Meta Quest 4

Concept Design 2026

01

Vision

A lighter, more social mixed-reality headset built for daily use.

Design Goals

- Reduce weight below 400g
- All-day comfort with improved ventilation
- Seamless passthrough for mixed reality
- Modular accessories for gaming and productivity

02

Hardware

Key Specs (Concept)

Component	Target Spec
Display	Dual 2.5K pancake OLED per eye, 120Hz
Optics	Aspheric pancake lenses, 110° FOV
Processor	Next-gen XR2 Gen 3 equivalent
Tracking	Inside-out 6DoF with eye tracking
Audio	Spatial audio with open-ear option
Battery	2.5h internal, swappable pack

New Features

- Magnetic face interface for quick swap
- Integrated cooling vents
- Haptics in straps
- USB-C 4.0 side port

03

Software & Ecosystem

Ecosystem Updates

- Unified Quest OS with desktop mode
- Improved hand tracking and gesture shortcuts
- Social spaces with avatar 2.0
- Developer SDK for mixed reality apps

Next Steps

Validate ergonomics with prototype
Partner with developers for launch titles
Target release Q4 2026