

Stereoscope Podcast Notes #3

<https://deadline.com/2023/11/the-wheel-of-time-immersive-amazon-iwot-productions-1235640237/>

360-degree visuals and sound, holographic projections, and spatial storytelling, to create a riveting entertainment experience.”

[ArtsDistrict Studios Brooklyn](#) based in-person immersive experience company and [Vortex Immersion](#) dome-based immersive entertainment company.

[Wi-Fi 7 Launches Promising "near-zero" Latency for Wireless VR \(roadtovr.com\)](#)

Specifically the group says the Multi-Link Operation (MLO) and Simultaneous Transmission and Reception (STR) features are claimed to support “near-zero latency” which would benefit to wireless VR.

MLO allows Wi-Fi 7 devices to connect to multiple bands (ie: 2.4Ghz, 5Ghz, 6Ghz) at the same time for increased throughput and reliability. STR, a component of MLO, allows Wi-Fi 7 devices to send and receive data simultaneously across those difference bands.

Conceivably a wireless VR headset could receive a high-throughput video stream on the 6GHz band while simultaneously transmitting its own tracking information on the 5GHz band to minimize latency.

<https://edm.com/gear-tech/watch-alison-wonderland-zhu-louis-the-child-red-rocks-vr-meta-quest>

META QUEST OWNERS CAN SOON WATCH ALISON WONDERLAND, ZHU AND MORE HEADLINE RED ROCKS IN VR

Produced by Dorsey Pictures

November 28 // [iHeartRadio LIVE with The Kid LAROI](#) // 5:00 pm PT

- December 4 // [iHeartRadio LIVE with Victoria Monét](#) // 5:00 pm PT
- December 11 // [iHeartRadio LIVE with Jung Kook](#) // 5:00 pm PT
- December 18 // [Red Rocks Live in VR: Alison Wonderland](#) // 5:00 pm PT
- December 26 // [BLACKPINK: A VR Encore](#) // 5:00 pm PT

Produced by The Diamond Bros.

- December 30 // [Red Rocks Live in VR: Louis the Child](#) // 5:00 pm PT
- January 15 // [iHeartRadio LIVE with Jorja Smith](#) // 5:00 pm PT
- January 29 // [Red Rocks Live in VR: ZHU](#) // 5:00 pm PT
- February 5 // [iHeartRadio LIVE with Alec Benjamin](#) // 5:00 pm PT
- February 12 // [Red Rocks Live in VR: Tyler Childers](#) // 5:00 pm PT
- February 19 // [Red Rocks Live in VR: Santa Fe Klan](#) // 5:00 pm PT

In 3D on Meta Quest TV. Watched Alison Wonderland and Blackpink. Fantastic visuals, if I were a fan this would be amazing, still pretty impressive and I was grooving to a few tracks.

Last minute addition:

<https://www.meta.com/en-gb/blog/quest/doja-cat-scarlet-tour-vr-horizon-worlds/>

Doja Cat is huge, one of the biggest performers in the world, a Grammy winner. Big Deal.

<https://www.cnet.com/tech/computing/qualcomms-newest-vr-ar-chip-powers-samsung-and-googles-next-headset/>

Samsung + Google headset and Immersed Visor uses Snapdragon XR2 Plus Gen 2. Also VISOR by Immersed co-financed by Qualcomm.

Samsung: HTC Vive, Immersed (a work software company that's already making its own VR visor), Chinese esports company Play for Dream, and (looks like the Sony MR Headset was the secret fourth company announcing at CES.)

up to 4.3K pixel resolution per eye using the new chip at a 90Hz refresh rate



<https://www.apple.com/newsroom/2024/01/apple-vision-pro-available-in-the-us-on-february-2/>

Apple today announced Apple Vision Pro will be available beginning Friday, February 2, at all U.S. Apple Store locations and the U.S. Apple Store online.

“Vision Pro also introduces Apple Immersive Video, a remarkable new entertainment format pioneered by Apple that puts users inside the action with 180-degree, three-dimensional 8K recordings captured with Spatial Audio.”

New 3 point headstrap, doesn't require an appointment to purchase, order online. Orders go live Jan 19. 150 3D Titles available at launch, “interactive experiences like Encounter Dinosaurs.” Apple is calling VR games spatial games, “including Game Room, What the Golf?, and Super Fruit Ninja”

Personas also work in third-party videoconferencing apps including Zoom, Cisco Webex, and Microsoft Teams.

ZEISS Optical Inserts start at \$149 for prescription

Launches at \$3499 with 256gb which is an absolutely comical amount of storage for that price.

How much will 512gb be, \$3999? Absurd.

Last Topic: A FLOOD of AR/VR glasses at CES 2024.

[CES 2024: TCL RayNeo X2 Lite AR Glasses Are the Opposite of the Apple Vision Pro | PCMag](#)

The RayNeo X2 Lite features binocular full-color microLED technology capable of displaying 3D content at 1,500 nits-to-eye at a resolution of 640 by 480 pixels. Specs include the Qualcomm Snapdragon AR1 Gen 1 processor, 4GB of RAM, 32GB of storage, and a 12MP camera capable of capturing 1080p video at 30fps. Connectivity includes Bluetooth 5.3 and Wi-Fi 6E, and sensors on board number three mics, two speakers, and an accelerometer, gyroscope, compass, magnetometer, and touch.

[Xreal Air 2 Ultra: True AR Glasses For Samsung Galaxy S23 \(uploadvr.com\)](#)

Air 2 Ultra can apparently generate a 3D mesh of your room, In addition to scene meshing, Xreal is also promising hand tracking, permanent spatial anchors, and arbitrary 2D image tracking.

Meganex Superlight [Shiftall announces VR headset: 2.5K per eye & 200 grams \(mixed-news.com\)](https://www.mixed-news.com/shiftall-announces-vr-headset-2.5k-per-eye-200-grams/)

1.3-inch OLED microdisplays

Resolution: 2,560 x 2,560 pixel resolution per eye

Color gamut: 10-bit HDR

Frame rate: 120 Hz

Weight: Approximately 200 grams without face pad and headband

Tracking: 6DoF with SteamVR Tracking

No inside-out tracking cameras, speakers and temples

Pancake lenses are made of plastic instead of glass

Connectivity: Displayport and USB 2.0

[Sony teased a 'spatial' VR headset with a smart control ring - The Verge](https://www.theverge.com/2024/1/9/24031774/play-vr-games-without-a-vr-headset)

The headset, which is powered by the Snapdragon XR2+ Gen 2 platform and outfitted with 4K OLED displays, isn't primarily for gamers like PlayStation VR. Instead, Sony CEO Kenichiro Yoshida said that this new headset is made for professionals who work with 3D, allowing wearers to expand the "creation space by overlaying virtual objects into physical spaces,"

A Bunch of new headsets, mostly focusing on AR/MR and some iterative designs using existing tracking methods.

Bonus Topic:

<https://www.theverge.com/2024/1/9/24031774/play-vr-games-without-a-vr-headset>

3D TVs are back baby!