VR Glasses PIMAX CRYSTAL Super 8K Micro-OLED

Gamintojas: **PIMAX** · Modelis: **CRYSTAL-SUP-MICOLE** · EAN: **6977402870484** · Prekės kodas: **1017753**



2 745,90 €

Kaina su PVM

Be PVM: **2 269,34 €**

Sandėlyje

Prekė internetu
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Aprašymas

PIMAX CRYSTAL Super 8K Micro-OLED VR Headset

PIMAX CRYSTAL Super 8K Micro-OLED is an advanced virtual reality headset equipped with Sony Micro-OLED displays offering a resolution of 3840 × 3552 pixels per eye, three-layer Pancake lenses, and a wide horizontal field of view of 116°. It offers a refresh rate of 72 or 90 Hz, automatic interpupillary distance (IPD) adjustment, and 120 Hz eye tracking with support for Dynamic Foveated Rendering (DFR) technology. Four built-in cameras and the Pimax SLAM algorithm enable tracking of the headset and controllers without the need for external base stations. The model is compatible with SteamVR games as well as OpenXR and OpenVR applications, and the Pimax Play software allows you to adjust image and performance settings to match your computer’s capabilities.

Sony Micro-OLED Displays – High Image Quality

The PIMAX CRYSTAL Super uses Sony Micro-OLED displays, which deliver deep blacks, high contrast, and precise detail reproduction. A resolution of 3840 × 3552 pixels per eye and a pixel density of 53 PPD ensure that fine details remain legible. This is particularly important in flight and racing simulators, where the user must quickly read instrument readings, text, and information displayed on virtual panels.

Wide Field of View and Three-Layer Pancake Lenses

The Pancake lenses used feature a three-layer design with a concave layer, which allows for a horizontal field of view of 116° without sacrificing image sharpness. A wider field of view allows you to observe a larger portion of the virtual environment without constantly turning your head. This makes it easier to monitor the situation on a race track, observe your surroundings during flight, or spot objects at the edges of your field of view.

Smooth Image Display with a Refresh Rate of up to 90 Hz

The goggles support refresh rates of 72 or 90 Hz, allowing you to adjust the display settings to match the requirements of the application and your computer’s performance. The 90 Hz mode provides smoother motion rendering, which is particularly useful during dynamic scenes and rapid changes in viewing direction. This translates to greater comfort when using the headset during longer virtual reality sessions.

Eye Tracking and Dynamic Foveated Rendering Technology

The built-in eye-tracking system operates at a frequency of 120 Hz and supports Dynamic Foveated Rendering (DFR) technology. This solution adjusts the level of detail in the rendering based on the user’s line of sight. The area the user is currently looking at is rendered in high quality, while the remaining parts of the image can be rendered with lower precision. This reduces the load on the graphics card and improves the smoothness of compatible games and VR applications without sacrificing image quality in the center of the user’s field of view.

Motion Tracking Without External Base Stations

The PIMAX CRYSTAL Super uses an Inside-Out Tracking system based on four built-in cameras and the Pimax SLAM algorithm. The cameras capture the surroundings, and the algorithm analyzes the position of objects, distances, and movement to determine the position of the headset and controllers in space. The lack of a need to install base stations simplifies setup and reduces the number of additional devices. The headset also supports expansion with the optional Lighthouse system, offering greater flexibility in choosing a motion tracking method.

Compatibility with SteamVR, OpenXR, and OpenVR

The headset works with VR games available on the Steam platform and applications that use the OpenXR and OpenVR standards. This allows you to enjoy a wide range of simulators, games, and programs designed for virtual reality. The Pimax Play software provides access to numerous configuration settings, including rendering resolution adjustments. This allows you to tailor image quality and performance to the type of application you’re running and your computer’s specifications.

Performance Tailored to Your Computer’s Capabilities

To run the PIMAX CRYSTAL Super, a graphics card with performance equivalent to at least an NVIDIA GeForce RTX 2080 is required, while an RTX 3070 or higher is recommended. Thanks to adjustable rendering resolution and DFR technology, it is possible to reduce the load on the graphics processor without sacrificing high image quality in the area the user is looking at. This makes it easier to adjust the headset’s settings to match your hardware and the requirements of specific games.

Modular Design and Replaceable Optical Module

The PIMAX CRYSTAL Super is equipped with a replaceable optical module, which simplifies repairs and allows for upgrades. Instead of replacing the entire headset, you can use a different compatible module from the Crystal Super family. This solution allows you to adapt the device to changing needs and provides greater flexibility for future hardware upgrades.

Integrated features and convenient setup

The headset combines an image display system, audio support, motion tracking, and controller integration into a single design. Automatic interpupillary distance (IPD) adjustment helps tailor the optical system’s settings to the user, making it easier to achieve a correct image. The headset connects to a computer via DisplayPort 1.4a and USB 3.0 interfaces. The built-in tracking system and Pimax Play software simplify the setup process and prepare the headset for virtual reality use.

Included in the set

- PIMAX Crystal Super Micro OLED VR headset
- VR controllers x 2

Manufacturer	Pimax
Model	Crystal Super Micro OLED
Device type	PC VR headset
Display technology	Sony Micro-OLED
Resolution	3840 × 3552 pixels per eye
Pixel density	53 PPD
Field of view	116° horizontally
Refresh rate	72 / 90 Hz
Lens Type	Three-layer Pancake
IPD Adjustment	Automatic
Eye Tracking	Yes, 120 Hz
Rendering Optimization Technology	Dynamic Foveated Rendering (DFR)
Motion tracking system	Inside-Out Tracking
Number of tracking cameras	4
Tracking algorithm	Pimax SLAM
Lighthouse support	Yes, optional
Optical module	Replaceable
Compatibility	SteamVR, OpenXR, OpenVR
Software	Pimax Play
Recommended graphics card	NVIDIA GeForce RTX 3070 or better
Interfaces	DisplayPort 1.4a, USB 3.0

GPSR Link: https://psr-assets.innpro.pl/gaming/sg_gaming_vr_accessories.pdf, PPWR: https://ppwr.innpro.pl/en/pimax, Gross weight: 4000, Net weight: 1200, Box length: 38,00, Box width: 31,00, Box height: 20,00

Techninė specifikacija

Matmenys ir svoris	
Matmenys (I × P × A)	38,00cm × 31,00cm × 20,00cm
Svoris	4,00kg