

VIRTUAL REALITY

Headset immerses you in other worlds

By Mark Beard, TECH LAB Watch

A new 3DVR headset from Vuzix will make your virtual world, be it one of Warcraft or the Serengeti Plain, more realistic and easier to navigate.

The iWear VR920 (about \$400 through vuzix.com) resembles one of the personal video headsets you can plug into your DVD player or video iPod. (Vuzix also sells this type of product.) The VR920 contains motion sensors that track your head movements, and a built-in microphone for two-way conversations in virtual worlds. It works with a handful of PC games, such as World of Warcraft and [Microsoft's](#) Flight Simulator X, but the list is growing.

Last week, Vuzix CEO Paul Travers placed me in the cockpit of an ultralight aircraft, a thousand feet above Serengeti. (All of this from an office chair, mind you.)

<http://gizmodo.com/gadgets/clips/flight-sim-%252B-vuzix-vr920-virtual-reality-goggles--airsick-fun-299297.php>

The VR920 slid right over my own thick, plastic eyeglasses. Its rubber nose-rest kept the hardware in place, as I looked down at my instrument panel and turned my head to see the villages and treetops below me. Looking up, I saw the roof of the ultralight. Behind me, I could see the whirring fan that kept me aloft. The VR920 sure beats using function keys to change my viewing angles.

The VR920 connects to your PC's VGA or DVI port and draws power and relays headtracking data via USB. It supports resolutions up to 1024 x 768, with a 32-degree field of view. Travers said the LCDs inside the headset create the effect of watching a 62-inch TV screen from 9 feet away.



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