|   | Magic Leap 2: Augmented Reality (AR)   | Virtual Reality (VR)  | Passthrough VR (PVR)   |
|---|--|---|--|
| What is   | Magic Leap 2 is an augmented reality device that maintains<br>its user's view of their environment while integrating digital<br>content within it. Purpose-built for enterprise use, its open<br>platform and industry-leading technology and features are<br>designed to run transformative enterprise solutions. | Provides users with a world escapist experience by completely removing them from their real surroundings and immersing them in a totally digital world. | Integrates external-facing cameras into headset t<br>augmented reality. By combining a video feed of it<br>world with rendered digital content, passthrough<br>only a limited degree of user's awareness and inter<br>with the physical world. |
| Immersiveness and visual experience   | Highly immersive. Real time view of physical world is maintained through transparent optics. Digital content is integrated into user's view where and when it is needed.   | Highly immersive. Physical world is completely occluded.<br>User has no view of their physical surroundings.  | Highly immersive. Physical world is digitized via ca commonly suffers lag and distortion.  |
| Detrimental effects: Motion sickness ("cybersickness")<br>and/or feeling of disembodiment | Unlikely   | Motion sickness   | Motion sickness  |
| User adaptability   | Users adapt immediately with little training.  | Users adapt slowly.   | Users adapt slowly. Latency and visual distortion is persistent.   |
| Collaboration   | Fully-collaborative remote or co-located experience across<br>Magic Leap 2 devices and across platforms  | Extremely limited. Digital-only collaborative experiences removed from physical world are unrealistic   | Limited. Fully digital as a result of complete digitiz rendering of users' environments.   |
| Real-world interactivity  | High   | None  | Severely limited by distortion and lag   |
| Spatial mapping   | Yes. Persistent spatial mapping.   | No. Only simulated or recorded views.   | No. Only simulated or recorded views.  |
| Target industries and use cases   | Enterprise. Currently deployed in manufacturing, health-<br>care, public sector/government, architecture, engineering,<br>& construction (AEC), and retail for a variety of use cases  | Primarily consumer. Entertainment, edutainment, and limited commercial applications   | Primarily consumer. Entertainment, edutainment<br>limited commercial applications  |
| Working environment   | Indoor and outdoor adjacent  | Designed for indoor use only  | Primarily designed for indoor use.<br>Limited functionality outdoors.  |
| Ergonomics and mobility   | All-day extended use. Full mobility.   | Restricted mobility. Limited duration.  | Limited mobility. Limited duration.  |
| Development and platform support  | Unrestricted open platform   | Android, Open XR, WebXR, Arbor XR, Unreal engine, Unity   | Android, Open XR, WebXR, Arbor XR, Unreal engi   |
| Available devices   | Magic Leap 2   | Oculus Quest 2, HTC Vive Cosmos, Oculus Rift S, HTC Vive<br>Pro, Varjo VR-3   | Meta Quest Pro, Varjo  |

