

Oculus Details Rift Final Version, Controllers

Written by Marco Attard
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Facebook-owned virtual reality headset maker Oculus reveals the final consumer version of the Rift at a press event just ahead of E3 2015, together with a companion input device dubbed the Oculus Touch.



The final version of the Rift headset is, ultimately, a refined take on earlier prototypes, if one with improved ergonomics. It features two low-persistence AMOLED displays, an IR LED constellation system for 360-degree head tracking, built-in VR audio system and "high quality" internal microphone.

Users can control VR games through a regular gamepad, but Oculus suggests an own control alternative-- the Touch, a pair of controllers (think the non-remote part of the Wii controller) featuring an analog thumbstick, two buttons and an analog trigger.

Like the headset the controllers use an IR LED constellation system for hand tracking, while sensors allow for the recognition of various finger and thumb poses. Also included are haptics for feedback when interacting with virtual objects.

Another Rift-related announcement has involve an Oculus-Microsoft partnership-- the headset should be compatible with Windows 10, and one will be able to stream Xbox games to the Rift as project in a kind of virtual living room setup. Oh, and each Rift package includes a wireless Xbox One controller.

The Oculus Rift should launch on Q1 2016, together with game titles including Eve Valkyrie, Chronos and Edge of Nowhere.

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