VIRTUAL REALITY

Dec 2015

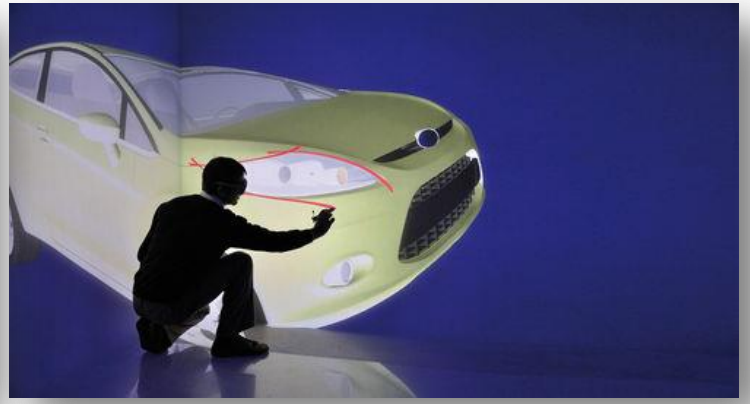
NVIDIA

VR WILL BE PERVASIVE

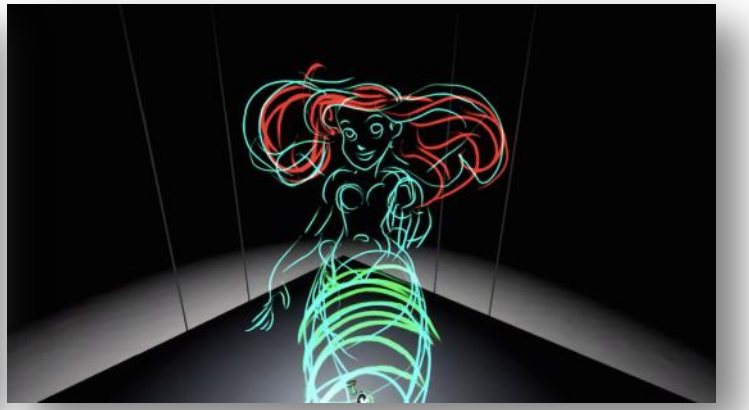
Touching Every Industry

Gaming

Design



Art

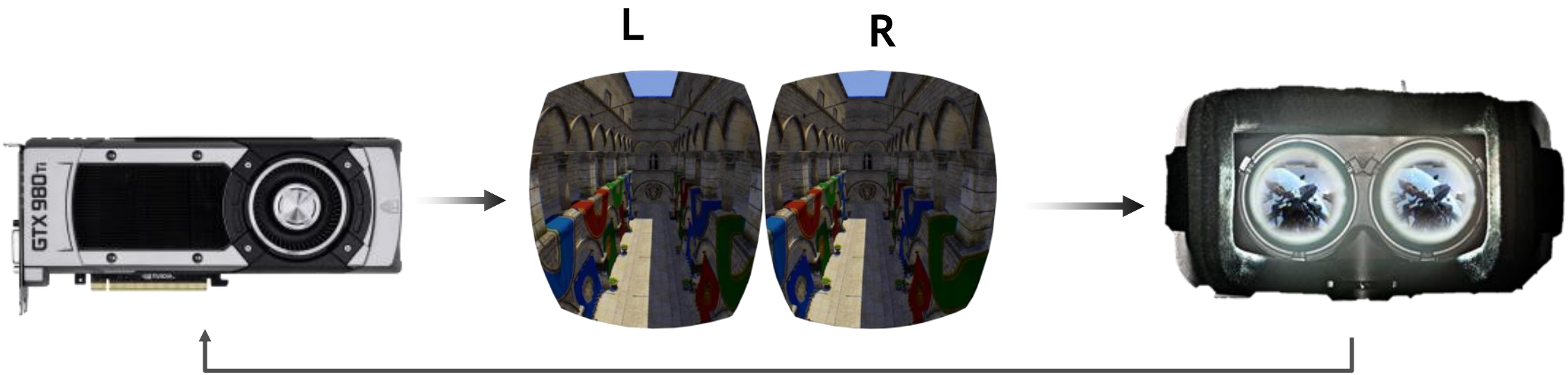


Sports

News

Real Estate

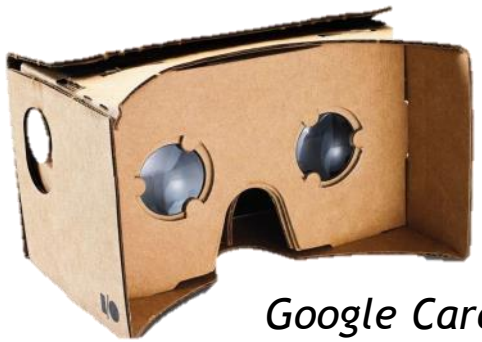
HOW DOES VR WORK?



