Is the iWear a Virtual Reality only device like the competitive goggle worn systems?
The iWear was designed to be an entertainment device not only for gaming but also for compatibility with most of the standard content available today. That means it’s out of the box ready to play. It also makes a great Virtual Reality device. The high resolution, lack of screen-door effect and integrated tracking all make the iWear great for VR. The 55 degrees, with as much as 4 times the pixel density of today’s competing solutions, looks outstanding and is like a total immersive view.

What content can be used with the iWear?
The content is endless provided the video comes in HDMI. The iWear is completely media agnostic, meaning it can display content from any smartphone, TV, gaming console, tablet, etc. And it supports stereoscopic 3D.

Can I watch 3D Blu-ray movies?
Yes, you can watch any 3D Blu-ray movie in full frame-packed HD video for the best flicker-free viewing experience.

Can I use the iWear with my Windows PC or Mac as a secondary display?
Yes, you can enjoy full-screen readable across a massive screen. And with the iWear’s optics it should be highly readable even into the corners of the display.

Can I view 3D immersive content compatible with other immersive VR goggles such as Oculus?
Yes, there are a variety of sources with numerous titles and content coming out daily. With OSVR compatibility, as new titles are released they should automatically support the iWear’s VR capabilities.

Can I use the iWear with my Xbox or PlayStation?
Yes, you can play intense gaming on a massive video screen that will vastly outsize your other home based video screens.

Can I use the iWear with my iPhone or Android based smartphone?
Yes, just get an HDMI cable that’s compatible with your smartphone and you’ll be in the theater’s front row! Even 3D content can play off your smartphone. And of course your games will look absolutely awesome and will rival your home console gaming experience.
Can I use a WiFi HDMI dongle with the iWear to receive and watch wireless video from a tablet, smartphone or PC?
Yes, with appropriate cabling. And the experience is awesome!

How does the iWear compare to standard professional audio headphones?
The iWear is well balanced and very comfortable for those long gaming sessions. Vuzix used high quality materials for maximum touch / feel and numerous adjustments allow for a very comfortable fit. The leather surfaces with plenty of foam packing provide a comfortable natural feel. The iWear was also designed to provide a visual experience that would support many hours of comfortable use. The video visor floats in front of your eyes not touching the front of your face or your nose putting practically zero pressure on your face. The optics are one size fits all, requiring no focus or IPD adjustments, and they can also be worn above virtually all glasses.

The iWear was designed with no mechanical features on the back of the head. This allows the iWear to be used in environments where you may want to put your head back and relax – like in your bedroom or while travelling on a plane.

How portable is the iWear?
The iWear was designed to fold up and fit in a small carry case and since it runs on batteries it doesn’t need to be plugged into the wall to use. These features are critical for a mobile device.

What is the field of view?
Looking into the device, you'll see an image that looks like a 125" screen 10 feet away from you. That translates to a 55 degree diagonal field of view.

What is the resolution?
One million high definition color pixels / eye.

Will I need to wear my eyeglasses?
Most people will not if you can see distance images clearly. However if you need eyeglasses to correct for distance vision, you can comfortably wear them under the unit.

What is the battery life?
Around 2 to 3 hours in video mode. Over 10 hours in audio mode.

When will the iWear start shipping and what is the expected retail price?
Fall of 2015 at $499 MSRP*

*Subject to change without notice.