



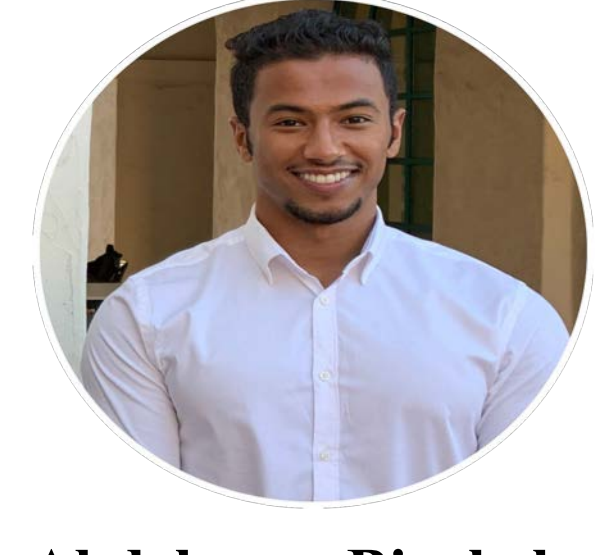
Noah Braman



Julia Gurfinkel



Kim Saldana



Abdrhman Binsheha (Abdul)



Sponsored by

TEA @ SDSU
THEMED ENTERTAINMENT ASSOCIATION

VIRTUAL REALITY MOTION SIMULATOR

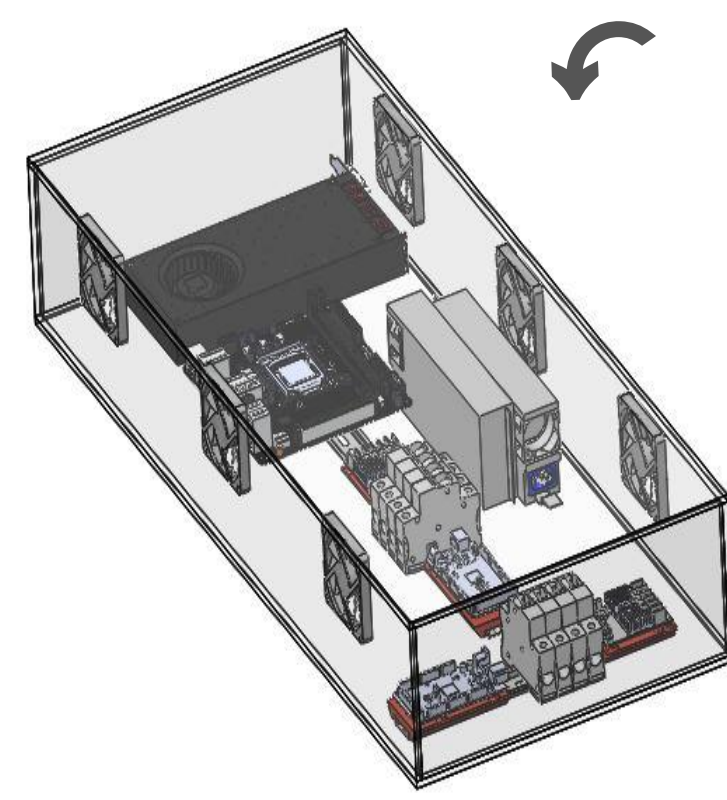
PROJECT OVERVIEW

VRoOoOM is a group of Mechanical Engineering students who are sponsored by the **Themed Entertainment Association (TEA)** at SDSU to build a virtual motion simulator that can be used as an amusement ride and as a training device for racers.

