

# VR - HELPING YOU ADAPT

HP is dedicated to providing our customers with market-leading business solutions that help you stay innovative, productive and support your well-being. HP has always placed a focus on forging connection through the use of technology. And in the days, weeks, and months ahead, meaningful connections will continue to be formed through the power of HP technology. Virtual reality is a powerful tool that can help you collaborate, create and learn.

## BUSINESS MATTERS:

### HP IS HERE TO HELP

We recognize you have heightened technology needs during this challenging time and we are committed to doing everything we can as a company to support our partners, customers and communities. Visit our [global support website](#) for assistance; our [24/7 Virtual Agent](#) is updated regularly with the latest information.

Refer to our [cleaning guide for PC & Print Devices](#) for best practices. You can also disinfect your HP Reverb VR Headset with germicidal wipes. For additional information on HP's response, please refer to the [Customer & Partner Guide](#). Through our VR technology, HP can help you keep learning, keep working, keep going.



## RECOMMENDED VR HARDWARE



HP ZBOOK STUDIO G8

Windows 10 Pro 64<sup>1</sup>  
Intel® Core™ i9<sup>2</sup>  
NVIDIA® RTX™ A5000  
GeForce RTX™ 3080  
32 GB DDR4 Memory  
512 GB PCIe® M.2 SED SSD Storage



HP Z2 TOWER G9

Windows 11 Pro<sup>1</sup>  
Intel® Core™ vPro or K-Series<sup>2</sup>  
NVIDIA® RTX™ A5000  
128 GB DDR5 Memory  
HP Z Turbo Drive M.2 512 GB<sup>11</sup>



### HP REVERB G2 VR HEADSET

2160 x 2160 LCD panel resolution per eye  
114-degree field of view  
90Hz refresh rate\*

Featuring Valve-designed speakers, 4 cameras, and ergonomic design

2-in-1 cables for VR setup options

Support for WMR & SteamVR ecosystems



>> Learn more at [hp.com/go/reverbpro](https://hp.com/go/reverbpro)

\*To enable full 90Hz performance, a DisplayPort™ 1.3 or later connection is required with the graphics solution provided by the PC.

# HP RECOMMENDED VR TOOLS\* TO COLLABORATE, CREATE & LEARN



## GLUE

*for collaboration*

Glue is a virtual extension of your workplace; a space where dispersed, high-performance teams come together to learn, share, plan and create.

**Universal Collaboration Platform**  
Meet in VR or join via PC  
Learn more: [glue.work](http://glue.work)



## VISIONxR™

*for product development & collaboration*

VISIONxR™ extends your workspace to connect teams from distributed locations to collaborate, learn, and enhance high-value productivity.

**Team Collaboration Platform**  
Work in VR, connect using PC or mobile  
Learn more: [futurevisual.com](http://futurevisual.com)



## ENGAGE

*for training & education*

ENGAGE is an advanced virtual reality training and education platform that makes it easy to collaborate, create and learn in VR. Perfect for educators, trainers and corporate teams.

**Education & Corporate Training**  
Media Streaming  
Learn more: [engagevr.io](http://engagevr.io)



## VULCAN

*for education*

VULCAN revolutionizes the results of virtual training by providing insight to a trainees' skills and control of exercises. Acts as a virtual assistant to analyze class in real-time.

**Vocational Skills Training**  
Cloud-based Management System  
Learn more: [mimbus.com](http://mimbus.com)



## SKYREAL

*for collaborative engineering*

SkyReal is a collaborative VR solution developed for engineering teams, enabling users to turn CAD files into VR projects to speed up your product development cycles.

**VR Prototyping & Review**  
Supported by Unreal Engine  
Learn more: [sky-real.com](http://sky-real.com)



## GRAVITY SKETCH

*for product development*

Gravity Sketch is a design platform for teams that create, collaborate, and review in 3D. Express ideas in real-time using an extensive array of tools for creative exploration.

**3D Design in VR**  
Supports WMR, HTC Vive & more  
Learn more: [gravitysketch.com](http://gravitysketch.com)



## THEIA INTERACTIVE

*for AEC and product development*

Using native files and working in game engines, Theia transforms original data into real-life representations, from buildings to products. All in VR. All in real-time.

**Storytelling & Visualizations**  
Optim Plugin for Unreal Engine  
Learn more: [theia.io](http://theia.io)



## VICTORY XR

*for education*

Deliver interactive learning experiences both in and out of the classroom for middle school, high school, and home-school students with Victory XR.

**XR Curriculums & Learning Adventures**  
Apps for AR/VR  
Learn more: [victoryxr.com](http://victoryxr.com)

DISCLAIMERS: \*Third party software sold separately and is not supported by HP. (1) Not all features are available in all editions or versions of Windows. Systems may require upgraded and/or separately purchased hardware, drivers and/or software to take full advantage of Windows functionality. Windows 10 is automatically updated, which is always enabled. ISP fees may apply and additional requirements may apply over time for updates. See <http://www.windows.com>. (2) Multicore is designed to improve performance of certain software products. Not all customers or software applications will necessarily benefit from use of this technology. Performance and clock frequency will vary depending on application workload and your hardware and software configurations. Intel's numbering, branding and/or naming is not a measurement of higher performance. (4) Actual formatted capacity is less. Portion of internal storage is reserved for pre-loaded content and system recovery software. For storage drives, TB = 1 trillion bytes.

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