

Since 2013, we've provided Virtual Reality gear for rental, shipping around New Zealand. We are, as far as we can see, the longest running virtual reality rental company in the world.

Our equipment has been very successfully used for countless hours of fun at home, corporate events, presentations, software development, education, office and birthday parties, and much more!

We also do long term rentals for businesses, with our longest to date being three years.

Pages of reviews of our service can be seen at the bottom of this page:

<https://www.trademe.co.nz/Browse/Listing.aspx?id=659537518>

For the most interactive & fun experiences:

The PC based headsets such as the Oculus Rift, HTC Vive, HTC Vive Pro and Samsung Odyssey+ are the best here, as the PlayStation 4 based PlayStation VR headset is not far behind either. Each of those comes with two controllers, and a system for tracking you and your controllers as you move around the room. If you need a high-end Gaming PC or PlayStation 4 console, we rent those too.

Between all the headsets, the HTC Vive Pro and Samsung Odyssey+ offer the best resolution, the Oculus Rift I believe is the most comfortable to use, the HTC Vive offers most of the Vive Pro experience, and the Samsung Odyssey+ or PlayStation VR are the easiest to setup.

For super easy to use 360-degree video presentations:

The Oculus Go is perfect for this, being super simple; no PC, no wires. The Oculus Go comes in pairs of two so you can use one while one is charging, then switch between them. These are especially perfect for a no-hassle setup to play 360 degree videos at events and expos.

How the Rental Works

Booking with us

1. Book the rental either via email, or on our website <http://www.virtualrealityrental.co.nz/book.php>
2. By the end of the evening, we'll confirm the gear is available, and email you the T&C's, the total amount plus more details. Do feel free to ask any questions too.
3. You can send us a photo or scan of the completed T&C's, plus your Photo ID, and payment via bank deposit (business rentals will be invoiced for payment later)

Coming to you

4. We'll get the gear sent, and email you the Courier Post tracking details, and setup instructions
5. The gear arrives to you, and the rental begins

Coming back to us

6. When it's the last day of your rental, simply stick the pre-paid return post labels onto the box, and drop them off at any local post office
7. The gear arrives back here, is checked and your bond can be refunded

Note: Because of timing, unfortunately we often can't send equipment the same day as a booking is made.

Rental Equipment – Virtual Reality Headsets



Oculus Rift

- Tracks:** Pointing and Moving
Requires: PC & TV
Resolution: High
Ideal For: Events, Games, Simulation
Notes: A simpler setup than the Vive, but you can run multiple Rift's in one room with no issues. Has built-in headphones, and is for indoor use.



HTC Vive

- Tracks:** Pointing and Moving
Requires: PC & TV
Resolution: High
Ideal For: Events, Games, Simulation, Architecture
Notes: Best tracking system, but limited to one per room (within about 10m) except if you have dividers. Is for indoor use.



HTC Vive Pro

- Tracks:** Pointing and Moving
Requires: PC & TV
Resolution: Highest
Ideal For: Events, Games, Simulation, Architecture
Notes: Best tracking system, but limited to one per room (within about 10m) except if you have dividers. Has built-in headphones, 78% higher resolution, and a sturdier strap than the regular HTC Vive. Is for indoor use.



Samsung Odyssey+

- Tracks:** Pointing and Moving
Requires: PC & TV
Resolution: Highest
Ideal For: Events, Games, Simulation, Architecture
Notes: Great tracking, best visuals, and super easy setup without external sensors. You can run multiple headsets in one room, and it has built-in headphones. Is for indoor use.



Oculus Go

- Tracks:** Pointing
Requires: Nothing
Resolution: Highest
Ideal For: Events, 360 Degree Video
Notes: Super easy for anyone to use, with no PC required. Perfect for events, and comes in twin packs so while one is charging, the other can be used. Can be used outside.



PlayStation VR

- Tracks:** Pointing and Moving
- Requires:** PlayStation 4 console & TV
- Resolution:** Medium High
- Ideal For:** Games, Birthdays
- Notes:** Simpler to setup than the HTC Vive, and simpler than the Rift too. If for indoor use.



Gaming Desktop PC

If you don't have a VR capable PC, we rent high spec gaming PCs. These are ideal if you're renting an Oculus Rift, Samsung Odyssey+, HTC Vive or HTC Vive Pro (one PC required per headset).

