

Oculus Rift



Product Description

The system's Constellation positioning technology uses gaze tracking and IR LED sensors to identify the user's position while interacting with the virtual environment. Users can move freely within their physical environment, sitting, standing, walking, turning, ducking and dodging as they desire. An Xbox One controller provides familiar gaming functionality and the system's Touch input devices enable left and right virtual hand control.

The headset has an OLED display with 2060 X 1200 resolution and a 90Hz refresh rate. Field of view is 110 degrees and the tracking area is 5' by 11'. Sensors include accelerometers, gyroscopes and magnetometers. The system enables full 360-degree positional tracking.

Product Specifications

Display	OLED	Resolution	2160x1200
Refresh Rate	90Hz	Platform	Oculus Home
Field Of View	110°	Tracking Area	5x5 feet (2 sensors) 8x8 feet (3 sensors)
Audio	Yes	Microphone	Yes
Controller	Oculus Touch/Xbox One	Connections	HDMI, USB (2.0 & 3.0)

Requirements:

NVIDIA GeForce GTX 960 / AMD Radeon RX 470 or greater

Intel Core i3-6100 / AMD FX4350 or greater

8GB+ RAM

Compatible HDMI 1.3 video output

2x USB 3.0 ports

Windows 7 SP1 or newer

Take a look at our previous VR projects in our [content library](#).