Buyer's Guide

Free eBook!

VR/AR

- ✓ 360-degree video cameras
- ✓ VR action cameras
- ✓ VR backpacks
- ✓ VR headsets
- ✓ Next-gen industry trends
- ✓ Buyer demand trends

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VR/AR

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Display quality, performance stressed in VR/AR devices

HD displays, quadcore processors and advanced sensors amp up viewing experience.

Greater China makers of VR/AR electronics are rolling out units that support full HD, and are fitted with fast processors and advanced sensors for a more immersive viewing experience. The selection includes mobile VR headsets and accessories, and 360-degree video cameras.

Most models adopt quadcore CPUs and GPUs, and CMOS sensors. Gyroscope and geomagnetic sensors, and octa-core processors are also incorporated in selected releases. Units are Wi-Fi-enabled, and run on Android and iOS. Many VR headsets offer up to 1920x1080-pixel resolution. This can reach up to 3000x1500 pixels for cameras.

Headsets utilize aspheric lenses for reduced image distortion. These often suit myopic and hyperopic users. For improved comfort, models have adjustable T-straps.

The gallery below features the latest VR/AR devices from China suppliers.

Gen8-LP/12EU GPU

Emdoor Holdings Co. Ltd (mainland China) CONTACT SUPPLIER

★★★☆☆☆

Model EM-H551-B

Emdoor Information Co. Ltd's model EM-H551-B all-in-one VR headset runs on a Z8350 CPU and a Gen8-LP/12EU GPU that clock in at 1.8GHz and 600MHz, respectively. It is compatible with Android 5.1 and Windows, and weighs only 230g.

Booth: 5C01
www.globalsources.com/emdoorinfo.co

Dual-channel RAM

Emdoor Holdings Co. Ltd (mainland China) CONTACT SUPPLIER

★★★☆☆☆

Model Firepack

The Firepack model from Emdoor Information Co. Ltd is a VR gaming backpack that uses a 2.3GHz quadcore i5-6300HQ CPU, and adopts a GTX1080, GTX1070 or RX480 GPU. It carries a dual-channel S0-DIMM DDR4 RAM with a capacity of 8 and 16GB.

Booth: 5C01
www.globalsources.com/emdoorinfo.co

App-controlled

Golden Convention Ltd (Hong Kong)

CONTACT SUPPLIER

Model MV-X9155

The model MV-X9155 mobile VR headset from Golden Convention Ltd is compatible with Android 4.3 and iOS 8.0. It runs on a lithium battery, and has an ABS-silicone housing. The app-controlled device is packed in a color box.

Booth: 7T05U, 7T05
www.globalsources.com/goldenconvention.co

720-degree panorama shot

Shenzhen Apollo Technology Co. Ltd
(mainland China)

CONTACT SUPPLIER

★★★★☆☆

Model Y32

Shenzhen Apollo Technology Co. Ltd offers the model Y32 VR action camera capable of taking 210-degree image angles and 720-degree panorama shots. It features double 1.5in LTPS LCDs.

Booth: 6J24
www.globalsources.com/apollotech.co

Fresnel optical lens

Shenzhen Cheng Fong Digital-Tech Ltd
(mainland China)

CONTACT SUPPLIER

★★★★★☆

Model VR500R

Shenzhen Cheng Fong Digital-Tech Ltd's VR500R model is an Android 5.1-based VR headset with a quadcore RK3126 ARM Cortex-A7 CPU. It adopts Fresnel optical lens.

Booth: 5G18
www.globalsources.com/chengfong.co

64-bit Action V700 CPU

Shenzhen Cheng Fong Digital-Tech Ltd
(mainland China)

CONTACT SUPPLIER

★★★★★☆

Model VR550R

Shenzhen Cheng Fong Digital-Tech Ltd's model VR550R all-in-one VR headset uses a quadcore 64-bit Action V700 ARM Cortex-A53 CPU and a Mali-450 GPU. It has a 5.5in FHD display.

