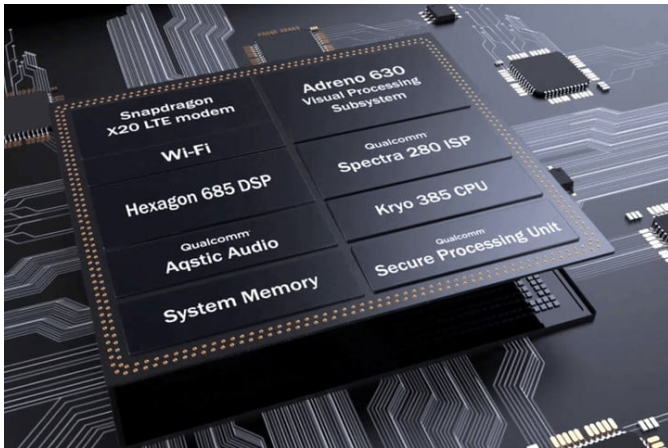


## Qualcomm Aims XR1 Chipset at Headsets

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Qualcomm launches a processor aimed specifically at AR and VR headsets-- the Snapdragon XR1 Platform, described as the first dedicated processor for eXtended Reality (XR).



Current standalone VR headsets have had to make use of what are essentially repurposed smartphone processors. The XR1 claims to change the situation, since it is a platform powerful enough to handle such tasks while a fairly low price point. Admittedly the chipset does appear to be based on Qualcomm smartphone offerings, if tweaked with an emphasis on the processing of 3D XR tasks, such as audio/visual processing, user interaction and AI.

As such, the XR1 carries a Kryo CPU, Adreno GPU and Hexagon Vector Processor, all capable of processing rich visuals and audio. Further additions include AI and machine learning frameworks for object classification, pose prediction, natural language understanding, speaker recognition and DSP sensor fusion for minimal latency and precise head tracking, as well as support for 3DoF and 6DoF controllers.

The chipmaker says the chipset is ideal for untethered VR and AR headsets used in both consumer and enterprise applications, with mentions of healthcare, education, military, engineering and emergency response. Qualcomm already has the backing of a number of device makers, such as Meta, Vive, Vuzix and Picoare, and hopes standalone AR and VR headsets will total 186 million by 2023.

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