

New VR Headsets for 2019

oculus quest

Facebook's first standalone, immersive headset

SPRING 2019 | \$399



- No computer needed
- Full movement in VR with no sensors
- Won't render VR at as high of a level as a PC

oculus rift s

Facebook's next-gen desktop headset

SPRING 2019 | \$399



- The next version of the Rift with increased resolution
- Full movement in VR with no sensors
- Needs to be plugged in to a PC

VIVE FOCUS PLUS

HTC's standalone headset for the enterprise market

AVAILABLE SOON | \$799



- Full movement in VR with no sensors
- No computer needed
- High res AMOLED display
- Won't render VR at as high of a level as a PC

VIVE COSMOS

HTC's next consumer headset

RELEASING AFTER VIVE FOCUS PLUS | PRICE UNKNOWN



- Rumored to plug into either a computer or smartphone
- Flip-up design to see the real world without removing the headset
- Full movement in VR with no sensors

VIVE PRO EYE

HTC's eye-tracking PC VR headset

AVAILABLE SOON | PRICE UNKNOWN



- Precision eye-tracking and foveated rendering
- Premium visuals, audio, and motion-sensing
- Requires connection to PC (wireless add-on available)

VALVE INDEX

Valve's first in-house VR headset

SUMMER 2019 | PRICE UNKNOWN



- First in-house headset from Valve, creators of SteamVR
- Will feature finger-tracking Knuckles controllers
- More info to come

HP REVERB

The next generation of Windows VR headsets

LATE APRIL | STARTING AT \$600



- Top-tier resolution
- Runs on Windows MR operating system
- Enterprise model available