

PRIMASHOCK CROPPING GUIDE

for Crystal Dream Air



DO NOT CLICK APPLY.

1 ENABLE OVERRIDE RESOLUTION

Set Override resolution to **Yes**.

2 ENTER THE OVERRIDE RESOLUTION

Enter the Width and Height values from the profile.

NOTE: These values are the native crop for this profile. For even more performance and racing immersion, pair this with Table 2 (Helmet View Table).

3 ENTER THE FOV VALUES

Copy these six values exactly as shown in the profile.

DO NOT TOUCH

Do not edit anything in this section. Leave every value exactly as shown. Do not enter 0 or change anything here.

4 RESTART YOUR GAME

Close Primashock and restart your VR game.

PROFILE BASELINE

- Headset: Pimax Crystal Dream Air (DA)
 - Override Resolution: 4016 × 3392 (per eye)
 - Native vFOV: Up 44.5° / Down 44.5°
Left 55.1° / Right 55.1°
- These are the 100% reference values used to calculate all percentages above.

NOTES

- Do not click **APPLY** in Primashock.
- Close Primashock and restart your VR game after entering the values.

TIPS

After entering the values, close Primashock and restart your VR game to apply.

Performance Appearance Inputs **System** Menu

Override resolution No **Yes** ✓

Display width (per eye) 4016

Display height (per eye) 3392

COPY THESE 2 VALUES

Color Gains:

Red 50

Green 50

Blue 50

Field of view Simple **Advanced**

Up ↑ 87.0% (38.7° / 38.7°)

Down ↓ 86.7% (-38.6° / -38.6°)

Left/Left ← 87.0% (-47.9°)

Left/Right ← 84.6% (45.5°)

Right/Left → 84.6% (-45.5°)

Right/Right → 87.0% (-47.9°)

COPY THESE 6 VALUES

Enter your native resolution

Native Width 0

Native Height 0

Supersampling 0%

Resolution Information

Total Visible Area 0

Target Resolution 0

Pixel Density 0

Load vs Native 0%

Always apply this first and restart VR **READY** **APPLY** **DO NOT CLICK**

Apply Resolution

Border improvements

Border **Sharp** Soft

Corner Style **Square** Rounded

Zoom 1.0x

Blind eye **None** Left Right

Disable mask (HAM) **No** Yes

Exit menu **READY**

TABLE 2 – HELMET VIEW FOV SELECTION

Optimal Up / Down Field-of-View Targets and Render Resolution for Pimax Crystal Dream Air (DA)

PIMAX CRYSTAL DREAM AIR (DA) – UP / DOWN TARGET VALUES AND PREDICTED RENDER RESOLUTIONS

Target total vFOV (°)	Motorsport Visor Category (Example)	Up Target (°)	Down Target (°)	Total vFOV (°)	Predicted Height (px per eye)	Render Resolution (Width × Height)	SUPER-SAMPLING RESOLUTIONS (per eye)			
							Scale (Total Pixels)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
25°	Formula 1 / Open Wheel	12.50° (16.2%)	12.50° (16.2%)	25.00° (16.2%)	940	4016 × 940	0.8x (80%)	3592 × 3034	10.90 MP	80%
30°	Prototype / LMP	15.00° (19.4%)	15.00° (19.4%)	30.00° (19.4%)	1,137	4016 × 1137	0.9x (90%)	3810 × 3218	12.26 MP	90%
35°	GTE / Le Mans Endurance	17.50° (22.6%)	17.50° (22.6%)	35.00° (22.6%)	1,337	4016 × 1337	1.0x (Native 100%)	4016 × 3392	13.62 MP	100%
40°	GT3 / GT4 Sports Cars	20.00° (25.8%)	20.00° (25.8%)	40.00° (25.8%)	1,544	4016 × 1544	1.1x (110%)	4212 × 3558	14.99 MP	110%
★ 45°	Touring Cars / TCR	22.50° (29.0%)	22.50° (29.0%)	45.00° (29.0%)	1,757	4016 × 1757	1.2x (120%)	4399 × 3716	16.35 MP	120%
50°	Rally / WRC / Off-Road	25.00° (32.3%)	25.00° (32.3%)	50.00° (32.3%)	1,978	4016 × 1978	1.3x (130%)	4579 × 3867	17.71 MP	130%
55°	Track Day Street Cars	27.50° (35.5%)	27.50° (35.5%)	55.00° (35.5%)	2,208	4016 × 2208	1.4x (140%)	4752 × 4013	19.07 MP	140%
60°	Open Visor / Max View	30.00° (38.7%)	30.00° (38.7%)	60.00° (38.7%)	2,449	4016 × 2449	1.5x (150%)	4919 × 4154	20.43 MP	150%
★ Recommended	Balanced / All Around	22.50° (29.0%)	22.50° (29.0%)	45.00° (29.0%)	1,757	4016 × 1757	Baseline reference: Native Resolution Crop (100%) = 4016 × 3392			

