

Tuesday, October 6, 2026

' 2026 Morning Update • Vision Pro News • Tue, 06 Oct 2026 11:58:36 GMT • 3:22

Maya: Welcome to Vision Pro News. I am Maya.

Devon: And I am Devon. It is Tuesday, October sixth, twenty twenty-six, and this is your daily look at Apple's headset and the world of spatial computing.

Maya: Yesterday we told you about vision O S twenty-seven's new framework for third-party tracked accessories. Today, the first hardware built for it is actually shipping.

Devon: That is right. Mikro E has started shipping its Spatial Anchor S one and Spatial Anchor R one, reference modules made for the new tracking framework. You pair one over Bluetooth, and vision O S sees it as a tracked accessory, updating its position up to ninety times per second.

Maya: The concept is beautifully simple. You attach a small module to any physical object, a tool, an instrument, a flight simulator rig, and your vision O S app can see it, follow it, and build around it. The modules combine infrared optical tracking with an inertial sensor to know exactly where they are and which way they face.

Devon: There are two sizes. The S one is palm sized, meant for small objects within arm's reach, like a steering wheel or a joystick. The R one is larger, for bigger rigs like car bucks or simulator setups, where the headset needs to pick it out from farther away.

Maya: And developers are already building on it. Innoactive Spatial, the design review app built from the ground up for Vision Pro, just added support for both modules, so a virtual car model can lock precisely onto a physical seating buck in the room.

Devon: This is the first official route to controllers and tracked tools on the headset, not a workaround. If high-motion gaming and precision work have been held back by eyes and hands alone, this is the door opening.

Maya: From tools to thrills. If you own a Vision Pro, you can now sit inside the barrel at Teahupoo.

Devon: Red Bull has released World of Red Bull, Big Wave Surfing, filmed specifically for the headset using Apple Immersive Video. Nine surfers, including Italo Ferreira, Lucas Chianca, and Molly Picklum, rode the famous Tahitian break while cameras on boats and in the water captured it all in three D, eight K quality, with a one hundred eighty degree field of view and spatial audio.

Maya: Red Bull says the stable footage from boats and cameras placed in the channel and in the barrel shows the wave's true scale and speed, things that flat video tends to compress. It is available in the Apple T V app for Vision Pro, and it is exactly the kind of production immersive video was made for.

Devon: And it lands the same week as some sobering hardware reporting. In his latest

Devon: The big picture, per Gurman: hardware work on a successor is on life support, and he does not expect a device before late twenty twenty-eight or early twenty twenty-nine, if one ships at all. Apple has not confirmed any of this, and it is reporting, not an announcement.

Maya: So that is the landscape today: shipping accessories for developers, genuinely impressive immersive content, and a hardware future that is very much undecided.

Devon: We will be back tomorrow with more from the world of spatial computing.

Maya: Thanks for listening to Vision Pro News. We will see you tomorrow.