

Apple is working on a "range" of augmented and virtual reality devices, Bloomberg reports, with unnamed "people familiar with the plans" adding the iPhone maker is basing such hardware on a new 3D sensor system.



The first device using the 3D sensor system is the 2020 iPad Pro update-- one featuring a 2-camera module and a "small hole" housing the 3D system. It should allow users to create "3D reconstructions of rooms, object and people," and will eventually be available in the high end 5G-capable iPhones set for launch next year.

Moving further into the future, Apple plans to release a "combined VR and AR headset" in either 2021 or 2022. The headset will be aimed primarily for media consumption and gaming, as well as virtual meetings. Following the headset is a pair of lightweight AR glasses, with releases slated for "as early as 2023." Apparently Apple intended to have the headset ready for a 2020 launch but recently pushed the timeline back, the Bloomberg source says.

AR and VR require dedicated software as well as hardware, and as a result Apple is working on a means to connect important applications and software features in a new operating system. Dubbed "rOS" internally, it should allow current devices to work with the future headset and glasses. Bloomberg also says Apple has around 1000 engineers working on the AR/VR initiative. The team has its own leadership consisting of iPhone and gaming software veterans, and also has ex-NASA engineers, former game developers and graphic experts.

A final detail suggests AR/VR hardware will fall under the Apple wearables segment, together with the Watch, AirPods and Beats headphones. The business has become somewhat important for the company, having recently helped to offset the ongoing slowdown of iPhone sales and revenues.

Go [Apple Plans Standalone AR and VR Gaming Headset by 2022 and Glasses Later \(Bloomberg\)](#)