



## THE BEST JUST GOT BETTER

The VIVE Pro: now featuring the latest in eye-tracking technology. See what your users see. Understand their intentions. Gather actionable insights. Integrate with existing systems and tools with ease. Create more natural and accessible user experiences. Transform the way you do business now and in the future. Discover VIVE Pro Eye today.



### PRECISION EYE TRACKING.

*Enterprise<sup>1</sup> VR's new signature feature.*

Create more immersive virtual simulations. Gain insights about user performance and interaction. Improve training scenarios. Open the door to deeper data analysis.

### FOVEATED RENDERING.

*The intelligent allocation of GPU workload.*

Optimize graphic fidelity in users' line of sight. Reduce rendering workloads on CPUs and GPUs. Improve visualization quality and performance. The preferred system for NVIDIA Variable Rate Shading (VRS)<sup>2</sup> technology.

### 2880 X 1600 COMBINED RESOLUTION.



*Industry-leading visual fidelity.*

Deliver breathtaking graphics, texts, and textures in simulations. Allow users to dive into the deepest of details with dual-OLED displays with a combined resolution of 2880 x 1600 pixels and 615 PPI.

### READY FOR EXTENDED SESSIONS IN VR.



*Designed for comfort & balance.*

HMD is engineered top-down for easy on and off, quick adjustment, and prolonged use. Fits a wide range of head sizes. Suits almost all vision types with adjustable optics to minimise eye fatigue. Designed to comfortably accommodate majority of glasses.

**Content capability is required for all VIVE Pro Eye eye-tracking features.**

### EXPANDED USER ANALYTICS.

*Understand intentions & improve feedback.*

See what users see. See for how long with heatmapping and gaze tracking. Capture candid performance data. Understand how users naturally interact with your product. Uncover actionable insights about user intent and decision-making processes.

### SIMPLIFIED INPUT & NAVIGATION.

*Turn VR into a more natural, intuitive experience.*

Implement gaze-oriented menu navigation. Point, select, and zoom faster and easier than ever before. Enable more natural movements and gesture controls in virtual reality. Make hand controllers optional.

### 32' X 32' ROOM-SCALE CAPABILITIES.<sup>3</sup>



*Create expansive multiuser paradigms.*

Design occlusion-free, wide-area experiences with sub-millimeter tracking accuracy with SteamVR™ 2.0. Scale your tracking volumes from seated to standing to full 32' x 32' (10m x 10m) room-scale for multiple users.

### HI-RES® & SURROUND-SOUND AUDIO.



*Add essential audible cues, context & meaning.*

Improve the quality of virtual experiences with headphones that mimic the volumes, pitches, and reverberations of the real world. Create the immersion required to ensure simulations have a lasting impact.

# Accessories for VIVE Pro



Shown with VIVE Pro Headset

## VIVE WIRELESS ADAPTER.

*Commercial-grade wireless VR has arrived.*

Remove the tether. Cut down on cables. More easily bring multiple users into simulations. Free users up for a fast, responsive, and powerful wireless experience. Powered by Intel® WiGig™ technology.



## VIVE TRACKER.

*Bring real-life objects into virtual & mixed reality.*

Ideal for automotive, aerospace, and heavy/specialized equipment training. Track realistic objects. Enable full body tracking. Easily attaches to cameras for mixed reality captures.

### VIVE PRO EYE SPECS

<b>Screens:</b>	Dual OLED 3.5" diagonal
<b>Resolution:</b>	1440 x 1600 pixels per eye, (2880 x 1600 pixels combined)
<b>Refresh rate:</b>	90 Hz
<b>Field of view:</b>	110 degrees
<b>Audio:</b>	Hi-Res-certified headset, Hi-Res-certified headphones (removable), high-impedance headphone support, enhanced headphone ergonomics
<b>Input:</b>	Dual integrated microphones
<b>Connections:</b>	USB-C 3.0, DP 1.2, Bluetooth
<b>Sensors:</b>	SteamVR™ Tracking, G-sensor, gyroscope, proximity, interpupillary (IPD) sensor, eye tracking
<b>Ergonomics:</b>	Eye relief with lens distance adjustment, adjustable IPD, adjustable headphones, adjustable strap

### EYE TRACKING SPECS

<b>Gaze data output frequency (binocular):</b>	120Hz
<b>Accuracy<sup>4</sup>:</b>	0.5°–1.1°
<b>Calibration:</b>	5-point
<b>Trackable field of view<sup>5</sup>:</b>	110°

<b>Data output (for each eye):</b>	Timestamp (device and system), gaze origin, gaze direction, pupil position, absolute pupil size, eye openness
<b>Interface:</b>	HTC SRanipal SDK
<b>3D engine compatibility:</b>	Unity, Unreal & WorldViz Vizard

### MINIMUM COMPUTER REQUIREMENTS

<b>Graphics:</b>	NVIDIA® GeForce® GTX 970 or AMD Radeon™ R9 290 equivalent or better.
<b>Processor:</b>	Intel® Core™ i5-4590 or AMD FX™ 8350, equivalent or better.
<b>Memory:</b>	4 GB RAM or more
<b>Video out:</b>	DisplayPort 1.2 or newer
<b>USB ports:</b>	1x USB 3.0 or newer port
<b>Operating System:</b>	Windows® 7, Windows® 8.1 or later, Windows® 10 Upgrade to Windows 10® for the best results with the dual front facing cameras. Driver is required to download and install before using VIVE Pro's dual cameras with Windows® 7.

**Recommended graphics** for the best enterprise VR solution is NVIDIA GeForce GTX 1070/Quadro P5000 or above, or AMD Radeon Vega 56/Pro WX7100/FirePro W9100 or above.

Visit [www.vive.com/ready](http://www.vive.com/ready) to test your PC and view the latest recommended computer specs.

<sup>1</sup>VIVE Advantage is required for commercial use of VIVE Pro and VIVE Pro Eye.

<sup>2</sup>Nvidia Variable Rate Shading (VRS) is supported on Nvidia's Turing-based GPUs.

<sup>3</sup>VIVE Pro is capable of supporting up to a 10m x 10m area using four SteamVR™ Base Station 2.0 Units. With the standard setup of two SteamVR™ Base Station 2.0 Units, it will support up to a 7m x 7m area.

<sup>4</sup>Within FOV 20°.

<sup>5</sup>Eye surgery, eye disease, heavy makeup, and high myopia may affect eye tracking performance.