VR Glasses PIMAX CRYSTAL Light

Model: CRYSTAL-LIGHT

Manufacturer: PIMAX

EAN: 6977402870064

Product Code: 1735492

R25,656

PIMAX CRYSTAL-LIGHT Crystal Light VR Headset

The PIMAX Crystal Light is a VR headset designed for PCVR games and simulators, equipped with two QLED MiniLED displays with a resolution of 2880 × 2880 pixels per eye, for a total of 16.58 million pixels. A pixel density of 35 PPD, aspherical glass lenses, and Local Dimming technology ensure a sharp image, vivid colors, and deep blacks. The headset offers a field of view of up to 110°, a refresh rate of up to 120 Hz, IPD adjustment from 58 to 72 mm, and 6DoF motion tracking via four built-in cameras. A direct DisplayPort 1.4a connection minimizes latency, while Fixed Foveated Rendering (FFR 2.0) and upscaling technologies help deliver smooth gameplay without overloading the graphics card. The device also supports Passthrough and optional expansion with the Lighthouse tracking system.

2880 × 2880 resolution—see every detail

The product information provided is for reference purposes only. Technical specifications, photos, descriptions and prices may change without prior notice. The manufacturer and seller are not responsible for possible data discrepancies or typographical errors. We recommend checking the current information before purchasing.
itworkup.co.za | sales@itworkup.co.za | +27 (11)541-9950

Two displays with a combined resolution of 16.58 million pixels deliver a crisp image where even the smallest details remain clear. A pixel density of 35 PPD makes it easy to see text, gauges, and buttons in the virtual cockpit. The screen-door effect is no longer visible, making the image look more natural. This is particularly useful in flight and racing simulators—you'll be able to read instrument readings faster without having to bring your head closer to the virtual dashboard.

QLED and MiniLED Technology—Vibrant Colors and Deep Contrast

Quantum Dot technology delivers a wide color gamut, making landscapes, lighting, and the objects around you look natural and vivid. Reds are deeper, greens are more saturated, and bright elements retain their color intensity. Local Dimming, on the other hand, allows for independent control of backlight zones, resulting in deeper blacks and reduced light bleed around bright areas. This makes night scenes, starry skies, and dimly lit rooms look more realistic.

Aspheric glass lenses—a clear image even at the edges

PIMAX Crystal Light uses aspheric glass lenses that minimize image distortion at the edges and chromatic aberration. A large area of optimal focus, known as the "sweet spot," allows you to observe different parts of the virtual space without constantly turning your head. You'll appreciate this during races: you can keep an eye on your rearview mirror or a rival simply by glancing in their direction. The glass optics also ensure good light transmission and reduce unwanted glare, helping to maintain image clarity even in brightly lit scenes.

A field of view up to 110° and a 120 Hz refresh rate—greater freedom while gaming

The wide field of view allows you to take in a larger portion of the virtual environment, which enhances the sense of space while driving, flying, or exploring the game world. The headset supports refresh rates of 72, 90, and 120 Hz, allowing you to adjust the image smoothness to match your computer's capabilities. The 120 Hz mode is particularly effective in fast-paced games where quick reactions to changing situations are crucial.

DisplayPort 1.4a – Direct, Uncompressed Video

The product information provided is for reference purposes only. Technical specifications, photos, descriptions and prices may change without prior notice. The manufacturer and seller are not responsible for possible data discrepancies or typographical errors. We recommend checking the current information before purchasing.
itworkup.co.za | sales@itworkup.co.za | +27 (11)541-9950

The PIMAX Crystal Light connects to the computer via DisplayPort 1.4a, transmitting the image without the compression used in streaming-based solutions. This connection eliminates the interference typical of wireless transmission and minimizes additional latency. The image from the graphics card reaches the headset without unnecessary delay, so the response to head movements is immediate. Power is supplied by a separate power adapter, making the power supply independent of the signal connection to the computer.

6DoF Inside-Out Tracking—play without external base stations

Four built-in cameras track the position of the headset and controllers in six degrees of freedom (6DoF). The Inside-Out Tracking system does not require the installation of external base stations, so you can easily set up your play area in various rooms. Simply set the floor height and define the play area. If you’re using the SteamVR ecosystem, the optional Lighthouse panel lets you expand the setup to include base station tracking, including support for compatible full-body tracking solutions.

