

The no-compromise VR headset. Realistic visuals. Immersive soundscapes. Superb tracking and performance. Developed in collaboration with Valve and Microsoft, our breakthrough headset delivers a more immersive experience. Ergonomically designed for comfort. Optimized for compatibility. Introducing the new standard in VR.



## Exceptional combination of visuals and sound

Equipped with industry-leading lenses and speakers from Valve, our HMD provides high quality resolution and fully immersive spatial audio. With mura-free, 2160 x 2160 LCD panels per eye, you can now see more detail than ever before.

#### A headset that adjusts to you

Get maximum comfort for longer wear time. With flexible material, increased cushion size and lenses that can be adjusted for different eye distances<sup>2</sup>, each user experiences a custom fit regardless of face size and shape.

#### More cameras. Better tracking.

With four cameras built into the headset and no external sensors required, you can now track more movement no matter how extreme. And with a smaller and more ergonomic design, our controllers are more natural and comfortable to hold onto.

#### Compatible across the industry

Looking for access across any and all VR content? With compatibility across both SteamVR and Windows Mixed Reality<sup>3</sup>, seamless access to everything VR is now within reach. All with quick and painless setup.

### Improved Controller Tracking

Get improved tracking below the waist with 30% more vertical area coverage<sup>4</sup>.

#### **Extended Cable Compatibility**

The 6M cable is now compatible with all AMD systems. Intel® systems continue to be compatible<sup>5</sup>.

### New Adjustable Facemask

With the new adjustable eye relief facemask, you can easily customize your eye distance from the lenses to get an improved visual experience<sup>5</sup>.







Product number	1NOT4AA
UPC number	(ABB) 195122433055; (ABU) 195122433260
Technical notes	Controller Tracking: Arm Front swing tracking range: Portrait mode: 109.8°6; Landscape mode: 84.2° Arm Side swing tracking range: Portrait mode: 139.6°6; Landscape mode: 110.9°
Compatible operating systems	Windows 10 May 2019 update or higher - Significant improvements have been added to the Windows Mixed Reality platform to optimize for the visual quality of this device. For the best performance, please ensure you have the latest updates from Windows 10: version 1903/1909 (KB4577062 or later) or 2004 (KB4577063 or later).
System Requirements, Minimum	Processor: Intel® Core™ 15, 17, Intel® Xeon® E3-1240 v5, equivalent or better. AMD Ryzen 5 equivalent or better Memory: 8 GB RAM or more Video out: DisplayPort™ 1.3 USB ports: 1x USB 3.0 Type C® Power: Included power adapter Graphics: DX12 capable graphics. Cards that typically run Reverb at full resolution: - Consumer - NVIDIA® GeForce® GTX 1080, NVIDIA® GeForce® GTX 2008, NVIDIA® GeForce® RTX 2009. AVIDIA® Quadro® RTX 4000, NVIDIA® Quadro® RTX 4000, NVIDIA® Quadro® RTX 4000, NVIDIA® Quadro® RTX 4000, AVIDIA® GeForce® GTX 2009. AVIDIA® GeForce® GTX 2009. AVIDIA® GeForce® GTX 2009. AVIDIA® GEFORC® GTX 1009. AVIDIA® Quadro® P4000, AVIDIA® Quad
Warranty	1 year limited warranty, including 1 year parts and 1 year labor. Terms and conditions vary by country. Certain restrictions and exclusions apply.
What's in the box	HP VR Headset, 6m headset cable for desktop and mobile PC's, 1 DisplayPort to mini-DisplayPort™ adapter, 1 Power Adapter. Setup document.
Dimensions (W x D x H)	7.5 x 18.6 x 8.4 cm
Weight	0.55 kg

#### Messaging Footnotes

- <sup>1</sup> Compared to HP Reverb G1 HMD.
- Interpupillary distance (IPD) adjustment is included. Eye relief is not a feature of this product

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  4 30% vertical tracking improvement based on an average user with arm length of 70cm. Only available with headsets sold in the US.
- <sup>5</sup> Only available on headsets sold in the US.
- <sup>6</sup> Portrait Mode will lose back tracking area.

