NVIDIA VIRTUAL REALITY
COMPUTING CHALLENGES IN SIMULATING REALITY

GRAPHICS

AUDIO

TOUCH

PHYSICAL SIMULATION
IMMERSIVE VR EXPERIENCES ARE 7X MORE DEMANDING THAN PC GAMING

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

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

*VR render resolution*
# GROWING VRWORKS ADOPTION

## HEADSETS
- Vive
- CSVR
- OSVR
- Oculus
- AntVR
- Dee Poon
- 3Glasses

## ENGINES
- Unity
- MaxPlay™
- Unreal Engine
- Autodesk® VRED

## APPLICATIONS
- CCP
- Z3
- Zerolight
- OBDUCTION
- Shadoworks
- SurgicalTheater
- ILM XLAB
- Funique
- Quantum VR
- Naver
- Solfar.
- 4Image
- 31
- Preferred
- METANAUT
- Audi
- Ford
- Longtek
- innervation
- VR
- Valve
WELCOME TO THE VR FUNHOUSE
FUN & GAMES IN A VIRTUAL CARNIVAL
FUN & GAMES IN VR

- Fire Archer
- Balloon Knight
- Clown Painter
- Shooting Gallery
- Mole Boxing
- Cannon Skeet
THE WORLD’S MOST ADVANCED VR GAME
34% FASTER WITH VRWORKS

VRWork
s

1.4
1.2
1.0
0.8
0.6
0.4
0.2
-0.0

GeForce GTX 1080
AVAILABLE NOW

Steam® VR

VR Fun House

NVIDIA®
# RECOMMENDED PC SPECIFICATIONS

<table>
<thead>
<tr>
<th>QUALITY LEVEL</th>
<th>LOW</th>
<th>MEDIUM</th>
<th>HIGH</th>
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<tbody>
<tr>
<td><strong>GPU</strong></td>
<td>GeForce GTX 1060</td>
<td>GeForce GTX 107 or 1080</td>
<td>GeForce GTX 1080 + GTX 980Ti &amp; above for PhysX or GeForce TitanX</td>
</tr>
<tr>
<td><strong>CPU</strong></td>
<td>Core i7 4790</td>
<td>Core i7 5930K</td>
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- Multi-Res Shading level
- Supersampling Resolution
- Flex Particles
- Fire Resolution
WHAT CRITICS ARE SAYING

“I just played the most advanced virtual reality game ever made, and it was brilliant.”

“I could totally get addicted to this.”

“A showcase of NVIDIA's passion for VR.”
FOR MORE INFO ON VR

Website
www.nvidia.com/virtualreality

VRWorks SDK
https://developer.nvidia.com/vrworks
THANK YOU