

Sony debuts VR gaming

Sony's *Project Morpheus* is a virtual reality headset prototype designed to work with its latest PlayStation 4 video game console

HOW IT WORKS

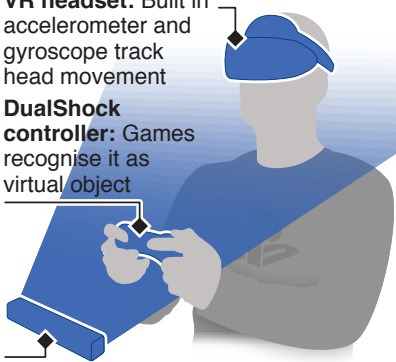


Stereoscopic display: 5in (127mm) screen. 960x1080 pixels per eye

3D audio: Sound occurs in all directions and changes as head orientation alters

VR headset: Built in accelerometer and gyroscope track head movement

DualShock controller: Games recognise it as virtual object



Camera: Looks for Morpheus headset and controller 1,000 times every second, enabling full 360° tracking

Sources: Engadget, TechRadar, IGN

Picture: Associated Press

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