

HTC Intros Vive Cosmos VR Headset

Written by Alice Marshall
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CES 2019 has a virtual reality headset update from HTC-- the Vive Cosmos, described by the company as nothing less than a "new premium PC VR system, and a vision of the virtual future."



HTC is still to fully detail the headset, but it does claim the Vive Cosmos will be both comfortable and require minimal setup for use. It is primarily designed for use with PCs, but HTC says it has "the capability to be powered by more than a traditional gaming PC," a statement further confirmed by the appearance of a smartphone in an all too brief video teaser. Also seen in the teaser is a pair of new controllers HTC says will be both "gamer-friendly" and "versatile."

A less nebulous HTC announcement involves an update of last year's Vive Pro-- the Vive Pro Eye adds eye tracking to the headset through LED sensors set around the lenses inside. As the company puts it, the addition turns the eyes into "an intuitive controller and intention communicator." What does that mean? In the least, VR users should be able to point at objects with their eyes, as well as easier hands-free controls. In addition, eye tracking allows for "foveated rendering," a rendering technique creating sharper images where the eye is looking, while reducing the quality of objects in the periphery.

HTC is still to announce when the Vive Cosmos hits the market. The Vive Pro Eye, on the other hand, ships on Q2 2019.

Watch [HTC Vive Cosmos Teaser](#)

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