

Apple reportedly working on a new AR/VR operating system – realityOS



Apple is reportedly working on two augmented reality projects due release in 2023, which will reportedly feature the brand new AR/VR operating system realityOS.

According to reports, realityOS will allow a smooth transition between AR and VR modes in Apple's upcoming AR/VR headsets. While not officially announced yet, app developers have datamined specific references to realityOS in early iOS13 devices. Additionally, they

have recently discovered binaries associated with this VR OS in the latest Apple Store upload logs, reports 9to5Mac.

Earlier reports by Apple analyst Ming-Chi Kuo suggested that Apple's first augmented reality headset will be as powerful as an M1 Mac. It was also suggested that the headset will perform via its own operating system, and would be a brand new, unique platform.

These reports seem to connect with the latest rumours of realityOS being the new Apple AR/VR OS.

Samsung Galaxy S22 Ultra and S22+: Our first impressions

AHMAD TOUSIF JAMI

Featuring a system full of powerful hardware, Samsung Galaxy S22 Ultra and S22+ are two devices that attempt to take advantage of the latest smartphone features and come with a new style.

One major highlight is the built-in S Pen in the Samsung Galaxy S22 Ultra, a significant plus for prior Note series enthusiasts. The S Pen now has three times less latency than the S Pen from Note 20 Ultra, at only 2.8ms compared to 9ms before. The S Pen can recognize handwriting consistently well with its AI support. Additionally, the S Pen can take pictures with Bluetooth connectivity up to 10 meters away from the device. The S Pen also comes with new gestures and features for controls such as camera interchange, music or video playing, presentations, etcetera.

The displays on both of these devices are excellent. S22 Ultra features a gigantic 6.8-inch QHD+ Dynamic AMOLED 2x display, while the S22+ features a 6.6-inch FHD+ Dynamic AMOLED 2x display. Both devices are shipped at a 120Hz refresh rate, allowing both devices to offer smooth scrolling and swiping. The refresh rate range is 1Hz to 120Hz on the S22 Ultra, while it is 24Hz to 120Hz for S22+. Besides adaptive display refresh, to ensure ultimate outdoor visibility,



PHOTOS: AHMAD TOUSIF JAMI

the display can also light up to 1750 nits.

The S22 Ultra features a quad-camera system that includes a 108 MP (f/1.8) OIS Wide Main Lens, a 10MP (f/4.9) OIS Periscope Telephoto lens with 10x Optical Zoom, a 10 MP (f/2.4) OIS Telephoto Lens with 3x Optical Zoom, and a 12 MP (f/2.2) Ultra-Wide lens with the ability to shoot super steady videos. Selfies with the 40MP (f/2.2) front camera came sharp and well. It also has a Nightography feature that allows amazing images in highly low-light circumstances. The noise reduction feature in Nightography is a unique attraction for the young crowd. There

is nightography video support that also takes advantage of the large pixels that capture more light and produces results with less noise and more details.

The S22+, on the other hand, comes with a triple camera arrangement, featuring a 50 MP (f/1.8) Wide Main Camera with OIS, a 10 MP (f/2.4) Telephoto lens with 3x Optical Zoom and OIS, and a 12 MP (f/2.2) 120° Ultra-Wide lens with Super Steady video. A 10MP (f/2.2) front camera also ensures crisp selfies. Furthermore, the S22+ also boasts the Nightography feature.

Pre-order details of both the devices will be soon to follow.

YouTube plans to get into the Metaverse with NFTs and games

YouTube recently elaborated on its blockchain and metaverse plans for 2022, saying it could harness the emerging technologies to cut fraud in the fast-growing digital art market and offer a more social viewing experience for gaming content. The announcement was made on 10 February.

The world's largest streaming service, which is owned by Alphabet Inc's Google, over the past year has sought to hang onto users with better guidance about upcoming features amid increasing competition with ByteDance Inc's TikTok and Meta Platforms Inc's Instagram.

Last month, YouTube said it was

exploring what proponents call Web3 technologies such as non-fungible tokens (NFTs), which are video clips, art or other digital assets tied to the record-keeping technology blockchain.

YouTube went further in a blog post on Thursday, suggesting that it could make NFTs safer bets.

Sales of NFTs soared last year, but critics have said scams, copyright theft and other predatory behaviour are too common.

Offering ways to verify the legitimacy of assets using its video library would be one feature possibility, YouTube said.

"Giving a verifiable way for fans to



own unique videos, photos, art, and even experiences from their favourite creators and their audience," the blog said.

YouTube also has prioritized the metaverse, an element of the Web3

EDITOR'S NOTE

Incredible opportunity or just another fad?

Four-day workweeks? Sounds like a dream? Or is it too good to be true? Feel free to dive into our cover story to find out how some countries around the world are embracing the 4-day workweek and how Bangladesh can employ the practices as well.

Apart from this, we also talk about how keeping your CV up-to-date is an absolute necessity during this era of digital progression. We also have a list of cameras for you to check out in this edition of Toggle. For car junkies, we have the ultimate car maintenance checklist on today's Shift.

With International Mother Language Day right around the corner, we have prepared a list of Bengali eBook reader apps for our readers to check out.

As always, stay safe and have a great weekend!

Tanzid Samad Choudhury
Sub-editor

TOGGLE

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Mahfuz Anam

Editor (Toggle)
Shahriar Rahman

Team
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Tanzid Samad Choudhury

Graphics
DS Creative Graphics

Production
Shamim Chowdhury

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movement that describes shared virtual worlds where people typically interact through avatars.

YouTube said it did not have firm ideas yet but one possibility would be allowing users to watch videos together in a metaverse. Generally, it will focus for now on videos related to "gaming, where we'll work to bring more interactions to games and make them feel more alive," the blog said.

ByteDance last month launched a mobile app for gathering in a metaverse, and Meta is spending billions of dollars on virtual and augmented reality technology.