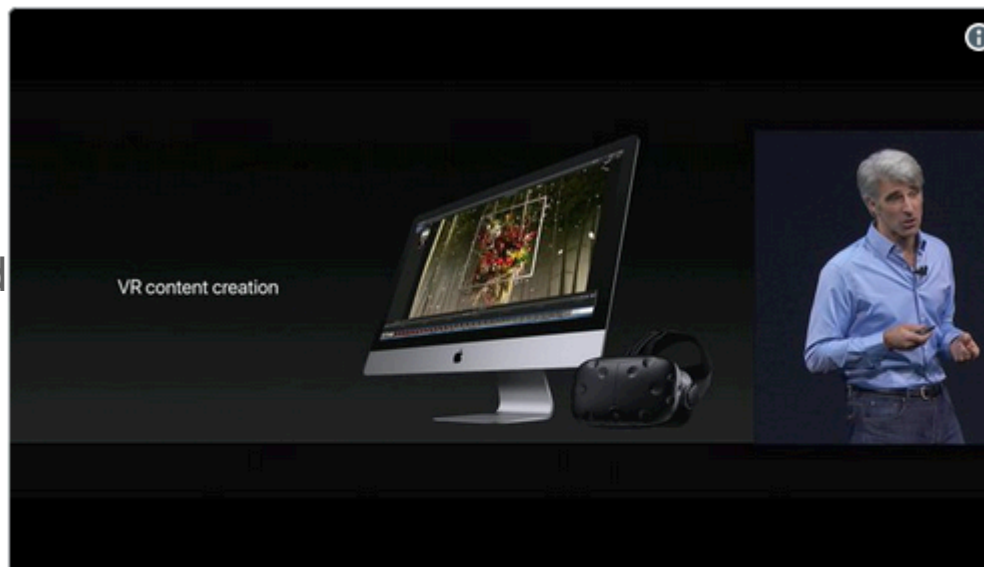
## Cons

- Heavier



# Mac support coming

- HTC vive coming to Mac
- SteamVR is brought to Mac
- AMD Radeon RX 580 graphics card connect via Thunderbolt 3



**Shen Ye**  
@shen



Hey Mac owners! Soon you'll be able to run Vive on macOS!

12:41 PM - Jun 5, 2017



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# Development

- Steam VR
  - Open VR SDK to target Steam VR
- Viveport SDK

- Unreal Engine 4
- Unity
- Native Code

Open VR input emulator - open source on github

**Add ons**

# Real time eye tracking

- **aGlass**
  - Foveated rendering -> less work on PC -> lower hardware requirements
  - 200, 400, 600 lens + custom
- **Tobii eye tracking**
  - Vive business edition

aGlass is ~\$250 on 7invensun website

# Wireless experience

- **TPcast**
- Displaylink
- Rivvr
- KwikVR



TPcast preorders open again at \$299

# Vive tracker



Available for \$99.00

