

A look at how Oculus compares to Vive and PlayStation VR

March 24 2016, by Derrik J. Lang



This June 11, 2015, file photo, shows the new Oculus Rift virtual reality headset on display following a news conference in San Francisco. The consumer version of the Oculus Rift will arrive for early adopters on Monday, March 28, 2016, kicking off a new wave of high fidelity virtual reality available for people's homes. (AP Photo/Eric Risberg, File)

After four years of hype, high-end virtual reality [is coming to consumers' living rooms next week](#) with the release of the consumer

edition of the Oculus Rift. The debut will be followed by the introduction of similar high-fidelity head-mounted displays, the HTC Vive and PlayStation VR.

Despite comparably offering immersive windows into 360-degree virtual worlds, each headset has a unique approach to VR, whether it's the room-detecting capabilities of the Vive or the plug-and-play simplicity of PlayStation VR. Here's a look at how the three systems are different:

OCULUS RIFT

For early adopters, Oculus will be first to market with a \$599 headset that must be connected to a high-powered PC. It's worth noting that although the Rift officially launches March 28, Oculus has announced that pre-orders have already sold out and new orders won't be shipped until this summer.

The headset will come with an Xbox One controller to play included games like space dogfighter "EVE: Valkyrie" and cartoony platformer "Lucky's Tale." However, Oculus' intuitive Touch controllers, which can recreate the sensation of hands in VR, won't be available separately until later this year.

Out: March 28

HTC VIVE

For a higher price than both the Rift and PS VR, the Vive will offer

seated and standing gameplay experiences utilizing a pair of sensors capable of monitoring movement in a room. Unlike the other headsets, the Vive features a front-facing camera and sensors to detect what's in the real world.

As with the Rift, the Vive needs to be connected to a super-charged PC costing at least \$1,000 in order to operate, but the Vive will come with a pair of wand-shaped controllers and games such as "Job Simulator," "Fantastic Contraption" and "Tilt Brush" to validate its heftier \$799 price tag.

Out: April 5

—

PLAYSTATION VR

Sony is offering the least expensive entry into VR at \$399. While the Rift and Vive only operate when connected to souped-up PCs, Sony's version of VR works in tandem with the PlayStation 4 console, which costs around \$350 depending on the model, and PlayStation camera, about \$60.

PS VR features one OLED screen inside the headset, while both the Rift and Vive have a screen for each eye, offering a slightly larger field of view. The headset works with the PlayStation DualShock and Move controllers. Physically, it fits more like a visor than Oculus and Vive's goggle-like approach.

Out: October

More information: www.oculus.com
www.htcvive.com

www.playstation.com

© 2016 The Associated Press. All rights reserved.

Citation: A look at how Oculus compares to Vive and PlayStation VR (2016, March 24) retrieved 5 May 2024 from <https://phys.org/news/2016-03-oculus-vive-playstation-vr.html>

This document is subject to copyright. Apart from any fair dealing for the purpose of private study or research, no part may be reproduced without the written permission. The content is provided for information purposes only.