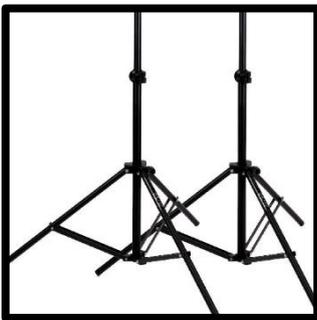
They can plug into any TV or monitor with an HDMI port, and come with all required cables.



PlayStation 4 Pro Console

Looking to rent the PlayStation VR headset, but don't have a PlayStation 4 console? We rent that too.

They can plug into any TV or monitor with an HDMI port, and come with all required cables.



Light Stands

The HTC Vive & HTC Vive Pro require you to place their two sensors in opposite corners of the play area, up high enough so they are in line of sight even with someone standing between them. We include clamps, which clamp onto any flat surface up to about 4cm thick, with every rental, but if you have nowhere to clamp those too, these light stands will come in handy. They come in a set of two, with small ball heads on top.

Equipment Costs

Notes: Prices include GST, is per item, and excludes shipping.

Item	3 Nights	5 Nights	7 Nights
PlayStation VR	\$49	\$60	\$69
Oculus Rift	\$69	\$85	\$99
HTC Vive			
Desktop PC			
PlayStation 4 Console			
HTC Vive Pro	\$99	\$115	\$129
Samsung Odyssey+	\$100	\$10	\$138
Oculus Go Twin Set			
Light Stands Twin Set			

Shipping Costs

Notes: Prices include a pre-paid return ticket, include GST, is per item, and timeframe is Courier Post's target not a guarantee. Rural post is \$4 extra. **Shipping time is not counted in your rental time.**

Nationwide	\$29.90
North Island (Faster Delivery)	\$43.90
Christchurch	\$10

Extra Costs

For non-business rentals, there is a single security deposit of \$199.

Requirements

What are the PC requirements?

Free easy to use official tools to test your PC:

Oculus Rift - <http://ocul.us/compat-tool>

HTC Vive, HTC Vive Pro and Oculus Rift - <http://store.steampowered.com/app/323910/>

If you need a different PC, we also rent Gaming Desktop PCs.

The requirements vary between headsets, and are best seen on our website, by clicking "Equipment" in the top navigation bar, then selecting the headset. On the page that opens, under "PC Requirements", the technical requirements are listed.

What else do we need?

A TV or monitor, with an HDMI input (any TV in the last 10 years should certainly have that) – Note, this is not needed for the Oculus Go

For the HTC Vive & HTC Vive Pro, extension cables for power are handy to have in case you need them, because of the plug outlet placement in your area versus where you want to setup the gear. You'll use three power outlets by the TV; 1 for the TV, 1 for the PC, 1 for a box that goes by the PC for the headset. The two base stations which track everything, detailed below under "What is the sensor setup?", require power in opposite areas of the play area.

For events, someone available to assist people in putting the headset on / taking it off is needed. Depending on the event, sometimes cones and bumblebee poles are great for handling queues too.

How do we hear the sound?

The Oculus Rift, Samsung Odyssey+, HTC Vive Pro and Oculus Go have headphones built-in, and the sound can also come out of your TV speakers so everyone else watching can hear what's going on too. The regular HTC Vive, and the PlayStation VR can do that too, and you can plug in any standard headphones or earphones you have too.

How much space do we need?

With all the VR headsets, except the Oculus Go, you can walk around. Sensors will track the movement of your headset and its two wireless controllers.

For the Oculus Rift, HTC Vive and HTC Vive Pro, a space of 2 meters in front of your TV, and 1.5 meters wide, is usually the minimum.

For PlayStation VR, a space of 3 meters in front of your TV, and 2 meters wide, is ideal.

What is the sensor setup?

The Oculus Go tracks your head turning around but not your movement in space, so doesn't require any external sensors at all.

For the PSVR, there's a single camera that can clip onto the top of your TV. The camera plugs into the back of your PlayStation 4 console.

For the Oculus Rift, there's two sensors (like webcams) on 30cm stands, which are ideally a meter or more apart. By either end of your TV usually works great. The sensors simply plug into the PC's USB ports.

