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HUGO BARRA: Insight is a very flexible and robust system. It relies on all the different features in the environment for tracking. So floors and ceiling, walls, rugs, art on the wall, window fixtures, curtains, you name it, and even furniture. Now this flexibility is important, particularly in more challenging environments. Like, for example, a room with a super shiny floor or with bare white walls with no texture, with nothing on them, and we've tested Oculus Insight in hundreds of different home spaces and we're going to continue to do that to fine tune it over time. Now many of you have built roomscale experiences for Oculus Rift. Oculus Insight goes beyond roomscale and it works in much larger spaces without any external sensors. Yeah, in fact, check this out – in fact, we have an arena scale demo right here at Connect in the Innovation Zone that really shows this in action. This thing, I'll tell you, this thing is 4000 square feet. That's right, OMG is right. Anyway, you should definitely check it out. Alright. So Oculus Insight – Oculus Insight also powers the Guardian system on Oculus Quest. Just like on Rift, Guardian is what helps keep you safer while you're in VR. And Oculus Insight supports multi-room Guardian. I love this guy. So you can easily take your headset to different parts of your home, your friend's home, or your office and it will remember the Guardian set up for each of those spaces. Pretty cool, right? This deck is really sick. Oculus Insight also tracks the touch controllers that ship with Oculus Quest. And thanks to your feedback, the touch controllers on Quest share full input compatibility with Rift with the same buttons, thumb sticks and sensors to accurately deliver hand presence, what Mark was talking about earlier. This means that everything that you've learned and that we've learned and invented in game design for Rift applies to Oculus Quest, and it also makes it easier for you to develop titles that work across both platforms. Oculus Quest features an integrated audio system to deliver great immersive sound without headphones. And this is familiar to you. We've improved the audio system that we ship with Oculus Go and it produces even deeper bass. It sounds amazing. Oculus Quest is the same optics – has the same optics that we designed for Oculus Go, which are the highest quality we've ever made, and we're also adding lens spacing adjustment – that's what you just saw – to help maximize visual comfort. Okay. Now over the next two days here at Connect you'll all get a chance to experience Oculus Quest firsthand. We have multiple fully playable demos right on the show floor like this awesome tennis demo called Tennis Scramble. And I want to show you a sneak preview of some of those right now.