Booth: 5G18
www.globalsources.com/chengfong.co

Runs on Linux

Shenzhen Duzun Technology Development Co. Ltd (mainland China)

CONTACT SUPPLIER

Model Portable VR Glasses

The Portable VR Glasses model from Shenzhen Duzun Technology Development Co. Ltd features a 1280x720-pixel TFT LCD and runs on Linux. Imaging distance is 2cm. The all-in-one VR headset adopts PAL and NTSC color systems.

Booth: 11T59
www.globalsources.com/duzun.co

Dual fisheye lenses

Shenzhen Evomotion Co. Ltd (mainland China)

CONTACT SUPPLIER

★★★☆☆☆

Model NOD-1

The NOD-1 model from Shenzhen Evomotion Co. Ltd is a 360-degree video camera that incorporates dual 220-degree fisheye and panoramic lenses. The device allows seamless splicing, and supports Android, iOS, Google Play, YouTube and Facebook.

Booth: 9B10
www.globalsources.com/evomotion.co

Gravity acceleration sensor

Shenzhen Gaodashang Information Technology Co. Ltd (mainland China)

CONTACT SUPPLIER

★★★★★☆

Model VR003

The model VR003 personal theatre VR headset from Shenzhen Gaodashang Information Technology Co. Ltd packs a quadcore RK3126 ARM Cortex-A7 CPU and a gravity acceleration sensor.

Booth: 5C18
www.globalsources.com/gaodashang.co

Two 5MP CMOS sensors

Shenzhen HommPro Technology Co. Ltd (mainland China)

CONTACT SUPPLIER

★★★★★☆

Model V2

Shenzhen HommPro Technology Co. Ltd offers the V2 model, a 360-degree video camera with two 5MP CMOS sensors and an Ambarella A12L55 chipset. Video resolution is 3000x1500 pixels.

Booth: 7Q02
www.globalsources.com/hommpro.co

102-degree FOV

Shenzhen HommPro Technology Co. Ltd (mainland China)

CONTACT SUPPLIER

★★★★☆☆

Model VA2T

The VA2T model from Shenzhen HommPro Technology Co. Ltd is a Bluetooth 4.0-enabled mobile VR headset with HD magnification and 102-degree FOV. It has a spheric lens, ABS housing, three-layer polyester-leather headband and retractable earbuds.

Booth: 7Q02
www.globalsources.com/hommpro.co

42mm Japan lens

Shenzhen Long Fu Xiang Technology Co. Ltd (mainland China)

CONTACT SUPPLIER

Model D002 3D Box

Shenzhen Long Fu Xiang Technology Co. Ltd's D002 3D Box model is mobile VR headset with a 42mm lens from Japan. Its housing adopts ABS.

Booth: 11J34
www.globalsources.com/longfuxiang.co

Blue film lamination

Shenzhen Masmire Technology Co. Ltd (mainland China)

CONTACT SUPPLIER

★★★☆☆☆

Model VR Here

Shenzhen Masmire Technology Co. Ltd offers the VR Here model, an all-in-one VR headset incorporating a 42mm lens with a 110-degree FOV and transparent blue film lamination.

Booth: 7U27
www.globalsources.com/masmire.co

Twin M-OLED displays

Shenzhen NED Optics Co. Ltd (mainland China)

CONTACT SUPPLIER

Model Goovis-G1

The model Goovis-G1 personal theater VR headset from Shenzhen NED Optics Co. Ltd features twin M-OLED displays with a resolution of 1920x1080 pixels at 3,147ppi and less than 1.5 percent distortion. The unit has an FOV of 53 degrees and a 54 to 72mm adjustable IPD, and suits myopic and hyperopic users. Response time is <0.01ms.

Booth: 9B28
www.globalsources.com/nedoptics.co

64-bit ARM Cortex A-7 CPU

Shenzhen Neostra Technology Co. Ltd CONTACT SUPPLIER
(mainland China)
Model V1

The model V1 all-in-one VR headset from Shenzhen Neostra Technology Co. Ltd uses a 64-bit 1.8GHz quadcore ARM Cortex A-7 CPU and a 2,400MP Mali-T764 GPU. It packs a 2GB DDR3 RAM and a 16GB flash memory that supports up to 128GB TF card.