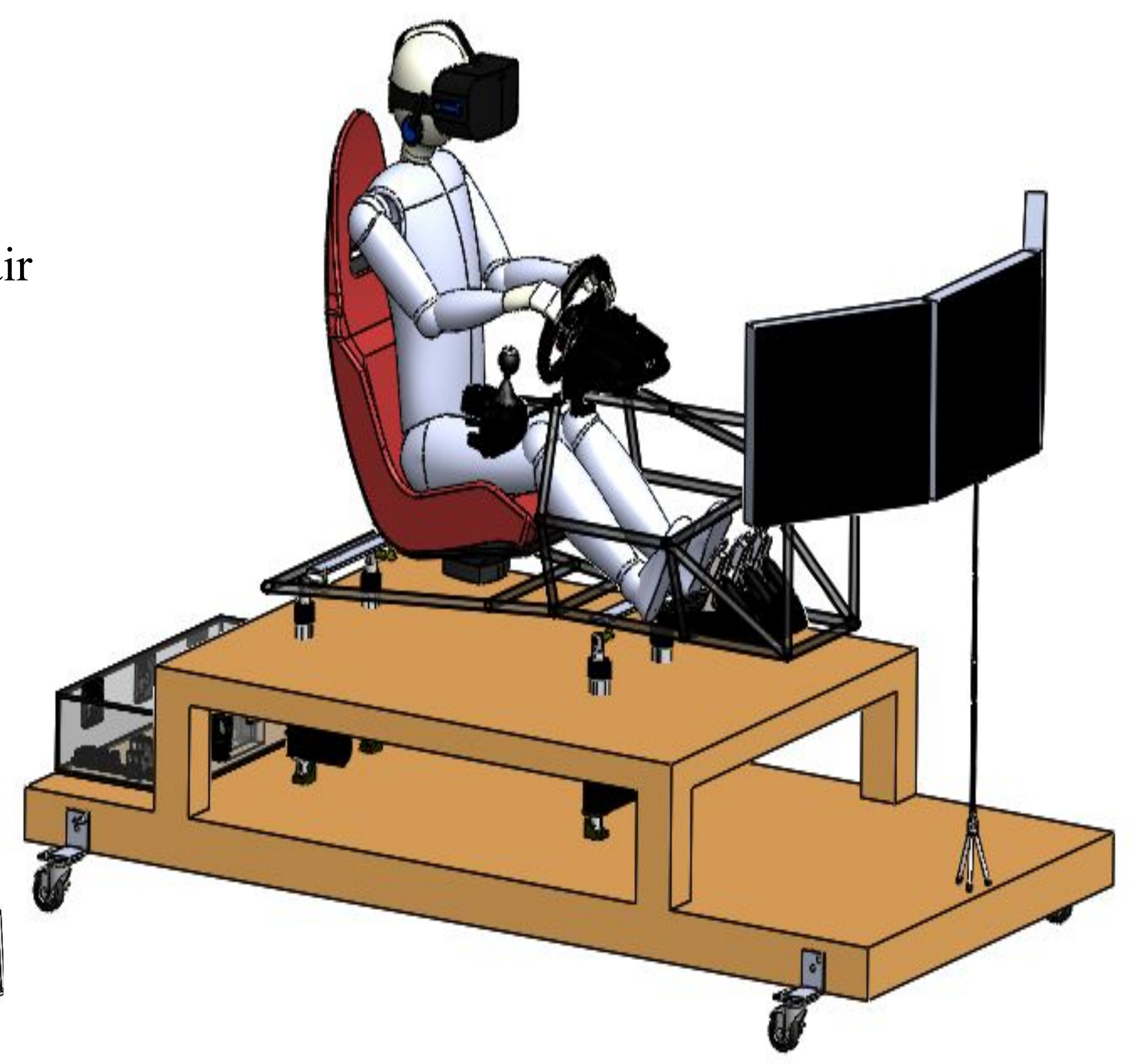
Need statement: A realistic feeling motion-simulated driver's chair with integrated motion correlated to the "experience" the gamer is playing using a computer with a virtual reality (VR) headset.

DESIGN REQUIREMENTS

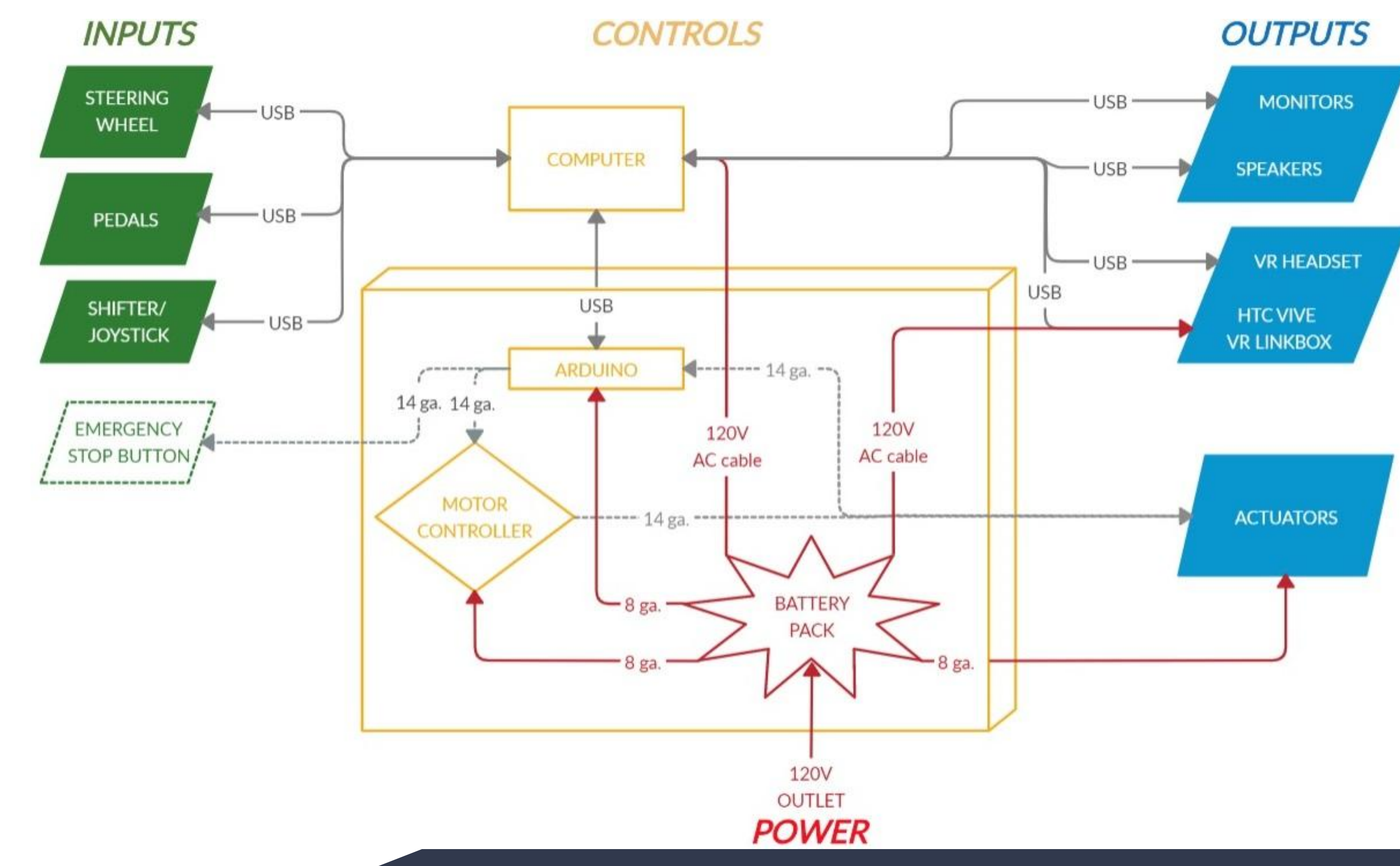
- Realistic Simulation
- Mobile Base
- Emergency Stop
- Adjustable seat
- Aesthetic look
- Make use of pre-purchased parts



