

VR Open-source Optical Engine

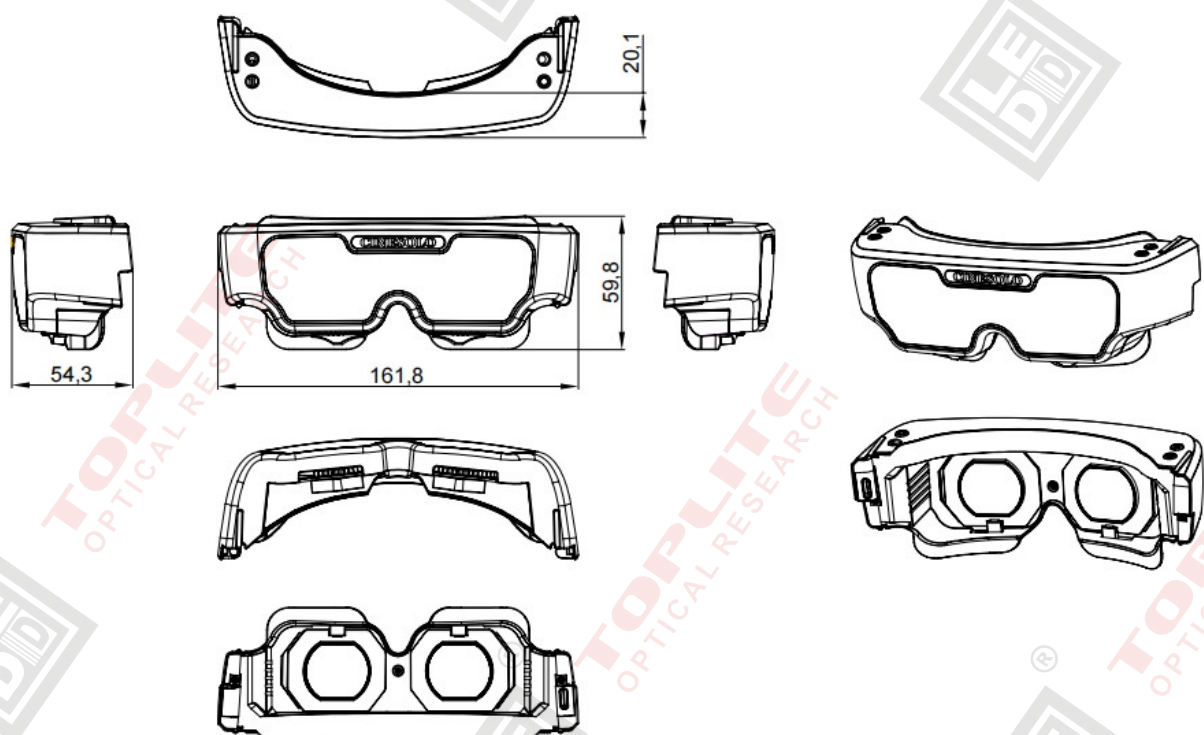
This VR open-source optical solution integrates components from TOPLITE, BOE, and Lontium. It adopts TOPLITE's patented visual tilt compensation technology alongside a single-piece Pancake optical imaging architecture. Utilizing BOE's Micro OLED display to deliver binocular 4K resolution. Powered by Lontium's driver, it supports DP interface connectivity and 3D functionality. It is characterized by its ultra-slim profile, lightweight design, low power consumption, minimal heat generation, and low cost. OEM/ODM services are available for this solution.

—、VR Open-Source Optical Engine Renderings



二、Specification Parameters:

- Optical Solution: TOPLITE Single-Piece Pancake Optical Module
- Display: BOE 0.49" OLED with a resolution of 1920×1080 per screen
- Video Solution: Lontium Driver
- FOV:44°Horizontal, 50° Diagonal
- Features:Simply attach the case to form a complete VR headset,ultra-slim profile with a minimum thickness of just 22 mm
- Optical solution weight:≈65g
- Total Engine Weight(Including case):≈85g
- Others:
 - ① Full-Protocol DP (Type-C) Connectivity
 - ② Bionic View Angle with Tilt Angle Compensation Adjustment Mechanism
 - ③ Eyewear-Free Wearability with Independent Left/Right Focus Adjustment (-12D to +5D)
 - ④ IPD continuously and synchronously adjustable from 55mm to 70mm
- Dimensions: 161.8 × 59.8 × 54.3 mm (Refer to the diagram below for details)



● Exterior Structure Diagram