CRYSTAL DREAM AIR (DA) – BASE REFERENCE



- ✓ Optimized Native Window (distortion-free): 4016 × 3392
- ✓ Native vFOV: 77.3° — Up 38.65° / Down 38.65°
- ✓ Fixed Width: 4016 px per eye
- ✓ Heights calculated using tangent-space scaling
- ✓ Example (45° total vFOV): 4016 × 1757 (predicted)

NOTES

- Up / Down values are symmetric for a natural, balanced view.
- Percentages show each target as a fraction of the headset's native vFOV.
- Choose the target vFOV that best matches your preferred visor style.
- Heights (px) are derived from tangent-space scaling of the optimized native window.
- Render resolutions shown are per eye.
- Total combined resolution is double (both eyes).

HOW TO USE

- 1 Choose visor style for target total vFOV
- 2 Set Up / Down targets in your OpenXR toolkit
- 3 Use the predicted height (or render resolution)



SUPER-SAMPLING NOTE

Super-sampling values are relative to Native Resolution Crop (100%).

Increase the scale to improve visual quality at the cost of GPU performance.

Use lower scales if you need more performance headroom.

Note: Percentages may vary by ±0.1° due to rounding.

All values shown are per eye.

Total combined resolution is double (both eyes).

TABLE 3 – SUPER-SAMPLING RESOLUTIONS (PER EYE)

Pimax Dream Air (DREAM AIR) — All Visor Categories



All resolutions are per eye.

Values use Inverse √ Scaling
(from native 1.0x).

Scale range: 0.8x to 1.5x

Native width is fixed: [4016 px](#)

Each sub-table matches the native target from [Table 2](#).



1. FORMULA 1 / OPEN WHEEL

Native: 4016 × 940 (940 px)

Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 841	3.02 MP	80%
0.9x (90%)	3810 × 892	3.40 MP	90%
1.0x (Native 100%)	4016 × 940	3.78 MP	100%
1.1x (110%)	4212 × 986	4.15 MP	110%
1.2x (120%)	4399 × 1030	4.53 MP	120%
1.3x (130%)	4579 × 1072	4.91 MP	130%
1.4x (140%)	4752 × 1112	5.28 MP	140%
1.5x (150%)	4919 × 1151	5.66 MP	150%



2. PROTOTYPE / LMP

Native: 4016 × 1137 (1,137 px)

Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1017	3.65 MP	80%
0.9x (90%)	3810 × 1079	4.11 MP	90%
1.0x (Native 100%)	4016 × 1137	4.57 MP	100%
1.1x (110%)	4212 × 1192	5.02 MP	110%
1.2x (120%)	4399 × 1246	5.48 MP	120%
1.3x (130%)	4579 × 1296	5.93 MP	130%
1.4x (140%)	4752 × 1345	6.39 MP	140%
1.5x (150%)	4919 × 1393	6.85 MP	150%

