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HTC VIVE

TECHNICAL DETAILS

Diagonal (in)	3.6
Panel	Dual AMOLED
Resolution (px×px)	2160x1200 (combined)
Resolution (px×px)	1080x1200 (per one eye)
Sensors	Controller: SteamVR Tracking
Sensors	Goggles: SteamVR Tracking; Gyroscope; Proximity sensor; G-Sensor
Refresh Rate (Hz)	90
Field of view	110°
Connectors	Controller: MicroUSB
Connectors	Link Box: HDMI; Mini DisplayPort; USB 3.0
Connectors	Goggles: HDMI; USB 2.0; 3.5mm stereo jack
Connectors	VIVE base: MicroUSB; DC power port; Sync port
Device requirements	NVIDIA GeForce GTX 1060 or AMD Radeon RX 480 or equivalent
Device requirements	4GB RAM or more
Device requirements	1 USB 2.0 port or faster
Device requirements	Intel Core i5-4590 or AMD FX 8350 or equivalent
Device requirements	HDMI 1.4 or DisplayPort 1.2 or newer output
Device requirements	Windows 7/Windows 8.1/Windows 10
Net weight (kg)	0.44
Set contains	2 x HDMI cable
Set contains	2 x Controller
Set contains	1 x Earphones

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Set contains	2 x VIVE Base
Set contains	1 x Goggles charger
Set contains	2 x USB cable
Set contains	2 x Wall mount for VIVE Base
Set contains	1 x Goggles
Set contains	2 x VIVE Base charger
Set contains	2 x Controller charger

PRODUCT DESCRIPTION

HTC Vive is a set of Virtual Reality, which consists of goggles that operates on a dual AMOLED screen at a resolution of 2160x1200 (1080x1200 per one eye), two controllers that are characterized by their handiness, intuitive controls and precision, and a VIVE base, which consists of two columns and is responsible for accurate tracking of goggle and controllers sensors with a 360-degree operating range.

The control is smooth and very precise thanks to the accelerometer, gyroscope and two laser sensors that accurately record the commands given by the controllers. The user can enjoy the virtual world in a very wide, 110-degree field of view. Fully adjustable goggles ensure comfortable gameplay, and controllers charged via the MicroUSB port can work without charging for about 6 hours.

It is worth mentioning that the minimum required active space of the game is 2x1.5m (6'6"x4'11"), with a maximum area of 4x4m (11'5"x11'5").

HTC Vive is also equipped with a number of security systems. Chaperone technology is responsible for warning if you go outside the playable area, and the built-in front camera seamlessly connects the real elements with the virtual environment.

The equipment is compatible with computers that have efficient components and meet the minimum hardware requirements listed on the left side. The HTC Virtual Reality Kit is available immediately from SQM Multimedia Support rental!

Product link:
https://rentalhouse.sqm.eu/gb/interaction-accessories/188-htc-vive.html

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