



VIVE FOCUS

VISION



The next leap in extended reality.

A hybrid standalone PC VR headset with full-body tracker support, base station-free.

VIVE FOCUS VISION DISCLAIMERS



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1. PC VR content is accessible via VIVE Streaming within VIVE Hub on PC. System requirements must be met. VR-ready PC required. VR headset and VR/MR titles each sold separately. Latency and visual quality of VR/MR content are dependent on PC specs, software settings, and network connection. To connect to a PC via DisplayPort, VIVE Focus Vision also requires VIVE Wired Streaming Cable (DisplayPort mode compatible) and VIVE Wired Streaming Converter (DisplayPort mode compatible), both of which are included in VIVE Wired Streaming Kit (DisplayPort mode compatible). Mixed reality is not supported while using DisplayPort mode.
2. Content and tracker compatibility required. Performance may vary by title. VRChat avatars must support VRCFaceTracking to utilize VIVE Focus Vision's integrated eye tracking as well as facial tracking offered by Facial Tracker for VIVE Focus Series.
3. VIVE Desk is accessible within VIVE Hub on PC. System requirements must be met. PC required. Visual quality of VR/MR content is dependent on PC specs, software settings, and network connection.
4. Content compatibility required. Please check the specifications to ensure the content supports eye tracking and related functions like foveated rendering. Performance may vary by title or application and may be affected by eye surgery, eye disease, heavy makeup, and/or high myopia.
5. Interpupillary distance (IPD) is measured as the distance between the centers of the eye pupils. The precision of the auto-IPD adjustment may vary from user to user.
6. Hand tracking features are VR title dependent. Check the VR title's description for compatible inputs or use a filtered search for hand tracking-enabled content.
7. Depth-sensing-enabled features are limited to indoor environments. Available virtual interactions using scene understanding are dependent on content compatibility.
8. Glasses must be able to fit within the 150 mm wide facial interface, and the gasket spacer included in the box may need to be attached to the headset to provide sufficient depth. In some cases, the wide version of the gasket spacer may be needed. Availability varies by region.
9. The front internal battery is only intended to sustain power long enough for the rear battery to be swapped with a freshly charged VIVE Battery for Focus Series, and for no more than 20 minutes at a time. Please see the user guide for instructions on swapping the rear battery correctly.
10. MicroSD card not included.
11. VIVE Ultimate Tracker requires a VIVE Wireless Dongle to connect. Each VIVE Wireless Dongle can connect with one to five (1–5) VIVE Ultimate Trackers. For VIVE Focus Vision, VIVE Focus 3, and VIVE XR Elite, VIVE Wireless Dongle can be plugged directly into the headset for standalone VR content or PC VR content using wireless streaming. It should be plugged into the PC for PC VR content using wired streaming. For third-party SteamVR-supported headsets, VIVE Wireless Dongle must be plugged into the PC. When VIVE Wireless Dongle is plugged into the PC, VIVE Ultimate Tracker must be paired using SteamVR via VIVE Hub (support is in beta through September 2024). System requirements must be met. Object tracking and full-body tracking functionality are dependent on content compatibility.
12. Facial tracking functionality is dependent on content compatibility.
13. Only compatible with VIVE Focus Vision and VIVE Focus 3.
14. Only compatible with VIVE Focus Vision, VIVE Focus 3, and VIVE XR Elite.