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New Virtual Reality Display Adapter Exceeds Present and Future VR Needs

South Elgin, Illinois, August 6, 2015 - Anticipating future needs for a comfortable, affordable and flexible VR head mounted display adapter, Neal Nelson has released the first units of the Hands Free Headgear family. A remarkably useful, if somewhat awkward looking device, Nelson's adapter can support any of several different existing VR viewers in front of the wearer's face. Nelson's adapter will permit comfortable extended viewing of the anxiously awaited 3D/VR feature films and 3D/VR sports feeds.

A recent Wall Street Journal article by Christopher Mims titled "Virtual Reality Isn't Just About Games", on.wsj.com/1fXFZpH, highlights the importance of nongaming and conventional uses to the future of Virtual Reality.

Nelson agrees that nongaming and conventional uses of VR will be dominant in the future and he believes that development in this sector will require three elements: 1) A modestly priced entry level viewer; 2) A comfortable viewer that is

suitable for extended viewing sessions; 3) A simple and inexpensive upgrade path so that users can easily switch to more sophisticated VR viewers as desired.

The first requirement has been met when Google developed the Google Cardboard as a modestly priced Virtual Reality viewer. Now, Nelson has created a hands free adapter for the Google Cardboard viewer family that is affordable, comfortable and upgradeable.

Pictures of Nelson's device may be seen on the web site <http://hfheadgear.com/>.

Conclusion

The future of Virtual Reality is unfolding before our eyes, and Nelson's head mounted display adapter is an enabling technology for the nongaming and conventional uses referenced in the Wall Street Journal article. People who want to see the future of Virtual Reality can do so now by looking into the Nelson Hands Free Headgear.

About Hands Free Headgear

Hands Free Headgear is a Chicago area firm founded by Neal Nelson. Nelson has been an independent computer consultant since 1973. From punched cards to

Virtual Reality headsets Nelson has followed and participated in the evolution of the computer industry.

Several individuals with Virtual Reality credentials have tested the Hands Free Headgear display adapter and have volunteered these comments:

"Cool stuff, I like it" @VerticeOne "Totally loving your Hands Free Headgear" @RoblemVR "Yea its great" @podvrcast "Hey that looks very cool" @yay3d

RoblemVR's report on the Hands Free Headgear can be read at:

<https://roblemvr.wordpress.com/2015/07/08/hands-free-headgear-provides-comfortable-mobile-hmd-solution/>

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Questions and Answers

Q. In what way is the Hands Free Headgear more comfortable than other VR viewer support systems?

A. The comfort of Nelson's adapter results from three factors. First, the adapter's head straps were modeled after the straps used in construction hard hats. The same design features that allow a construction worker to wear a hard hat for an eight hour shift will also allow a Virtual Reality user to comfortably watch an entire 3D/VR movie or 3D/VR football game.

Second, the mounting system that supports the Cardboard Viewer is fully adjustable in the vertical plane, horizontal plane and tilt angle. Thus the VR viewer can be supported in the location that is most comfortable for the wearer.

Finally, Nelson's adapter needs no elastic straps to smash the ears or pull the Cardboard Viewer into the cheeks or forehead. With Nelson's adapter, the VR viewer is supported in front of the face rather than being pulled into the cheeks and forehead.

Q. Why is the Hands Free Headgear presented as "upgradeable"?

A. The adapter's upgradeability stems from the fact that the adapter has two vertical support surfaces that use a detachable/attachable fastening system. Mating

fasteners are affixed to the sides of a VR viewer and the viewer is then supported by the adapter.

The detachable/attachable nature of the fastening system means that a user can upgrade from the Original Google Cardboard viewer to the newer Google Version 2.0 viewer by simply detaching the original viewer and attaching the Version 2.0 viewer in its place. Similarly, users can upgrade to a plastic viewer like the ColorCross a24 by repeating the detach and attach procedure.

Q. Will use of this head mounted display adapter cause discomfort or nausea?

A. Some people, most notably people playing fast paced video games, have reported that use of a cell phone as a display device has caused discomfort with a head mounted display adapter. These individuals have suggested that a cell phone does not have the processing power to keep up with the rapid head movement that is common with computer games.

There are three responses to this topic. First, every month newer cell phones are being released with more compute power. Second, the Samsung Gear VR uses a cell phone with a head mounted display but Gear VR users have not generally reported discomfort as a major issue. Third, people viewing 3D/VR movies or

sporting events will not be making rapid head movements so the speed of the image tracking will probably not be an issue for these applications.

Q. The pictures of the Hands Free Headgear show devices that look like hand made prototypes. Are these accurate?

A. Yes. The Hands Free Headgear is a new and radically different approach to the problem of mounting a VR viewer. It combines rigidity, strength and comfort in a way never before seen in the Virtual Reality segment. If you go back and look at pictures of the first Apple computer, the first telephone, the first radio and the first transistor you will see that the newest devices in every technology category have always been designed for functionality rather than looks. The Hands Free Headgear proudly follows in this tradition.