

STAR WARS BATTLEFRONT VR: PILOTING AN XWING FOR THE FIRST TIME

Real-Time Live!

Contact:

starwars.ea.com/starwars/battlefront/x-wing-vr-mission

Electronic Arts



A brief overview of technical challenges solutions implemented for Star Wars Battlefront VR, including dynamic resolution, a Forward+ Renderer, temporal anti-aliasing, and other optimizations implemented to get the most out of the PS4 hardware and the PSVR head-mounted display while maintaining constant 60 frames per second on a base PS4.

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