

Cmoar - a mobile VR headset with external sensors now extends the offer to include Daydream edition, AMOLED add-on screen for PC gaming and Cmoar Suit for positional tracking of hands and body.

KATOWICE, Poland - July 12, 2016 - Google's announcement of Android N and Daydream platform will have an unquestionable impact on the whole mobile VR industry and some of the creators of VR headsets decided to meet the changing conditions halfway. One of such companies is Cmoar Sp. z o.o. that is trying to prepare for a future revolution by adjusting its offer to meet the needs of the consumers. With their innovative products, they are able to satisfy both the owners of nowadays smartphones and those who are already planning an upgrade to a Daydream-ready phone. This is not the end of good news. The company from Poland has also announced AMOLED add-on screens for PC gaming and Cmoar Suit - a modern outfit with motion sensors that will allow Cmoar users to enjoy Steam VR content.

To discover Virtual Reality at its best, the user would need the kind of VR goggles that are not just a plastic case for the smartphone but rather a more advanced and comfortable device, equipped with integrated electronics and high-quality optics. This is precisely what **Cmoar VR** - Cmoar's flagship product offers. Even currently available high-end phones often cannot handle VR technology properly. Cmoar will offset the shortcomings of currently available phones thanks to the integrated high performance sensors, generating very accurate headtracking. Interestingly enough, the creators succeeded in incorporating the low-persistence feature into the headset regardless of the phone's producer - an achievement no other VR company has accomplished so far.

For those who intend to purchase Daydream-ready phone in the near future, Cmoar has prepared a **Daydream edition** headset. Since Daydream will only work on new phones with specific components like fast procesors, low-latency displays and orientation sensors, Cmoar Daydream edition can go without in-bulit electronics, at the same time retaining the high-quality optics and ergonomics of Cmoar VR. To complete the package, Cmoar has also developed a **Motion Controller** with integrated sensors, supporting both Cmoar VR and Cmoar Daydream edition. The creators designed it in a way so that it could fully meet the standards established by Google that showed a reference design to the world some time ago.

Thanks to the add-on screens Cmoar offers, the user may disconnect the front flip cover for the phone and switch to the **AMOLED add-on screen** whose specs are no different from the displays used by word-famous headsets - Oculus Rift or HTC Vive. Not only does the headset enable to play one's favourite PC games in a virtual theater, but it also makes it possible to make use of games created specially for stationary VR, as the company managed to add support for Steam VR platform.

The real revelation in Cmoar's announcement is undeniably **Cmoar Suit** - a unisex outfit with low-latency sensors that comes with a pair of controllers and that will allow you to sit, bend over or simple change the body angles. To put it bluntly, it will allow positional tracking of hands and full body; the feature that other mobile VR headsets haven't managed to achieve yet. As Cmoar's creator Damian Boczek adds: "The fact that we can achieve

positional tracking with a mobile headset is remarkable but Cmoar is capable of much more. Together with our add-on screens, the Suit will give you access to a whole library of Steam VR games. In this way, Cmoar becomes the very first hybrid headset on the market that has two faces - mobile and stationary ones.”

All Cmoar products are now available in pre-orders at: <https://cmoar.myshopify.com> with an estimated shipping date set for September/October 2016.

For more information about Cmoar visit <http://www.cmoar.com/>

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