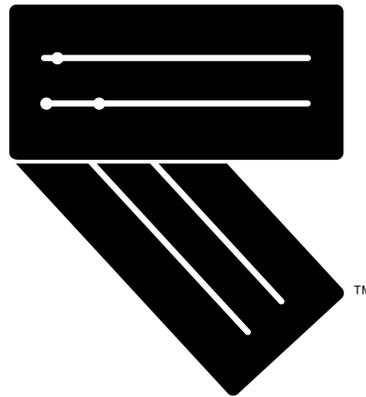


Instead of getting wordy I'll post pic's that should explain it all with just a slight intro 😊

Branding:

a difference in execution put in proper order for gaming or use™



riftrig.com™

One unit to accommodate ANY driving position and hardware:

GPL



F1

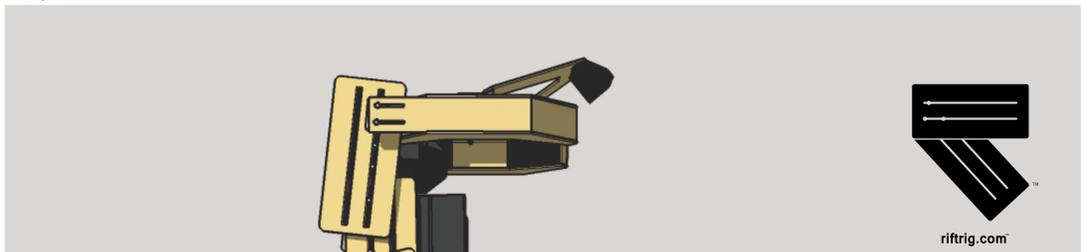


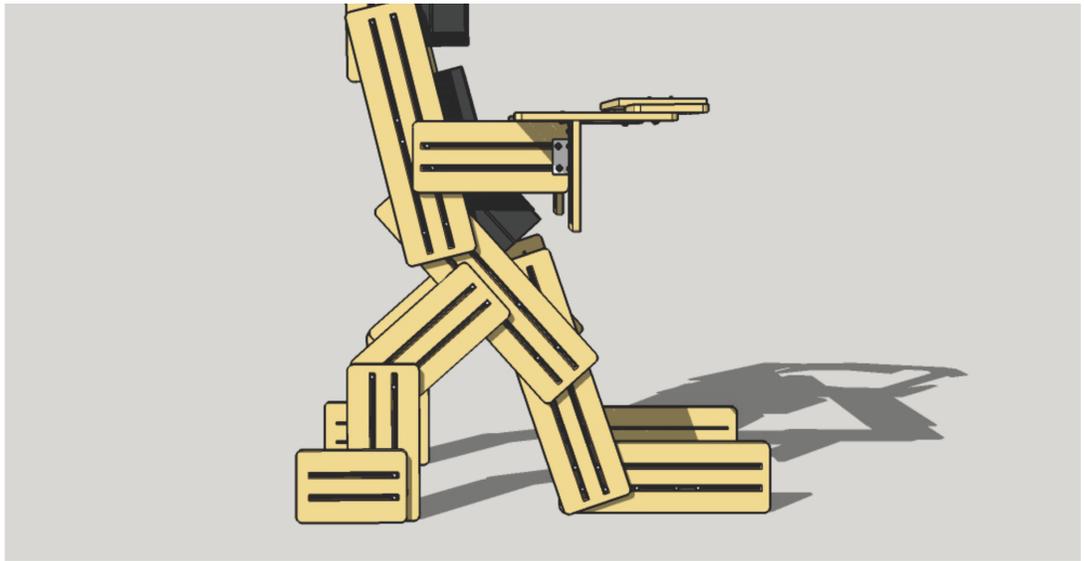


CUP / GT



not racing related but for sure oculus related in a major way
MECH





My process was to think with my eyes closed and vision through the rift. I could care less what the unit looked like but everything mattered concerning what I felt like. I needed to be able to achieve the desired racing position "comfortably" which meant that the unit had to fit me. If this was to be created for various size driver's then the unit had to be able to scale. Also it needed to be able to ship within the smallest box. Too many variables, LOL

As you can see the unit can adjust in too many directions to explain now.

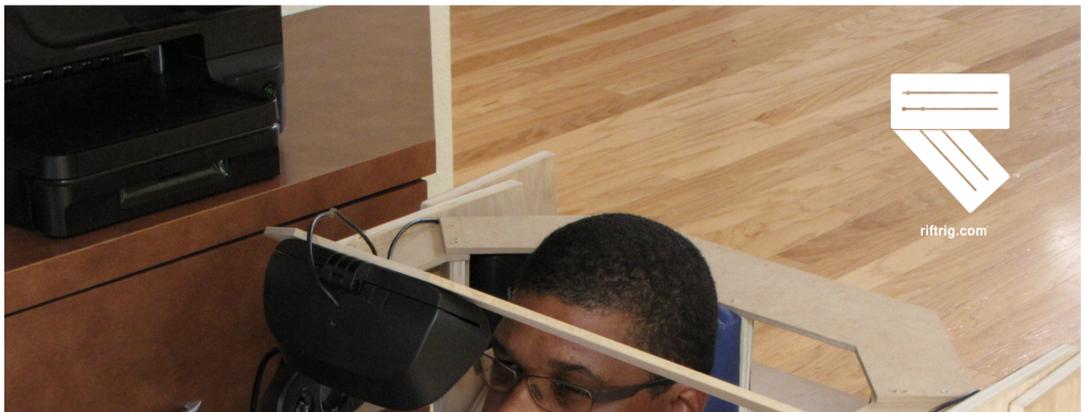
Next up is body contact.
Everything needs to adjust.





Sound

I always felt that if I am enclosed visually and I had to wear headphones I would be so disconnected from my surroundings that any interruption (tap on the shoulder etc.) would give me a heart attack. With this unit I get the full richness of surround sound with the benefit of ambient audio awareness.





Force feedback

FF will play a huge role I think not just for the wheel but also for the body. Thank goodness for simexperience and simvibe! I took a different path here. I used a transducer under my butt for engine vibration, then on my back for gear shift and impact (awesome) and finally I put two pucks in each end of the red cushions for the chassis output and man what a feeling! I don't want to shake all over the place, I want to feel what my tires are doing in the subtle way and the pucks in the cushion gives me this in spades!







finally the full package



As you can see I have it set up goy the Lotus 49. I can only say that this set up is fantastic and transformed my driving experience. I can only imagine what it will be like when I finally get my hands on a rift!

When I'm ready I plan on offering the base rig for \$250.00 - \$300.00 this includes all of the wood, the two sling sections and the two smallest cushions.

I'll offer the cushions at \$25.00 per and the puck cushions at \$40.00 per

Still figuring out the sound restraint system price. There will be additional add on as needed. I'll figure it out as I go.

I really intend this to be for rift racer's even though it has application to monitor race drivers I feel that the market for them is saturated and fully taken care of 😊

Full disclosure....all items are under proprietary application meaning "patent pending" 😊

Race on and thanks for reading,
Randall



4/17/2014 4:19 p.m.

Oculus Rift - Optimizing Your iRacing Experience

“ Quote

Jason Perry2

Randall,



Great concept, excellently realised. Thanks for sharing & good luck with your venture.



Club: UK and I
Joined: 02/01/2011
Messages: 1454



4/17/2014 4:46 p.m.

Oculus Rift - Optimizing Your iRacing Experience

“ Quote

James Ptak

Randall - incredibly slick setup!