

# AMD LiquidVR™: In pursuit of presence

LiquidVR™ is an AMD initiative in pursuit of creating a sense of presence by making VR as comfortable as possible and lowering the motion-to-photon latency.



# 1

## AMD's VR Rule #1: Do not break the presence

Presence - a state of immersiveness where situations, objects, or characters within the virtual world seem "real".

# 2

## AMD Goals: The '3 C's'

Comfort



Content



Compatibility



AMD's LiquidVR™ technology is poised to bring better content, comfort, and compatibility to VR applications – from simulations, gaming, entertainment, education, social media, travel and medicine to real estate, ecommerce and more.

# 3

## LiquidVR™ leadership features

Asynchronous Shaders

Minimizes latency and stuttering



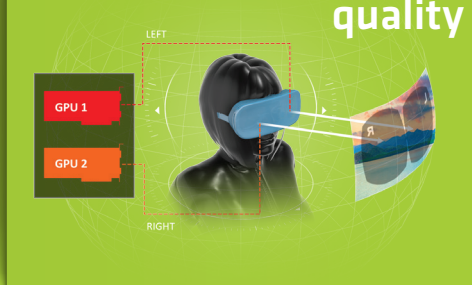
Latest Data Latch

Efficient GPU head tracking



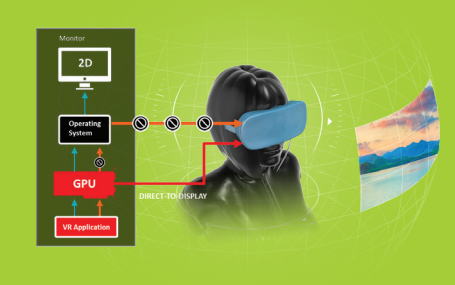
Affinity multi-GPU

Reduces latency and increases content quality



Direct-to-Display

Seamless plug & play VR experience



3 things to know about  
LiquidVR™  
by AMD



### What is "motion-to-photon latency"?

The "motion-to-photon" typically refers to a duration between head movement and the updated view on the VR headset. If that time is too long, motion-to-photon latency can disrupt good VR presence and may cause motion sickness and nausea.