Booth: 5A10
www.globalsources.com/neostratech.co

600-degree myopia-adaptive

Shenzhen Reborn Technology Co. Ltd CONTACT SUPPLIER
(mainland China)
★★★☆☆☆
Model VR SMB Space Pro

The VR SMB Space Pro model from Shenzhen Reborn Technology Co. Ltd features a 40mm HD resin optical lens with a 110-degree FOV. The VR headset is myopia-adaptive up to 600 degrees.

Booth: 5B39
www.globalsources.com/reborntech.co

Allwinner H8 CPU

Shenzhen Sogood Industry Co. Ltd CONTACT SUPPLIER
(mainland China)
★★★☆☆☆
Model DH-V8

Shenzhen Sogood Industry Co. Ltd's model DH-V8 all-in-one VR headset adopts an Allwinner H8 CPU and a 1920x1080-pixel 5in FHD LCD. The Android 5.1-based device supports Wi-Fi and Bluetooth 4.0.

Booth: 6L06
www.globalsources.com/sogood.co

5.5in Sharp screen

Shenzhen Superet Electronic Technology Co. Ltd CONTACT SUPPLIER
(mainland China)
★★★☆☆☆
Model VR Honor 5-V700 With LED Logo

Shenzhen Superet Electronic Technology Co. Ltd's VR Honor 5-V700 With LED Logo model, a mobile VR headset, adopts a quadcore Action V700 A53 CPU. It uses a 42mm PMMA lens and a 5.5in Sharp screen.

Booth: 7T12
www.globalsources.com/superet.co

Suits Xbox, PlayStation 3

Shenzhen Superet Electronic Technology Co. Ltd CONTACT SUPPLIER
(mainland China)

Model VR Wireless Gun N7

The VR Wireless Gun N7 model from Shenzhen Superet Electronic Technology Co. Ltd is compatible with VR boxes, Xbox, PlayStation 3, PCs and smartphones. It supports Android, Windows and iOS.

Booth: 7T12
www.globalsources.com/superet.co

Facebook will spend $3 billion on VR over 10 years

Virtual reality headset sales are expected to see modest growth in 2017 as the technology matures. These devices might not be ready for massive adoption, but shipments are still expected to reach 20 million units by 2020. Investment is still pouring in as well. Facebook plans to spend $3 billion on VR over the next decade. Mark Zuckerberg made these remarks in court while defending the technology in the Oculus Rift. A company called ZeniMax claims Oculus uses stolen intellectual property.

Accusations aside, Oculus is one of the leaders in the VR space right now. However, even Zuckerberg admits that the technology is not "fully there" yet. That is why he is pouring money in. Oculus itself was acquired for $2 billion.

Augmented reality is another related area that is receiving a lot of attention right now. AR has the added benefit of not relying as much on headsets, although AR headsets and glasses are expected to play a major part in the market.

As with mobile VR headsets, though, some people are fine with AR on their smartphones. With this in mind, China's Baidu unveiled an AR lab that recreates lost historical sites. Currently, the lab works for nine historical city gates. Users can experience Baidu's AR technology through its smartphone apps Mobile Baidu and Baidu Maps.

More practical applications of AR include using headsets to deliver instructions and models to working professionals in real time. While VR is mostly focused on gaming right now, many of the challenges for both AR and VR are similar. Getting the technology just right for consumers will be key to opening up the market to its next phase of growth.

Steven Spielberg brings VR to US malls

Getting virtual reality headsets to take off has proven challenging. One of the main challenges is the high price given that many people do not know what kind of experience to expect when using them. As VR headsets start making their way into movie theaters and theme parks, however, that might start to change. Perhaps the biggest potential for consumers to get an understanding of VR is at their local shopping mall.

VR experience areas were popping up in malls around China throughout 2016. Now, director Steven Spielberg and three studios want to launch their own VR stores in malls across the US. They already have plans to roll out a storefront in a Los Angeles mall this fall and are contemplating expansion next year.

The venture is called Dreamscape Immersive. It will adopt technology from Swiss company Artanim, which will employ 16 cameras and sensors that will accommodate up to six simultaneous users. This makes the technology much more sophisticated than what is currently possible with home systems from Sony, HTC and Facebook's Oculus.

