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Bigscreen Beyond 2

The next-generation Bigscreen Beyond: breakthrough pancake optics, adjustable IPD, and the world's smallest eyetracking suite, in a 107-gram headset. Two models: Beyond 2, and Beyond 2e with eyetracking.

WEIGHT

107 g

FIELD OF VIEW

116° diagonal

RESOLUTION

2560×2560 per eye

REFRESH

90 / 75 Hz

/ SPECIFICATIONS

FIELD OF VIEW	116° diagonal · 108° horizontal · 96° vertical ¹
WEIGHT	107 grams. Beyond 2e adds 1.05 grams for eyetracking.
DISPLAYS	Dual 1-inch micro-OLED, 2560×2560 pixels per eye, at 90 Hz and 75 Hz ²
OPTICS	Pancake lenses; edge-to-edge clarity, large sweet spot
IPD	Adjustable, 48–75 mm (55–70 mm physically); each optic positions independently
EYETRACKING	Beyond 2e: on-device pupil models, Dynamic Foveated Rendering, native APIs, EyetrackVR support
HEAD TRACKING	6DOF SteamVR Tracking; SteamVR 1.0 and 2.0 Base Stations (not included)
CONTROLLERS	SteamVR controllers, such as Valve Index Controllers (not included)
FULL-BODY TRACKING	SteamVR Trackers, such as HTC Vive Trackers and Tundra Trackers (not included)
AUDIO INPUT	Dual microphone array, studio-grade
AUDIO OUTPUT	Built-in on-ear Koss speakers with the Audio Strap (not included)
CONNECTIVITY	5-meter fiber optic cable · 1× USB-C accessory port
COLORS	Carbon Black · Crystal Clear · Nuclear Orange
FIT	Halo Mount (universal fit) or Custom-fit Cushion; Soft Strap, Audio Strap, or third-party straps

PC REQUIREMENTS

GPU: NVIDIA RTX 2070 / AMD RX 5700 XT or newer; DisplayPort 1.4 with DSC required.
CPU: Quad-core Intel or AMD.
PORTS: 1× DisplayPort 1.4, 2× USB 3.0.
OS: Windows 10 or Windows 11.

OPTICS

The pancake optic design reaches a 116° diagonal field of view, ahead of the Meta Quest 3 and Valve Index.¹ Beyond 2 inherits the dual 1-inch micro-OLED displays from Beyond 1: 2560×2560 pixels per eye at 90 Hz and 75 Hz, with the contrast and color of OLED rather than the LCD panels common in VR. Against Beyond 1, brightness is improved, glare is massively reduced, and the new lenses hold clarity edge to edge with a large sweet spot.

ADJUSTABLE IPD

Each optic should sit aligned with each eye; that spacing (interpupillary distance) varies from person to person. Beyond 1 solved it with 18 fixed sizes. Beyond 2 replaces that with an adjustable mechanism that positions each optic independently, from 48 to 75 mm.

HALO MOUNT & FIT

The Halo Mount is a universal-fit mounting system inspired by tactical night-vision goggles, with fine-tuned tilt and eye-relief controls. It takes three cushion configurations: the included Lightseal, the Custom-fit Cushion, or none, and works with the included Soft Strap, the Audio Strap, or third-party straps. With the Halo Mount and Lightseal, no iPhone face scan is required. Beyond 2 also still supports Beyond 1's Custom-fit Cushions. Halo Mount ships Q3 2025.

FORM FACTOR

At 107 g, Beyond 2 is 16% lighter than its predecessor and 4–6× lighter than headsets such as the Meta Quest 3 and Apple Vision Pro.

COLORS

Carbon Black, the classic. Crystal Clear, fully transparent, showing the inner workings of the headset. Nuclear Orange, a vibrant statement color.

EYETRACKING (BEYOND 2E)

Beyond 2e carries the world's smallest eyetracking suite, with image sensors the size of a grain of sand, adding just 1.05 g. Individualized pupil models run on-device on AMD and NVIDIA GPUs, accelerated by NVIDIA CUDA, for precise, low-latency tracking that keeps data private. Dynamic Foveated Rendering (DFR) is now supported: the headset renders full detail where your eyes look and less in the periphery, freeing GPU headroom. Native APIs expose cameras and pupil positions for developers and modders; third-party software and open-source mods such as EyetrackVR are supported. Bigscreen's eyetracking software integrates with SteamVR, OpenXR, and developers such as VRChat.

AUDIO

A dual microphone array delivers studio-grade voice quality. The Audio Strap adds built-in on-ear Koss speakers with improved ergonomics.

TRACKING

6DOF head and controller tracking via SteamVR Tracking, with SteamVR 1.0 and 2.0 Base Stations and the SteamVR controller ecosystem, including Valve Index Controllers.

BACKWARDS COMPATIBILITY

Custom-fit Cushions, the 5-meter fiber optic cable, and the Link Box carry over between Beyond 1 and Beyond 2. Prescription lens inserts made before 2025 fit Beyond 2 but not Beyond 2e; inserts made 2025 onward fit Beyond 1, 2, and 2e.

ENTERPRISE

Adjustable IPD and the universal-fit Halo Mount make Beyond 2 suited to shared and professional use. Beyond is deployed in aerospace, aviation, automotive, nuclear energy, and humanoid robotics.

PRICING & AVAILABILITY

BEYOND 2	BEYOND 2E
\$1,019	\$1,219
Upgrade from Beyond 1: \$849	Upgrade from Beyond 1: \$1,049

First batch shipped April 2025; the Halo Mount ships Q3 2025. Beyond 1 owners upgrading can reuse backwards-compatible accessories. Available at bigscreenvr.com, shipping from Bigscreen's Los Angeles factory to the United States, Canada, Japan, the United Kingdom, Europe, New Zealand, and Australia, with planned expansion to South Korea, Mexico, Israel, and the UAE.

¹ Bigscreen Beyond 2 measured at 116° diagonal, 108° horizontal, 96° vertical. Valve Index measured at 114° diagonal, 110° horizontal, 110° vertical. Meta Quest 3 measured at 110° diagonal, 108° horizontal, 99° vertical. Measured using WIMFOV in independent measurements at minimum eye relief and default accessories.

² Each display runs at the full 2560×2560 resolution at both 90 Hz and 75 Hz. At 90 Hz the PC renders at a lower resolution due to bandwidth limits such as DisplayPort 1.4; using Display Stream Compression and the display's built-in scaler, Beyond upscales to the full resolution with a slight reduction in sharpness. More: bigscreenvr.com/displays

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