KEY ELEMENTS TO ACHIEVE PRESENCE

Wide FOV | Adequate Resolution | Low Pixel Persistence| High Refresh Rate | Optics
Rock Solid Tracking | Low Latency

SPECTRUM OF VR HEADSETS



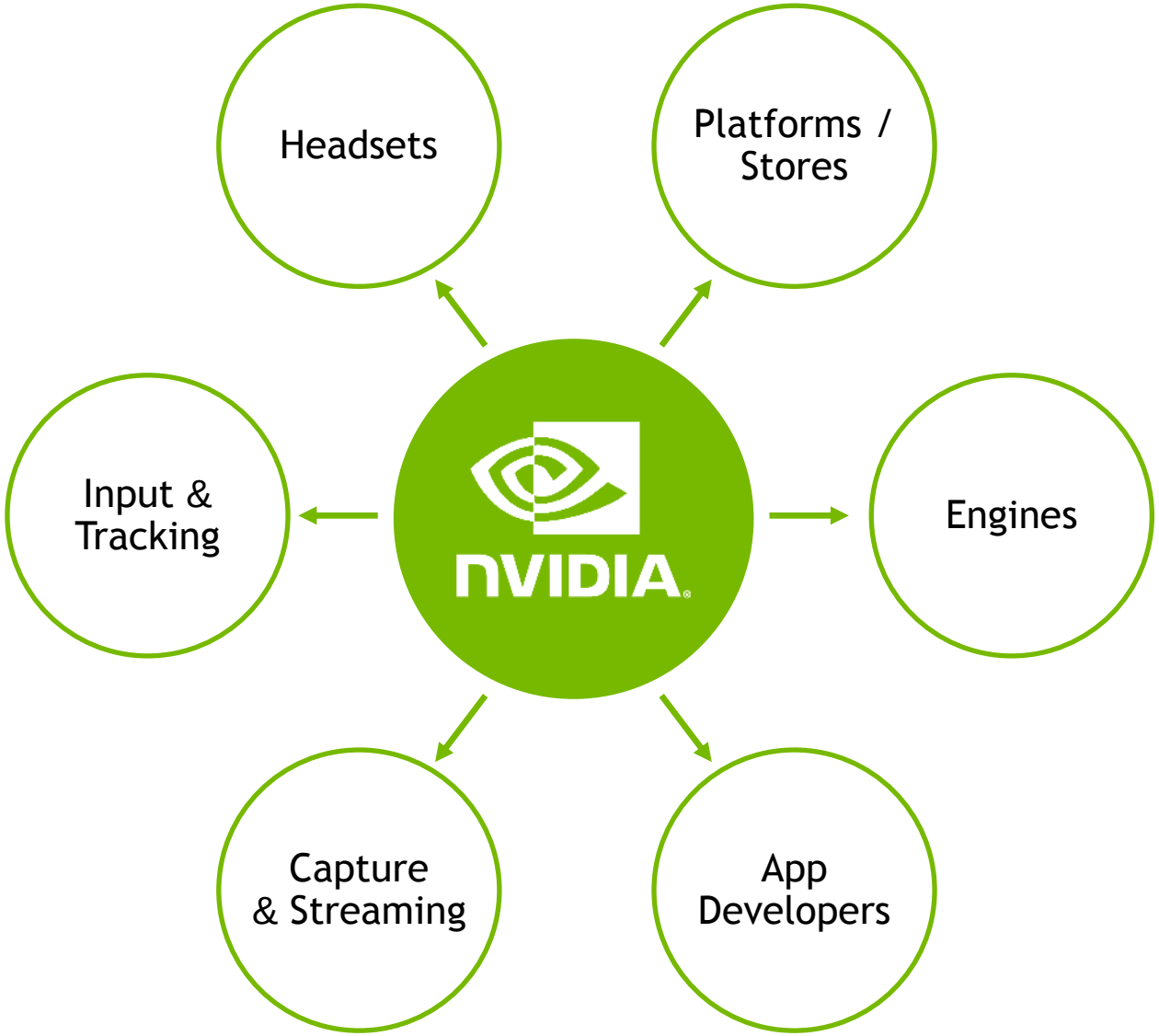
Google Cardboard

Game Console

Mobile

PC

Helping the Ecosystem Build Amazing VR

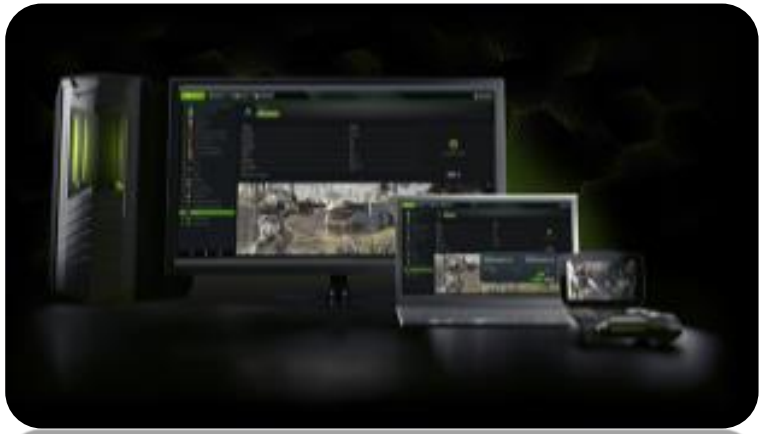


GEFORCE GTX

The Ultimate Graphics Platform for VR

PERFORMANCE

GEFORCE GTX



EXPERIENCE

GEFORCE EXPERIENCE

ENABLEMENT

GAMEWORKS VR

VR REQUIRES VERY POWERFUL GPUS

7X Performance of PC Gaming

PC GAMING = 60 MP/S
(1920 X 1080 @ 30 FPS)

VIRTUAL REALITY = 450 MP/S*
(3024 X 1680 @ 90 FPS)

*VR rendering resolution

PERFORMANCE

Good VR Starts at GTX 970

Recommended Spec from oculus.com:
https://www.oculus.com/en-us/rift/

NVIDIA GeForce GTX 970
Intel i5-4590 equivalent or greater
8GB+ RAM
Compatible HDMI 1.3 video output