In addition to the improved technology, the VR environments will be related to major film franchises. The VR experience, in this case, would not just be about the technology and gameplay. The film studios want to leverage their intellectual property to get people into the store. What this means for development of similar content for the home is an open question, but it is not hard to imagine developers putting precedence on in-store experiences from which repeat visits can generate more profit.

Disney looks into VR market with Haptic Chair

Commercial uses will likely play a big role in the future of virtual reality, and some companies have staked their future on it. Movie theaters and theme parks are already working on implementing VR in some venues, so it makes sense that Disney is not sitting out this opportunity. The entertainment giant is already working on content for the Oculus Rift and Gear VR headset, as was reported in early October. More recently, a paper from Disney Research surfaced detailing one avenue the company is exploring.

The paper concerns an app called VR360HD. It uses the Gear VR headset, through which the user's activity triggers haptic feedback. Disney is working on a custom plug-in that will allow creators to customize haptic responses through the app. Moreover, this feedback is not limited to the headset or smartphone. Disney details a device called the Haptic Chair that allows for a more immersive experience.

To generate the feedback, the Haptic Chair uses two different kinds of vibrotactile actuators, according to the paper. There is a grid actuator on the back of the chair and a pair of shakers on the seat and back.

Right now, these actuators can generate five different "feel effects." The line effect generates the feeling of continuous motion along a user. The location effect uses a sinusoidal waveform, so the motion is oscillating instead of continuous. The rain effect generates random thrusts meant to give the user the feeling of raindrops. Rumble uses two subwoofers to generate vibrations, and the pulse effect uses patterns from a pulse sensor to generate haptic feedback.

The paper is only four pages long, but it shows Disney is already thinking seriously about how to enhance the VR experience for users everywhere. The company is already familiar with immersing users in its properties at its theme parks worldwide. If it can bring some of that immersive experience to users at home or at movie theaters, that greatly enhances Disney's reach.

VR headsets were the beginning of this burgeoning industry, but in the commercial sector, there is already a race for the best accessories and peripheral hardware. In many ways, China makers are at the forefront of VR innovation, but giving users the best VR experience will soon go beyond just having a great headset.

Paris theater lets anyone experience top VR headsets

Movie theater operators have been hard at work adapting virtual reality technology to the theater experience. Now, one company in France is finally bringing VR headsets on the stage. The theater chain MK2 has opened a VR experience area in a 300sqm space in Paris. Users can pay to use all the big VR headsets available today, including the Oculus Rift, Sony PlayStation VR, HTC Vive and MSI, among others. These headsets are accompanied by equipment that allow people to experience games in a unique way that would not be possible at home.

MK2 is selling tickets for 12 and 20 euros, allowing people to play for 20 and 40 minutes, respectively. The facility not only allows people to try out the latest and greatest VR headsets, but also to experience VR games using simulator equipment such as the Birdly. Users lie down horizontally on the simulator to experience flying through the air.

MK2 is not just interested in gaming. The company said it is committed to bringing the VR experience to many mediums, including using it to enhance the experience of fiction and documentary films. The technology certainly exists to make this happen, but the big key right now is probably content and building enough installations to make the technology go mainstream.

Acer is already betting big on movie theaters as a market for headsets, and Disney is working on a haptic chair for VR. There are also 4D theaters around the world that use sensory input to enhance the movie-going experience. VR technology could build on this, but adoption will take time.

Virtual reality devices & accessories

Buyer demand trends are taken from buyer and supplier activity in the featured product group on GlobalSources.com in the month preceding publication of this magazine.

- **Buyer requests** track total inquiries from our independently verified worldwide community of more than 1 million buyers.
- **Product profiles** represent the total number of unique products available from export-ready suppliers in our easily searchable catalogs.
- **New product postings** indicate the number of new product profiles added to our website by suppliers during the period.

