HDK2 open source VR headset is set for next month

June 14 2016, by Nancy Owano

A head mounted display to arrive next month got all the attention on Monday. Numerous sites got busy posting items about the open source VR headset.

Alexandra Burlacu, *Tech Times*, reporting on Monday, said the item just made its debut at E3 2016 in Los Angeles. E3 is a trade show for

computer, video and mobile games and related products.

This is an open source VR headset announced by Razer and Sensics, co-founders and organizers of Open Source Virtual Reality (OSVR). Burlacu said, "OSVR is a promising initiative that hit the scene early last year and the latest headset to join the fray now aims to challenge the HTC Vive and Oculus Rift." The OSVR website defines OSVR as "a movement founded to create a universal open source VR ecosystem for technologies across different brands and companies."

It is reasonably priced and that's a draw. This is the Hacker Development Kit 2 (HDK2) virtual reality headset. The HDK2 aims to rival the Oculus Rift and HTC Vive.

The HDK2 is to retail for $399.99. As for the previous HDK1.4, it will continue selling for $299.99, said reports.

The HDK2 features an upgraded display for a visual experience on par with the Oculus Rift and HTC Vive, according to the announcement.

According also to the description, it features "2160 x 1200 dual-display technology (1080 X 1200 per eye) running @90fps designed for maximum virtual reality immersion combined with custom designed optics." The results, said OSVR, are vibrant, clear visuals.

Nick Summers, associate editor, *Engadget* UK, said, "It has a 110-degree field of view and supports VR experiences at up to 90 frames per second—both of which are fast becoming industry standards."

Custom lenses are adjustable, said *PCWorld*, to allow for glasses-free use in most cases.

Also noted is that it is "a modular system," said *PCWorld*, "if you've got

a bit of electronics know-how and want to swap parts. This is the Linux of VR headsets."

Christopher Mitchell, OSVR Lead, Razer, remarked how the HDK2 not only allows them to meet gamers' needs but also to "provide developers with affordable open-source hardware to innovate with."

Price-wise, compatibility-wise, the HDK2 does seem to reflect OSVR goals. "We are on a mission to democratize VR by offering open, affordable, high-performance software and hardware solutions with nearly-universal device and game engine compatibility," said Yuval Boger, CEO of Sensics and co-founder of OSVR.

"Powered by the effort of the core Sensics and Razer engineering teams, participation of OSVR partners and contributions from VR enthusiasts worldwide," he said, they looked forward to sharing new capabilities.

More information: www.osvr.org/

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