2x USB 3.0 ports ; Windows 7 SP1 or newer

BEST

BETTER

GOOD

WORLD'S FIRST VR READY NOTEBOOK

Powered by the GTX 980 GPU

AORUS X7 DT
G-SYNC
Availability: January

ASUS GX700VO
G-SYNC
Water-Cooled
Availability: Mid Dec

CLEVO P870DM
G-SYNC
Available!

MSI GT72
G-SYNC
Available!

CLEVO P775DM
G-SYNC
Availability: Early Dec

MSI GT80
18.4", SLI
Availability: Late Nov

GAMEWORKS VR

Optimal Performance, Latency, & Compatibility for VR

MULTIRES SHADING

Increase performance via an innovative new way to render for VR

VR SLI

Scale performance with multiple GPUs

CONTEXT PRIORITY

Minimize head tracking latency with asynchronous time warp

DIRECT MODE

Plug and play compatibility from GPU to HMD

FRONT BUFFER RENDERING

Reduce latency by rendering directly to the front buffer


NVIDIA
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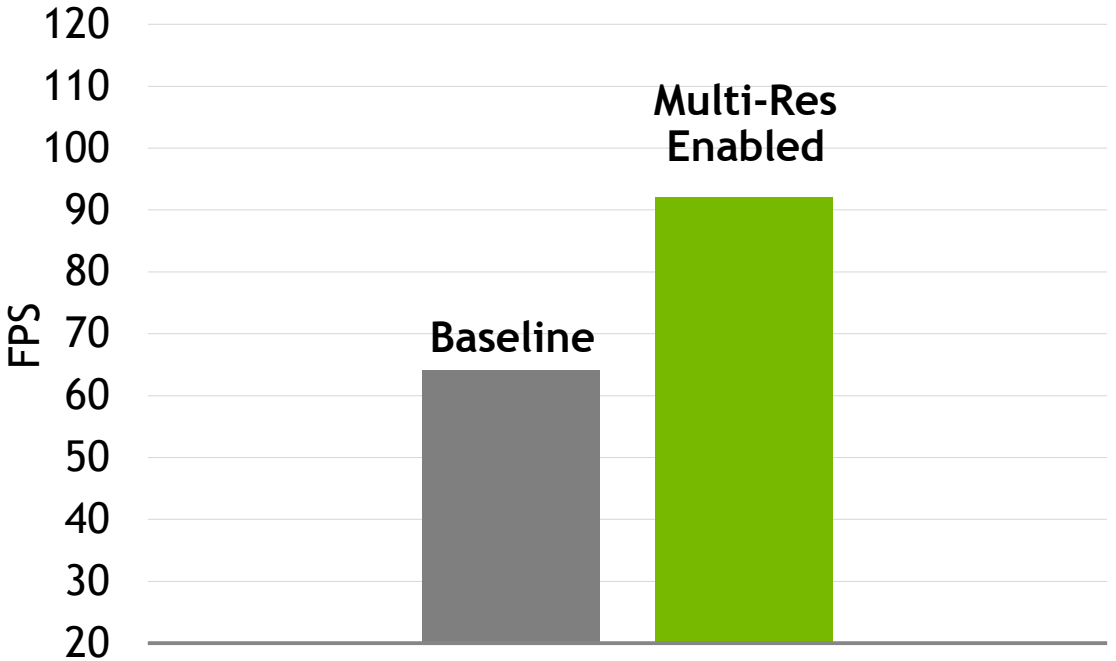
GAMEWORKS VR