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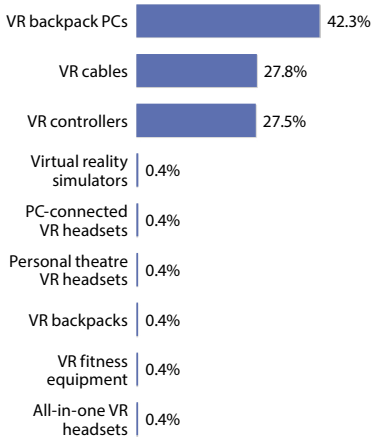
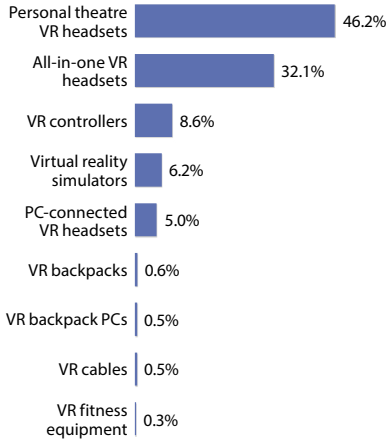
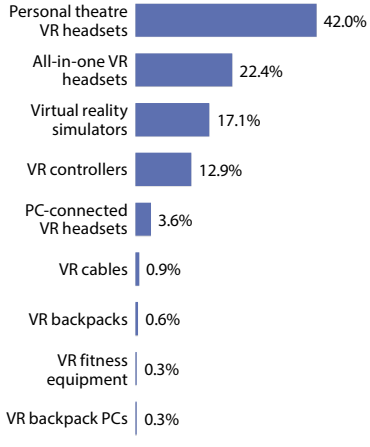
Top buyer requests



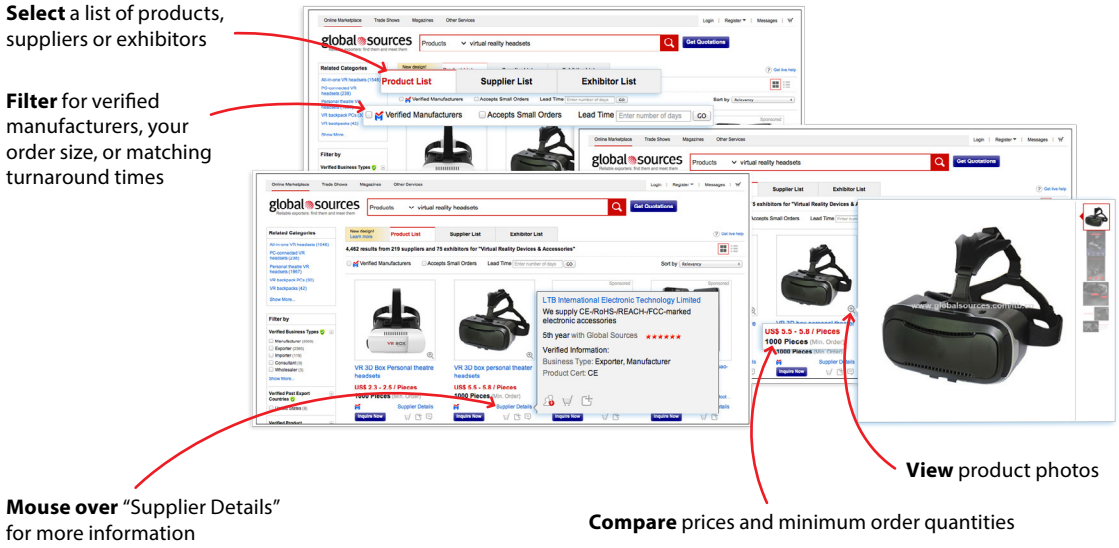
Top product profiles



Top new product postings



Find the products you want *faster*...



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Verified Manufacturers are Verified Suppliers whose business scope, as licensed by relevant government departments, allows them to manufacture goods.

Exhibitors have been verified face-to-face by Global Sources staff and have had a physical booth presence at one or more Global Sources trade shows.

Supplier Capability Assessment is an independent, third-party report based on an onsite visit, and includes in-depth information about suppliers' operations, production capabilities, QC processes, management and more. It is an optional paid service for all Verified Suppliers.