For the HTC Vive and HTC Vive Pro, two base stations have to be placed in opposite corners of the play area (up to 5 meters apart max), and they need to be 'see' each other at all times. This means they need to be high enough up so when someone is standing between them, the base stations can 'see' each other still. We include clamps to attach these onto any flat surface up to about 4cm thick, or if there's nowhere for those to go, we rent light stands which extend up to 2 meters max. The sensors require a power outlet nearby each, or extension power cables handy.

The Samsung Odyssey+ doesn't require any external sensors, as it uses the built-in cameras to track your movement around the room, along with tracking the controllers.

Where can I use the VR?

Because of the way the tracking works, often infrared light, this can be greatly affected by sunlight. Ideally, they should be used indoors, with the exception of the Oculus Go which will work perfectly anywhere. If the headsets are used outdoors, shade is often needed.

How long do the batteries last?

Items not listed here don't require charging / don't have a battery life. USB chargers are included with the HTC Vive, HTC Vive Pro and PlayStation VR controllers, or spare batteries for the Oculus Rift controllers. Batteries and battery chargers are included with the Samsung Odyssey+.

VR headsets themselves, except for the Oculus Go, don't ever need charging.

Item	Average Battery Life	Maximum Charge Time
HTC Vive / Vive Pro Controllers	6 – 10 hours	2 hours
Oculus Rift Controllers	20 hours	(2 Spare batteries included)
Samsung Odyssey+ Controllers	8 - 10 hours	4 hours (But a spare set of batteries are included)
PlayStation VR Move Controllers	8 hours	4 hours (2 – 3 normally)
Oculus Go Headset *	2 – 3 hours	3 – 3 ½ hours

* The Oculus Go is rented as a twin pack, so while one headset is in use, the other is charging. Then they're swapped over, and so on.

The average battery life listed is really an average so it may vary up or down. The maximum charge time is from a completely flat battery, and may be less when the device is not completely flat.

FAQ

Where are you based?

We're just outside of Christchurch, in the South Island of New Zealand

Do you rent for overseas?

We do occasionally for businesses yes. Our gear has been used in the US, UK, and Australia. Please contact us to discuss what you might need.

Do you do long term rentals?

We do yes, in fact our longest to date is three years. This is just for businesses, but please contact us to discuss what you might need and we'd be happy to provide quotes.

I'm not computer savvy, can I still set this gear up?

The Oculus Go is a great choice as there's no PC, no TV, just a simple headset and controller.

However, a large number of our business customers would describe themselves as not very PC savvy, and it's rare to have issues setting up or using the gear. In our PDF instructions, we also include troubleshooting guides.

Setup usually involves plugging everything into the PC, plugging the PC into your TV or monitor, then running VR software by clicking an icon on the desktop. They'll be a prompt for you to setup the equipment, and step by step on-screen instructions.

With business events especially, we strongly recommend having the gear arrive several days before the event, so you have plenty of time to try the setup in advance, and get to know how to use the VR headset and controllers.

Ranking our equipment in terms of ease of use, the Oculus Go comes first, followed by the PlayStation VR, the Oculus Rift, then the HTC Vive / HTC Vive Pro.

Which headset should I rent?

That's a tough question, but ultimately the HTC Vive Pro gives the best VR experience. That's in terms of visuals, plus accuracy of tracking. Next would be the HTC Vive and Oculus Rift. They share the same visuals, but the Vive has slightly better tracking in rare situations, whereas the Rift has better controllers, and is easier to setup. The PlayStation VR is a great choice too, and aside from the Oculus Go, the easiest to setup. The Oculus Go, is perfect for 360-degree videos or simple VR experiences, but because it doesn't track you moving around the room, and only has one controller, it's more limited when it comes to playing games.

Who can safely use VR?

Pretty much anyone, young to old. The minimum we recommend is around seven years old, which is what a major set of VR arcades state. In part, that's because the headset may not sit so securely on smaller younger heads. Buying a VR headset not usually recommended for children to use regularly, because their eyes are still developing and if they spend such a long time with a screen so close to their eyes, that could affect their development. However, the amount of time spent on a rental is a fraction of time spent when people own the gear, so generally it's regarded as perfectly safe to use in small amounts.

What about glasses?

People wearing glasses may not need them in VR. But, they can use them if they put the glasses into the headset first, then put the headset on. Bifocals cannot be used with a VR headset, as they would scratch the glasses, plus scratch the lenses.

Can you develop VR experiences for our company?

Please contact us to discuss this, as we work with a major development studio who can.