

Apple to enter metaverse with VR headset

Apple looks set to reveal a long-awaited virtual reality headset at its *Worldwide Developers Conference* in California on June 5

APPLE "REALITY PRO" RUMOUR MILL ROUND-UP

Price:
Around
\$3,000

Power:
M-series
processors

Display: Two 1.41 inch micro-OLED screens with resolutions of **4,000 pixels per inch** and brightness of **5,000 nits** – greater than other high-end headsets available today



More nits means more convincing virtual worlds

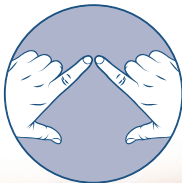
Nits comparison
Meta Quest 2: **100**
PS VR2: **265**
Average TV: **450**

Software: Familiar apps such as *FaceTime*, *Calendar*, *Mail* and *Safari* given 3D overhaul for use in new *xrOS* operating system



Digital crown:
Can be turned to change from **VR** to **AR** views*

Hand gestures:
Headset uses array of more than **10 cameras** to read hand gestures and eye movements – used to control apps



Lightweight:
Battery pack worn around waist helps keep headset lighter and sleeker than rival devices, such as *Meta Quest 2*

Games: Well-known titles such as *No Man's Sky* rumoured to be available



***Virtual Reality (VR):** Immersive 3D computer-generated space
Augmented Reality (AR): Computer graphics overlay real world view
Sources: Independent, MacRumors, TechCrunch

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