

# ImmersiON – VRelia | Blue-Sky PRO HMD

## FAQ Document | Frequently Asked Questions

### Specifications

1. • Resolution:  
A: 1920x1080x2 (Full HD per eye)
2. • Latency:  
A: 30ms on the latest sensor.
3. • Screen door effect:  
A: Negligible , our optics and screens minimize the pixel boundary visualization
4. • Durability:  
A: Ruggedized version designed for long term durability on plastics, headbands, optics and screens. One year Full Coverage Warranty offered at purchase time. Extended Limited Warranty offered after year one.
5. • Can the user wear glasses?:  
A: There is no need to use glasses, the dioptics and Inter Pupilar Distance are adjustable by the user.
6. • Can your unit be adjusted for individual eyesight? Nearsighted/farsighted?  
A: YES
7. • Can your unit operate in a darkened theatre? (Can you device obtain adequate location information of each individual HMD in a darkened room?)  
A: YES, it is a fully enclosed HMD designed to provide the best visual experience under any outdoor/indoor circumstances with different pre-settings of usage, configurable at the SDK.
8. • Will there be (a) positional camera(s) for accurate movement of the head?  
A: The BT and the G1 version will use a highly advanced sensor with very low latency. In our G2 version (HMD and HUD) we will make use of the cameras for improved accuracy.
9. • Could you provide to me a specifications sheet? As I'd have questions such as what connections it would use and how many.  
A: Please check our website for further information: <http://www.immersionhmd.com/products>

### Sound/Audio

10. • We are producing our prototype project utilizing binaural audio. Does PRO Blue Sky have recommendations on audio headphone systems?  
A: YES, the unit allows an output for minijack analog audio from the HDMI input.

### Headset in Theatre Setting

11. How is PRO Blue Sky better suited for commercial application?

- Please elaborate on the unit being “ruggedized,” specifically in regard to stated “reinforced construction.”

A: The plastics are Manufactured under tough work aerospace and military specifications allowing for high cycles of usage.

12. • Speaking with theatre consultants, there has been much discussion on the health inspection regarding consideration of HMD sanitizing between screenings . As a result, feasibility studies have been carried out on the application of disinfectants, removable headbands, hairnets, etc.

A: Headbands are easily removable, washable and exchangeable. The foam used to sit the device on the face is hypoallergenic, exchangeable and washable.

13. • What are your thoughts/recommendations regarding this issue?

A: We recommend having exchangeable foam and headbands.

### Custom HMD Adaptability

14. • We are in discussions with engineers/fabricators on custom built HMD to both integrate stereo headphone systems and to circumvent problematic elastic “headband” fastening devices. Considering the potentially critical aspects of crucial eye-to-screen distance tolerances, would it likely be possible to mount the “guts” of your device into another “plastic helmet” type device, specifically designed for commercial theatrical applications? (Picture a purpose-designed plastic “construction hat” type device.)

A: yes, we can integrate our electronics, optics and screens into other supporting devices, we must work in collaboration with your designers in order to accomodate the HMD properly taking into account the weight distribution, the center of mass, the cabling and the adjustment to fit in properly.

### Software/Compatibility

15. • Does your unit support Unity© ? Or UE4?

A: Yes, we support Unity©, Unreal©, AlterSpace © and other game platforms like OpenGL© and DirectX©.

16. • Your Software Development Kit (SDK) is vitally important to us. Once we can start working with your HMD, start testing it for our purposes and can interface with your SDK (and if we can plug directly into Unity) - we’ll be able to ascertain development costs. If your SDK doesn’t plug into Unity (or UE4), it could still be done; but would add tens of thousands to the development cost (Plus we’d have to hire a programming crew).

A: Our SDK provides direct access to Unity by dragging-dropping as an asset.

17. • What software interface will be available for the Pro BlueSky?

A: runtime environment and SDK.

18. • When will your SDK be ready?

A: November 2014 is the target date for the Alpha Release and January 2015 the Beta version.

19. • Will you be adopting any other SDKs supporting other HMDs?

A: No, we are an independent hardware developer. Nevertheless, the software created for other HMDs will be compatible on the render side, although, we recommend to use our own SDK to apply the respective deformations based on our highly advanced optics. There will be a difference regarding the management of the sensors.

### Demo Unit

20. • Obviously in order to seriously consider utilizing your PRO Blue Sky system, it will be necessary to work with a trial unit. Will you consider sending us a demo HMD for evaluation and testing?

A: We can evaluate this possibility once we enter into the Early Adoption Program (EAP) where most of the parameters are set for your specific application, including the projected or forecasted unit consumption, the application, description of the actual use case and agreeing to a Minimum Order Quantity MOQ where we can provide a testing unit for a limited period of time and under MNDA and Non-compete agreements.

### Partnership

21. • Would you consider partnering with our company in our shared experienced VR theatres? We are not referring to a business partnership here, but rather working with us on making the HMDs more affordable to our project, and possibly enhanced tech support if necessary, in exchange for promotional/marketing “bragging rights” on one of the first successful commercial VR ventures.

A: Yes, this could be evaluated as part of the EAP.

### Warranty

22. • Your press release cited your “appropriate” warranty as an incentive for commercial applications. Please elaborate on what one can expect from your warranty, keeping in mind that your units would be utilized in a demanding commercial installation?

A: We warrant our products to be free of manufacturing defects for one year and we offer an Extended warranty plan after year one. We can also get into an agreement for Maintenance, service and repair due to wear-and-tear usage of the device like refurbishing and reconditioning units when needed.

### Quantities

23. • Our project coordinator will appreciate me asking, since he’s concerned with an accurate budget estimates. Assuming our theatre seating is based on 100 seats, how many “back up” HMDs would you recommend? The estimate provided by our theatre consultants was 20 to 25 “spare” units. Sound feasible?

A: We recommend having from 5% to 10% of backup units in stock.

### Price

24. • How will you price an individual unit?

A: Price tbd based on requirements.

25. • What discounts might one expect when buying in bulk quantities? (i.e. 100 Units)

A: Discount tbd based on purchase patterns.

**Miscellaneous**

26. • What sort of costs could I expect for shipping to Dubai? Seen as the minimal amount is 50. (I was shocked at how much other companies charged me for a single unit... complete rip off!!!!)  
A: We provide the unit FOB (Free On Board) Silicon Valley, CA. Shipping costs run on your side with your preferred carrier.
27. • Where will be the closest service/distribution centre?  
A: Our first service/distribution center will be located in Silicon Valley, USA, the second will be in Murcia, Spain and the third one will be in the U.K.
28. • What are the possibilities of being a distributor for Pro Blue Sky if we have the warehouse space?  
A: You will have to enter a Distribution agreement with our company and comply with the terms and conditions as well as the specifications to be a certified distributor.
29. • What are the possibilities of becoming a service centre in the UAE?  
A: You will have to enter a Service agreement with our company and comply with the terms and conditions as well as the specifications to be a certified service center.
30. • Training for technical repair staff  
A: You will have to enter the EAP and set your exact applications, use cases, and pass the minimum amount of units per site in order to get local training for your technical repair staff.

**Contact and Web information**

- Productline, Timeline and Priceline of our products can be found [in our website](#).
- Senior Sales Contact for the Entertainment Division: Kevin Williams [kwp@thestingreport.com](mailto:kwp@thestingreport.com)
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