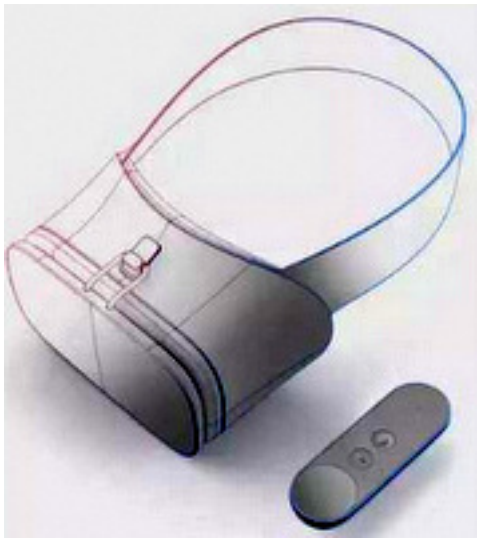


At Google I/O 2016 for developers, Google introduced its **Daydream** — the next generation of its virtual reality.

Google VP of VR Clay Bavor says Daydream will include “all the ingredients you need to create incredible, immersive VR experiences.”

“Over time Daydream will encompass VR devices in many shapes and sizes. But today is about how Daydream will enable high quality VR on Android smartphones.”

Daydream-- both hardware and software — is an advanced successor to Google Cardboard, the disposable headset standard released two years ago. It's a mobile VR system powered by the next wave of **Android N devices**, built to a company-approved standard.

Google Cardboard worked with almost any smartphone, but **Daydream will only work on new phones with specific components**
(with special sensors and screens) to be released this autumn.



the Google I/O Keynotes, including the VR Keynote