Get Your Head in the Game with Oculus Rift

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Technical Details

- 7" LCD Display
- 1280 x 800 resolution
- Stereoscopic 3D with parallel image for each eye
- Field of View: 110° (diagonal) 90° horizontal
- Supports HDMI/DVI and USB
- Head tracking with orientation sensor (includes gyroscope, accelerometer, and magnetometer)
- Lenses for focusing the image
- Left eye sees more things on the left, right eye sees more things on the right
- 3D effect created by framing each eye's view slightly toward the opposite side

* Note: These specifications are for the first version of the developer kit

What is Oculus Rift

Oculus Rift is a head mounted stereoscopic 3D display. It tracks the user's head and allows 360° view when playing video games or watching simulations. Oculus Rift takes immersion to a new level.

Why is Oculus Rift different

Video games are becoming more and more interactive. Consoles made by Nintendo, Microsoft and Sony support tracking of physical movements. Many companies have tried to make products similar to Oculus Rift. Oculus Rift is different because of the following reasons:

- **Inexpensive**: competitive products can cost up to $100,000
- **Wider viewing angles**: it allows 110° viewing angle along with 360° view
- **Head tracking**: movements in the virtual world is easily achieved by physical movements

Advantages and other applications

Oculus Rift is all about immersion and it does very well in that regard. It provides wide viewing angles, head tracking and 360° viewing. Based on these attributes this device can possibly be used for:

- **Gaming**: Already has been adapted in many games
- **Movies**: Watch movies that allow viewers to see the surroundings of the camera
- **Exploration**: Visit places that you have never been to or cannot afford to go to
- **Simulation**: Allows realistic simulation of flying and driving

Supported Games

Team Fortress 2, Skyrim, Half Life 2, Hawken, Slender: The Arrival and many more games are either supported or can be played with hack

Simulations include: Lunar Flight, explorations, flight and driving simulators

Future

Telepresence Device: If live video can be fed to the device over Wi-Fi, a robot with an attached camera can be sent to places where one cannot or does not want to go (underwater, space or any other distant and exotic places).

Sources

iFixit.com
MIT Technology Review
Forbes.com
digiboardgames.com
Sliceoftech.com
The Independent

Accessories to Complement the Oculus Rift

Geonaute 360 video camera – 360° video capture abilities: works with Oculus Rift
Virtuix Omni – Omni directional treadmill: physical movements as input for gaming