

Comparison-table of relevant **Virtual Reality** glasses for Smartphones:

(all figures in ca. & mm, best values in **green**, as of 26.07.15, by Dr. Can Ansay, last update: 30.01.16)

General:

Model	Price in €	Compatibility:		Wearing comfort, in %	Weight in gr. (without phone)	Size in cm ³ (& mm)	User Interface	Latency	Distance of lenses adjustable to:			Ideal content
		HD-phones	Apps, in %						Each other	Display	Eyes	
VirtualVizor®	63	Starting from 29,00	all	90	95	140 (=150 x 73 x 14) Mit Cap: 713 (=190 x 150 x 25)	Touch-screen	>20ms	+	-	+	3D-videos, -photos & TV
	39											
<u>Zeiss VR One:</u>	129,00	Galaxy S5, S6 & iPhone 6	70*	80	415	4.421 (=229 x 152 x 127)	-	>20ms	-	-	-	VR-Apps with head-tracking
<u>Samsung Gear VR:</u>	99,90	Galaxy S6 & Note 4	10**	70	380	2.067 (=198 x 116 x 90)	added Touch-pad	<20ms (added sensor)	-	+	-	
<u>Durovis Dive:</u>	59,50	most	90	60	150	3.192 (=190 x 120 x 140)	Magnet-switch	>20ms	+	+	-	
<u>Cardboard clone:</u>	1,69	4,5" / 5" or 5,5"	70*	0	50	1.160 (=145 x 100 x 80)	Magnet-switch	>20ms	-	-	-	

As fort he rest *optically resp. ** technically incompatible

Lenses:

Model	Lens-thickness	Diameter	Focal length (= distance: Lens>image)	FOV, in °	Pixels visible with Quad-HD Display	Visible section of display, in %	Sharpness towards edges	Chromatic aberration (= color drift) in %	Image distortion, in %	Image stays sharp, even when eye is not centered in front of lens, in %
VirtualVizor®	63	40	63	70	-	100	95	5	5	95
	39		39	100	+	80	85	10	10	80
<u>Zeiss VR One:</u>	15	40	38	100	+	60	85	10	5	90
<u>Samsung Gear VR:</u>	13	35	40	96	+	60	80	10	5	10
<u>Durovis Dive:</u>	7	29	40	90	+	80	60	10	10	
<u>Cardboard clone:</u>	3	25/35	39	80	+	60	80	10	10	