6DoF Controllers and Passthrough—Precise Control and Quick Environment Preview

The included 6DoF controllers feature analog sticks, responsive triggers, and haptic feedback. This allows hand movements to be mapped in virtual space, while haptic feedback enhances the sense of interaction in games. The Passthrough feature, meanwhile, lets you quickly view your real-world surroundings. Simply tap the headset twice to check where your keyboard, controllers, or other items are located, without removing the device.

FFR 2.0 and Upscaling – Smooth Gameplay Without Overloading the GPU

Fixed Foveated Rendering 2.0 technology focuses the graphics card’s processing power on the central area of the image, reducing rendering detail at the edges. As a result, the frame rate can increase by 10–30%, depending on the game and your PC’s configuration. You’ll enjoy smooth gameplay even on cards like the RTX 2080 or RTX 3070, for example, in Half-Life: Alyx. Additionally, upscaling allows the image to be rendered at a resolution of 2160 × 2160 pixels and then scaled to the displays’ native resolution. This solution reduces the load on the GPU and makes it easier to strike a balance between smoothness and image sharpness.

The product information provided is for reference purposes only. Technical specifications, photos, descriptions and prices may change without prior notice. The manufacturer and seller are not responsible for possible data discrepancies or typographical errors. We recommend checking the current information before purchasing.
itworkup.co.za | sales@itworkup.co.za | +27 (11)541-9950

Modular Audio System – Even Greater Immersion in the Game

PIMAX Crystal Light allows you to enhance the audio with the optional DMAS system. Its larger drivers deliver deeper bass and a more spacious sound, allowing you to better distinguish between music and sound effects. This is useful both in rhythm games, such as Beat Saber, and in titles where recognizing the direction of incoming sounds is crucial.

Ergonomic Design – Comfort During Longer VR Sessions

The PIMAX Crystal Light’s design utilizes a balanced weight distribution between the front and back of the headset to reduce pressure on the face. Adjustable straps help keep the headset in a stable position, and the 58–72 mm IPD range allows you to adjust the lens spacing to match your interpupillary distance. This makes it easier to achieve the correct optical alignment and ensures comfortable use of the headset during extended gaming sessions. The entire unit stands out with its geometric housing and distinctive, technical design.

Included in the set

- PIMAX Crystal Light VR headset
- VR controllers x 2
- DisplayPort cable
- USB cable
- AC adapter
- Lens cleaning cloth

Manufacturer	PIMAX
Model	Crystal Light
Device type	PCVR headset
Displays	QLED MiniLED
Resolution	2880 × 2880 pixels per eye
Total number of pixels	16.58 million
Pixel density	35 PPD

The product information provided is for reference purposes only. Technical specifications, photos, descriptions and prices may change without prior notice. The manufacturer and seller are not responsible for possible data discrepancies or typographical errors. We recommend checking the current information before purchasing.
itworkup.co.za | sales@itworkup.co.za | +27 (11)541-9950

Field of view	Up to 110° horizontally
Refresh Rate	72 / 90 / 120 Hz
Lens Type	Glass, aspherical
Backlight	Local Dimming
IPD Adjustment	58–72 mm
Motion Tracking	Inside-Out Tracking, 6DoF
Tracking Cameras	4
Lighthouse Support	Yes, with optional panel
Eye Tracking	No
Connectors	DisplayPort 1.4a, USB 3.0
Optimization Technologies	FFR 2.0, Upscaling
Additional Features	Passthrough, audio expansion via DMAS
Weight	815 g

GPSR Link: https://psr-assets.innpro.pl/gaming/sg_gaming_vr_accessories.pdf, PPWR: https://ppwr.innpro.pl/en/pimax, Gross weight: 2990, Net weight: 1200, Box length: 37,00, Box width: 31,00, Box height: 16,00, Last delivery: 10.11.2026

The product information provided is for reference purposes only. Technical specifications, photos, descriptions and prices may change without prior notice. The manufacturer and seller are not responsible for possible data discrepancies or typographical errors. We recommend checking the current information before purchasing.
itworkup.co.za | sales@itworkup.co.za | +27 (11)541-9950