3. GTE / LE MANS ENDURANCE

Native: 4016 × 1337 (1,337 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1196	4.30 MP	80%
0.9x (90%)	3810 × 1268	4.83 MP	90%
1.0x (Native 100%)	4016 × 1337	5.37 MP	100%
1.1x (110%)	4212 × 1402	5.91 MP	110%
1.2x (120%)	4399 × 1465	6.44 MP	120%
1.3x (130%)	4579 × 1524	6.98 MP	130%
1.4x (140%)	4752 × 1582	7.52 MP	140%
1.5x (150%)	4919 × 1637	8.05 MP	150%

4. GT3 / GT4 SPORTS CARS

Native: 4016 × 1544 (1,544 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1381	4.96 MP	80%
0.9x (90%)	3810 × 1465	5.58 MP	90%
1.0x (Native 100%)	4016 × 1544	6.20 MP	100%
1.1x (110%)	4212 × 1619	6.82 MP	110%
1.2x (120%)	4399 × 1691	7.44 MP	120%
1.3x (130%)	4579 × 1760	8.06 MP	130%
1.4x (140%)	4752 × 1827	8.68 MP	140%
1.5x (150%)	4919 × 1891	9.30 MP	150%

5. TOURING CARS / TCR

Native: 4016 × 1757 (1,757 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1572	5.65 MP	80%
0.9x (90%)	3810 × 1667	6.35 MP	90%
1.0x (Native 100%)	4016 × 1757	7.06 MP	100%
1.1x (110%)	4212 × 1843	7.76 MP	110%
1.2x (120%)	4399 × 1925	8.47 MP	120%
1.3x (130%)	4579 × 2003	9.17 MP	130%
1.4x (140%)	4752 × 2079	9.88 MP	140%
1.5x (150%)	4919 × 2152	10.59 MP	150%

6. RALLY / WRC / OFF-ROAD

Native: 4016 × 1978 (1,978 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1769	6.35 MP	80%
0.9x (90%)	3810 × 1876	7.15 MP	90%
1.0x (Native 100%)	4016 × 1978	7.94 MP	100%
1.1x (110%)	4212 × 2075	8.74 MP	110%
1.2x (120%)	4399 × 2167	9.53 MP	120%
1.3x (130%)	4579 × 2255	10.33 MP	130%
1.4x (140%)	4752 × 2340	11.12 MP	140%
1.5x (150%)	4919 × 2423	11.92 MP	150%

7. TRACK DAY / STREET

Native: 4016 × 2208 (2,208 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 1975	7.09 MP	80%
0.9x (90%)	3810 × 2095	7.98 MP	90%
1.0x (Native 100%)	4016 × 2208	8.87 MP	100%
1.1x (110%)	4212 × 2316	9.75 MP	110%
1.2x (120%)	4399 × 2419	10.64 MP	120%
1.3x (130%)	4579 × 2518	11.53 MP	130%
1.4x (140%)	4752 × 2613	12.42 MP	140%
1.5x (150%)	4919 × 2704	13.30 MP	150%

8. OPEN VISOR / MAX VIEW

Native: 4016 × 2449 (2,449 px)



Scale (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x (80%)	3592 × 2190	7.87 MP	80%
0.9x (90%)	3810 × 2323	8.85 MP	90%
1.0x (Native 100%)	4016 × 2449	9.84 MP	100%
1.1x (110%)	4212 × 2569	10.82 MP	110%
1.2x (120%)	4399 × 2683	11.80 MP	120%
1.3x (130%)	4579 × 2792	12.78 MP	130%
1.4x (140%)	4752 × 2898	13.77 MP	140%
1.5x (150%)	4919 × 2999	14.75 MP	150%



NOTE: All values are for Pimax Dream Air (DREAM AIR).

These Super-Sampling Resolutions correspond to the native targets defined in [Table 2](#) for their respective visor categories. All resolutions are per eye.

HOW TO USE

1

Find your visor category in [Table 2](#)



2

Choose your preferred scale (0.8x – 1.5x)



3

Apply the render resolution in your OpenXR toolkit



TIP

Higher scale = higher image quality but more GPU load. Use what your system can handle smoothly.

Note: Percentages may vary by ±0.1° due to rounding.

All values shown are per eye.

Total combined resolution is double (both eyes).