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40 anos de Cultura, Ciência e Tecnologia para a Sociedade

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BREUCA

High-precision Virtual Reality simulator for real-time competition
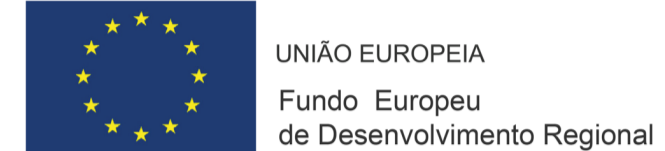
Objectives

Development of a high-precision Virtual Reality simulator designed to be used in a gaming environment that will allow users to compete in real-time races against drivers on the track, immersing them in an environment that is as real as possible, that is, taking place effectively anywhere in the world, and virtually in any user's home.
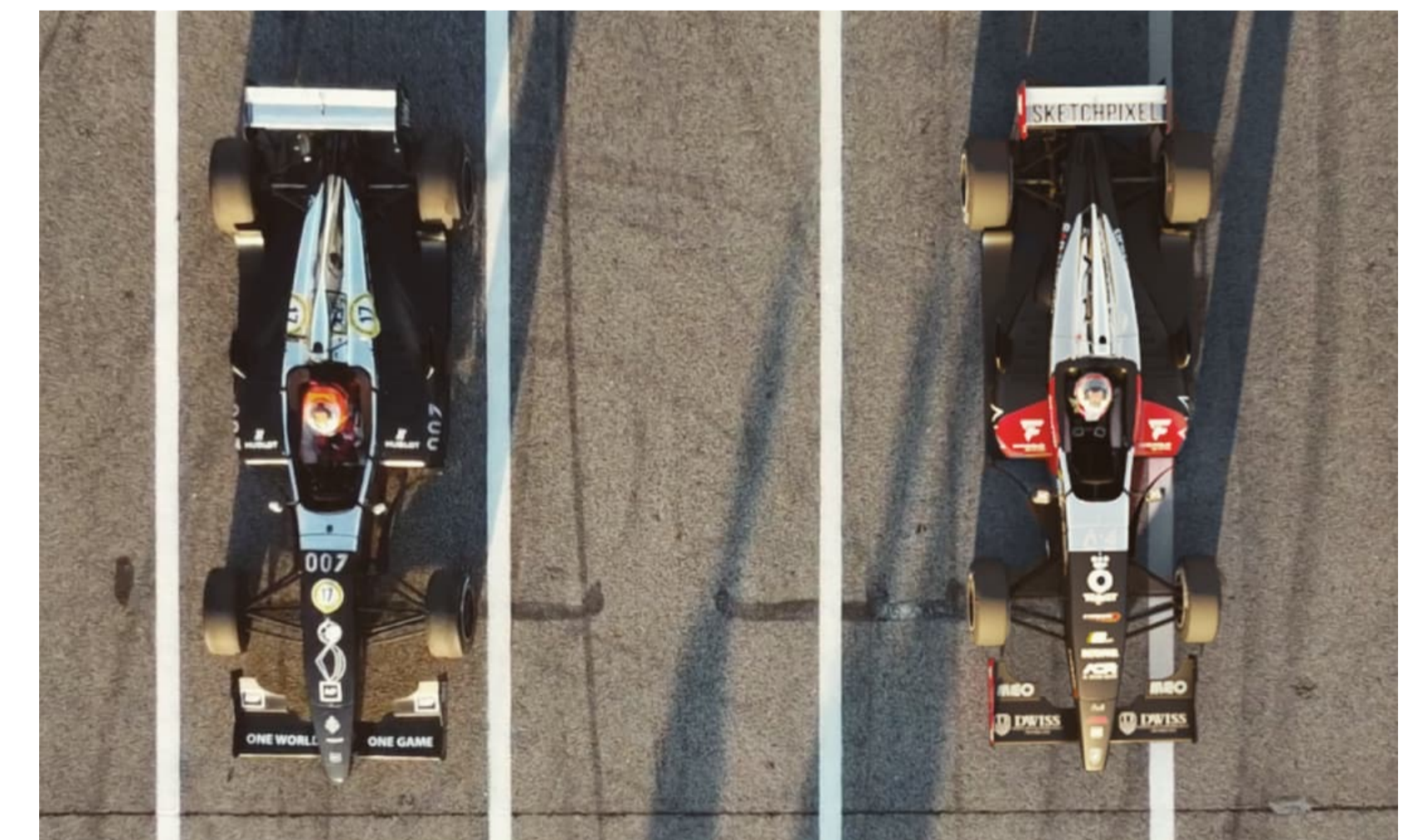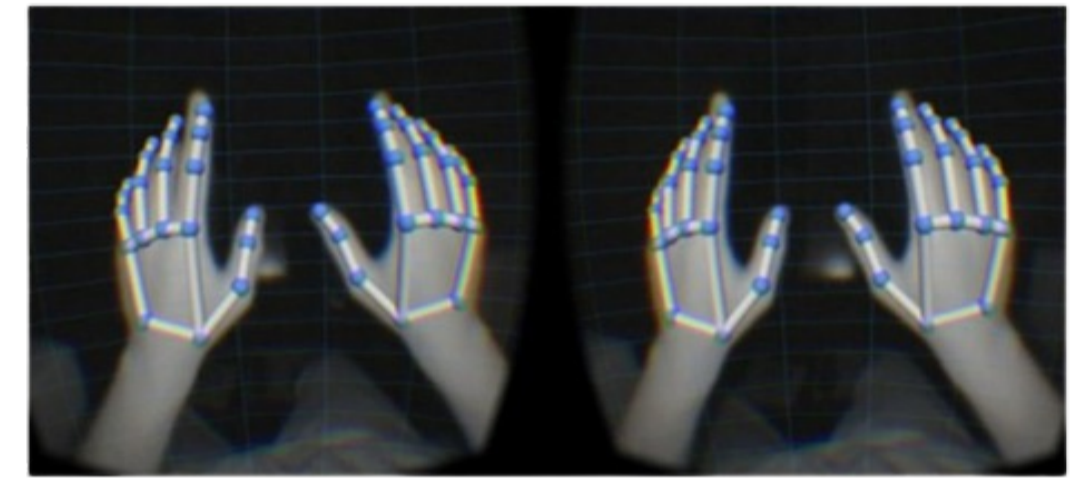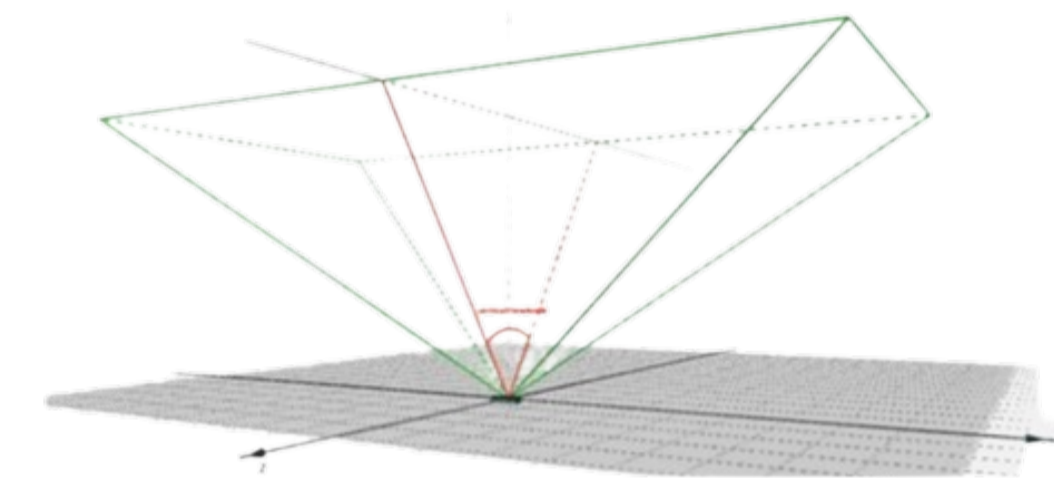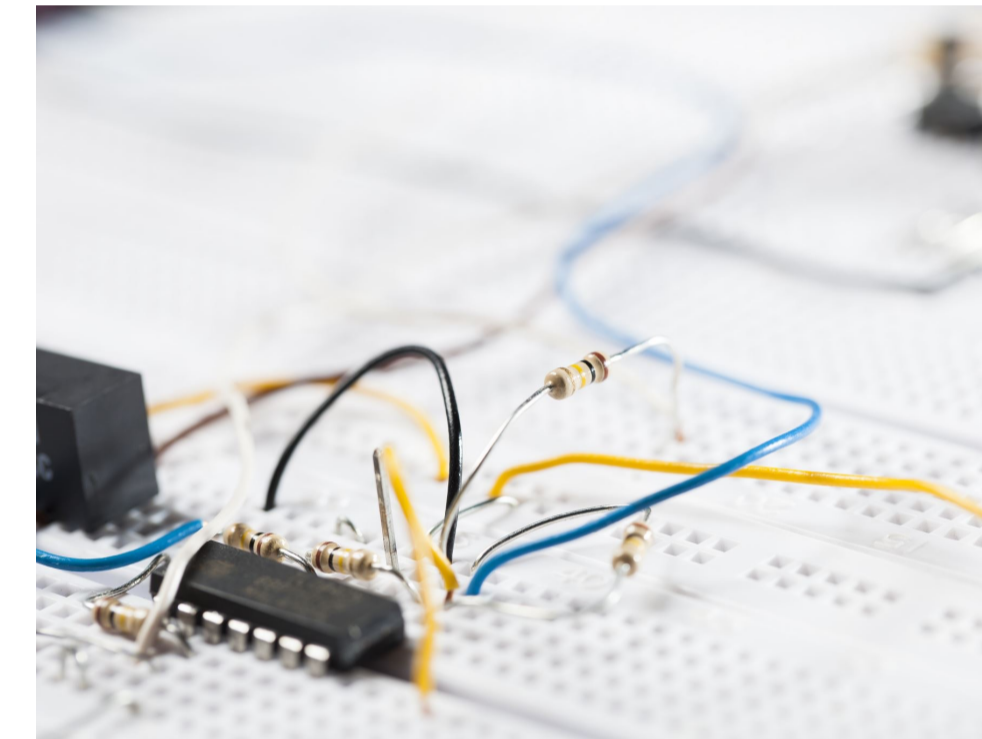
Team

Sandra Jardim, António Manso, Carlos Mora, Helena Monteiro, João Patrício, Luís Merca, Manuela Fernandes, Ricardo Campos, Sérgio Rodrigues

Partners

- Sketchpixel and Bubblecode

- Instituto Politécnico de Leiria e Universidade do Minho

Results

- An electronic module composed of a data acquisition system with calculation power and another system integrated within the real-time data transmission device

- A system that captures not only the signals but that also actively use them to obtain representative metrics of the vehicle's performance and its performance in real-time

- AI models that maximize the performance of the simulation result, using historical data and modeling to predict and help the system calculate trajectories and simulations

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