

Intel Presents Alloy All-in-One VR

Written by Marco Attard
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Intel is not a company to be left out of the virtual reality arena-- not when it announces the Project Alloy all-in-one self-contained VR solution at the 2016 Intel Developer Forum.



Described as "the future of merged reality," the headset carries all components required to power VR experiences, meaning users can "cut the VR cord." Intel adds the headset allows a free range of motion with 6 degrees-of-freedom across a large space, while collision detection and avoidance enables users to physically explore a virtual space.

The headset also supports augmented reality (AR) through Intel's RealSense technology. Chipzilla says the result allows users to use their hands to interact with virtual objects, essentially "merging realities," without need for additional external sensors or cameras. An IDF demo had Intel engineer Craig Raymond go around a virtual room set within the stage. He opened virtual doors with his hands and walked towards Brian Krzanich... before stopping just in time, since the CEO's face appeared in the mixed reality space.

Intel does not provide the actual tech specs behind the Alloy headset, but the reference design and APIs should be available to OEMs and partners for the creation of own branded headsets sometime on 2017.

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