HP Reverb G2 Omnicept Edition

Sensory data. Sensational VR. Introducing a VR headset enabling a new way to live and work. We've paired our innovative HP Reverb G2 design with a state-of-the-art sensor system, so you can capture biometric data in real time and improve training, wellbeing, creation and collaboration. This HMD takes it to the next level.

State-of-the-art sensors capture state of being
Integrated sensors measure muscle movement, gaze, pupil size, and pulse and seamlessly transfer data to the HP Omnicept platform.[1] By capturing user responses in real time, you can generate insights and adapt each user's experience.

Breakthrough visuals and sound. Ultimate comfort.
With industry-leading lenses and speakers designed by Valve, high quality resolution – 2160x2160 per eye – and foveated rendering, [2]this HMD delivers lifelike VR like never before. And enjoy a comfortable fit with adjustable IPD and headstrap.

More cameras. Better tracking.[3]
With four cameras built into the headset and no external sensors required, you can now track almost all movement, no matter how extreme. And with a smaller and more ergonomic design, our controllers are more natural and comfortable to hold onto.

Safeguarded data. Protected privacy.
HMD firmware safeguards sensor data at every moment of capture and no data is stored on the headset. HP Omnicept powered applications help ensure the capture and transfer of data comply with GDPR and keep user data confidential.[1]

Specifications

Dimensions (H x L x W)	(11 x 25.3 x 29 cm)
Weight	(727 g)
Kit contents	HP VR Headset, 6m headset cable for desktop and mobile PC's, 2 motion controllers, 1 DisplayPort to mini-DisplayPort™ adapter, 1 Power Adapter. Setup document.

[1] VR application compatibility required. 30 day trial of HP Omnicept can be downloaded from the HP Developer Portal (https://developers.hp.com/). Functionality is limited to sensor data after the trial period. To continue full functionality, resale model requires Royalty License; per seat Developer and Runtime License is required for Enterprise and Government customers. [2]NVIDIA VR Ready Quadro or GeForce Turing based GPU required for foveated rendering. For developers, Unity foveated rendering plug-in and run-time are also required and available from the Unity Store or HP Developer Portal https://developers.hp.com/omnicept/downloads [3]Compared to HP Reverb G1 HMD.

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