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Samsung presents the consumer version of the Gear VR, the smartphone-powered virtual reality headset developed in collaboration with Rift maker Oculus.



Improvements on the previous "Innovator Edition" headset include lighter construction (by 22%, Samsung says), foam cushioning for additional comfort and an improved touchpad controller on the temple.

The headset also fits more Samsung smartphones-- namely the Galaxy Note 5, Galaxy S6 Edge+, S6 and S6 Edge-- through the addition of sliding clamps allowing users to insert larger phones. The smartphones should provide a similar VR experience, since all have 2560x1440 resolution displays.

“We see virtual reality as the next computing platform, and we are thrilled to partner with Oculus on Gear VR to set the standard for mobile VR and bring this revolutionary product to consumers,” the company adds.

Also announced are a number of content partnerships giving customers reason to actually buy a VR headset-- an Oculus Arcade provides classic games from Bandai Namco and Sega, the Oculus Cinema app has over 100 movies from Fox, and a Netflix app will be immediately avaiable, followed by VR versions of streaming services Twitch and Hulu.

The Gear VR hits the market in "frost white" from Q4 2015.

Go Samsung and Oculus Introduce First Consumer Version of Gear VR