5 YEARS OF VR DEVELOPMENT

From Rift to Quest 2

Oculus Rift launch
Rift launch was the first consumer hardware product from Facebook, helping kickstart the modern-era of VR.

MARCH 28, 2016

Oculus Connect 3
We announce Oculus Touch pre-orders and reveal Santa Cruz, an early prototype version of Quest that demonstrates inside-out tracking for the first time.

OCTOBER 30, 2016

Lone Echo and Echo Arena launch
Lone Echo still stands as one of the best VR games ever made and set the benchmark for narrative VR. Echo Arena continues to be one of the most popular multiplayer games on the platform, even spanning VR esports leagues.

JULY 20, 2017

Oculus Go launch
The first all-in-one headset from Oculus, at an affordable price point, Oculus Go introduces VR to more people through immersive media and entertainment.

MAY 1, 2018

Oculus Touch launch

DECEMBER 6, 2016

Beat Saber launches on Quest
Beat Saber on Quest shows just how fun it is to play the beloved rhythm game without wires, emphasizing this new freedom by launching 360° maps.

OCTOBER 10, 2018

Asgard's Wrath launch
The 40+ hour action RPG sets a new bar for VR with its tense combat, physics-based mechanics and free locomotion.

NOVEMBER 28, 2018

Facebook acquires Beat Games
The acquisition of Beat Games is a milestone for this ongoing success story that started with a 3-person development team, and proves that even small devs can find success in VR.

MARCH 16, 2020

Ecosystem milestone
Less than a year after the Quest launch, 20 titles surpass $1M in revenue on the Quest platform.

OCTOBER 12, 2020

Quest 2 launch
Quest 2 ups the ante with improved performance, display resolution, and brand-new content for a lower price - a major step toward bringing VR to everyone.

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Source: Facebook