VIRTUALLINK FOR VIRTUAL REALITY

Rambo Jacoby
INDUSTRY STANDARD

www.VirtualLink.org
Bandwidth requirements include 20% 8b10b Encoding and 10% Blanking Overhead; All resolutions quoted at 90Hz Refresh Rate.
CAMERA & SENSOR DATA BANDWIDTH

Bandwidth Requirements Assume 60FPS, 16bpp, and Include 20% 8b10b Encoding Overhead
POWER DELIVERY

VR Headset Power Needs

Power Source

Watts (w)

2016
VR Headsets Powered from USB-A

USB-A Power Source

2019
VR Headsets Powered from USB-C

2022
VR Headsets Powered from USB-C

USB-C Power Source
CABLING COMPLEXITY
VIRTUALLINK ON TURING

Full Featured USB-C™ Port
4 Lanes of DisplayPort HBR3
USB3.1 Gen2 SuperSpeed
Up to 27W of Power Delivery
VIRTUALLINK EXPLAINED

Engineered For Next-Gen VR Headsets

VR Designers Can Implement 4 Lanes of HBR3 DisplayPort *And* USB3.1 Gen2 Simultaneously
FOR MORE INFORMATION

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