GAMEWORKS VR DELIVERS UP TO 50% SPEEDUPS IN UE4



UNREAL ENGINE

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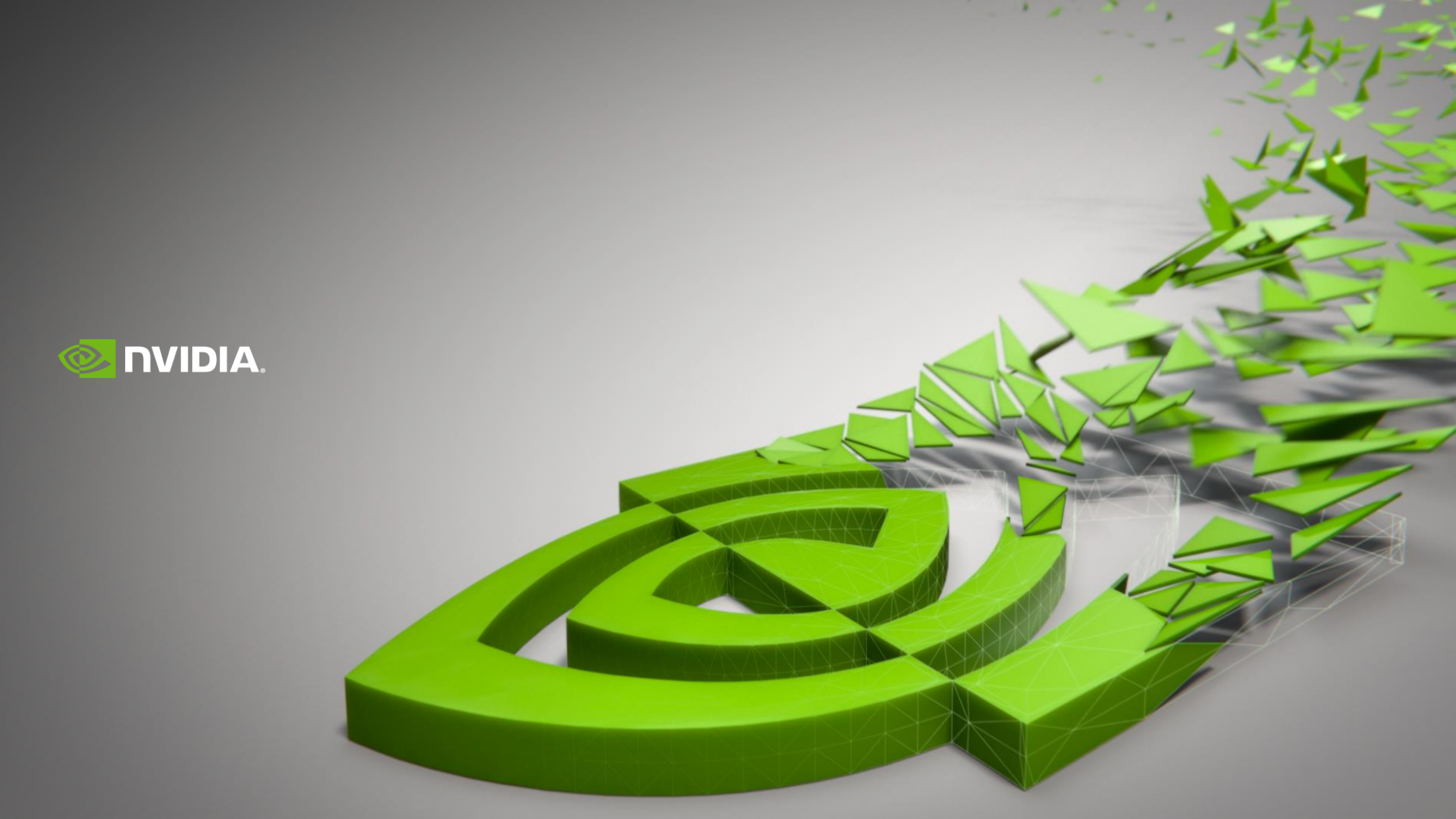
NVIDIA GAMEWORKS VR

Coming Soon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