

Qualcomm Snapdragon 845 Powers VR Headset

Written by Alice Marshall
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Ahead of Mobile World Conference (MWC) 2018 Qualcomm announces plans a reference design for a VR headset-- one based on the Snapdragon 845 mobile device processor able to deliver "one-of-a-kind experiences."



"We continue to deliver new advancements in technologies for our customers to utilize as they aim to capitalise on the growing standalone and smartphone VR industry," the company says. "With the Snapdragon 845 Mobile VR Platform, we're supporting the next wave of smartphone and standalone VR headsets for our customers and developers to create the immersive applications and experiences of the future."

The Snapdragon 845 VR platform builds on the Snapdragon 835, which already finds use in headsets such as the HTC Vive Focus and Lenovo Mirage Solo. It uses the Adreno 630 visual processing subsystem for "outstanding" integrated graphics, video and display processing technologies, while Adreno Foveation XR technology handles eye tracking to ensure graphics resources go to where the user is physically looking.

Another technology found inside the headset reference design is a dedicated Hexagon Digital Signal Processor (DSP) able to track the body and location within a room-- and all objects around it-- without need for cables or separate room sensors, allowing for even more immersive VR/AR experiences.

The actual Qualcomm headset should be on show at MWC 2018, so we will have a taste of the technology then.

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