

Razer Pushes OSVR at E3 2016

Written by Marco Attard
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Razer is the next VR headset contender as it shows off an update of the Open Source VR (OSVR) project at E3 2016-- one promising specs comparable to the Oculus Rift and HTC Vive together with a lower price tag.



Co-developed with VR display maker Sensics, the OSVR Hacker Development Kit (HDK) update seen at the show features an overall resolution of 2160x1200 via low-persistence OLED displays with a 90Hz refresh rate and a 110-degree field of view. This is an improvement over earlier prototypes offering a 1920x1080 resolution, and matches the specs of most of the VR competition.

Also included in the headset are custom (not Fresnel) lenses one can adjust to allow for glasses-free use and position tracking via Rift-style IR camera. As the name might suggest the open source nature of the headset allows for some hacking and replacement of parts through modular construction.

Perhaps confusingly, the OSVR HDK 2 is aimed at both developers and consumers-- meaning customers can buy the device, while developers get a \$5 million Razer-funded pot to work on OSVR software.

"The HDK 2 allows us to meet the needs of VR fans and gamers and provide developers with affordable open-source hardware to innovate with," the company says. "With the HDK 2 being able to deliver a visual experience on par with industry leaders, we will now be able to represent hardware agnostic VR media and games in all their glory for future headsets to adopt through the open source ecosystem."

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The headset ships from July 2016.

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