



Virtual Reality Ecosystem Embraces NVIDIA VRWorks, Making It the Gold Standard for Developers

NVIDIA VR Technology Adopted by Leading Game Engines, Headsets, and Application Developers

Game Developers Conference -- [NVIDIA VRWorks™](#) is getting adopted across the industry as developers look to vanquish the final barriers to great VR performance.

VRWorks has been developed by NVIDIA specifically to meet the massive demands that VR puts on PCs -- requiring seven times the GPU performance of typical PC games¹ and latency of below 20 milliseconds. It is critical that performance and latency targets are met to avoid any physical discomfort in the VR experience.

"Virtual reality demands high-fidelity graphics at high frame rates," said Tim Sweeney, CEO and founder, Epic Games. "The optimized VR experience of NVIDIA's VRWorks is the perfect complement to Unreal Engine 4's high-performance C++ engine design, providing the foundation for today's best VR experiences."

NVIDIA VRWorks is a software development kit (SDK) which provides a comprehensive set of APIs, libraries and features enabling headset and game developers to deliver amazing VR experiences. It eases the path for developers to achieve the highest performance, lowest latency and plug-and-play compatibility when building their VR apps and devices.

NVIDIA announced that partners now integrating NVIDIA VRWorks features include:

- Leading game engine makers Epic, Max Play and Unity
- Top VR headset manufacturers HTC and Oculus
- Cutting-edge VR application developers, including Sólfar Studios with *Everest VR*, Valve Software with *The Lab*, ILMxLAB with *Star Wars Trials on Tatooine* and InnerVision Games with *Thunderbird: The Legend Begins*.

"We are seeing solid performance improvements using NVIDIA VRWorks and VR SLI technology in *The Lab* and other experiences we are developing for SteamVR," said Alex Vlachos, senior graphics programmer, Valve.

"The potential of VR is to experience amazing and even impossible things," said Kjartan Pierre Emilsson, CEO & co-founder, Sólfar Studios. "This new chapter from our upcoming EVEREST VR -- the awe-inspiring ascent of the Hillary Step -- provides dramatically enhanced visuals and performance that are only possible through NVIDIA's GeForce GTX GPUs and VRWorks technology."

"NVIDIA is the perfect VR development partner, using MaxPlay's MaxCore™ data-parallel multi-threading devs will push the creative limits of NVIDIA's industry-leading GPUs," said Matt Shaw, CTO, MaxPlay.

More details on VRWorks are available at <http://www.geforce.com/vr> and our developer website at <https://developer.nvidia.com/vr>.

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1 A PC game running 1920x1080 at 30fps on a single screen compared to a VR headset running at 1680x1512 at 90fps on each of two screens. <http://blogs.nvidia.com/blog/2015/11/09/gameworks-vr-unreal-engine-4-ue4/>

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