SOLIDWORKS MODEL



SYSTEM LEVEL DIAGRAM

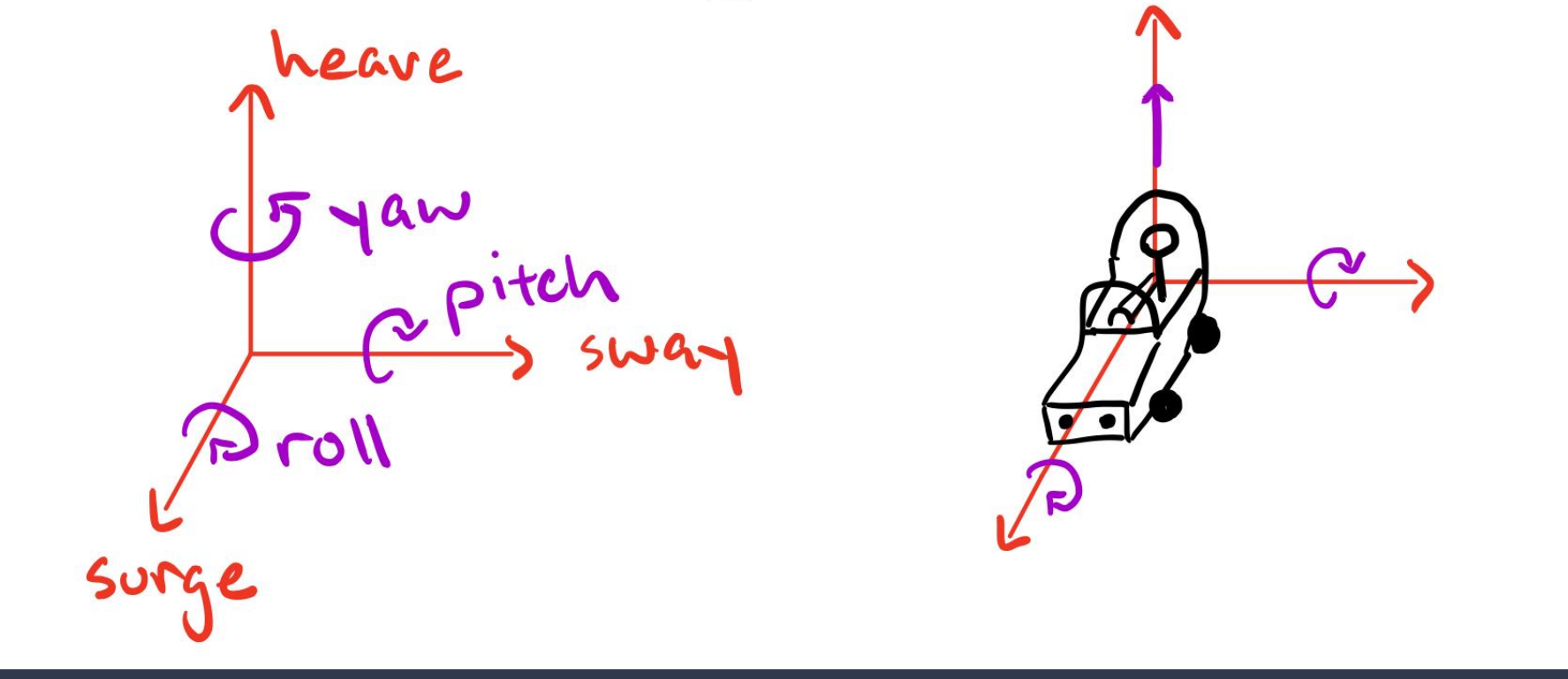


FABRICATION

Initial Set-up

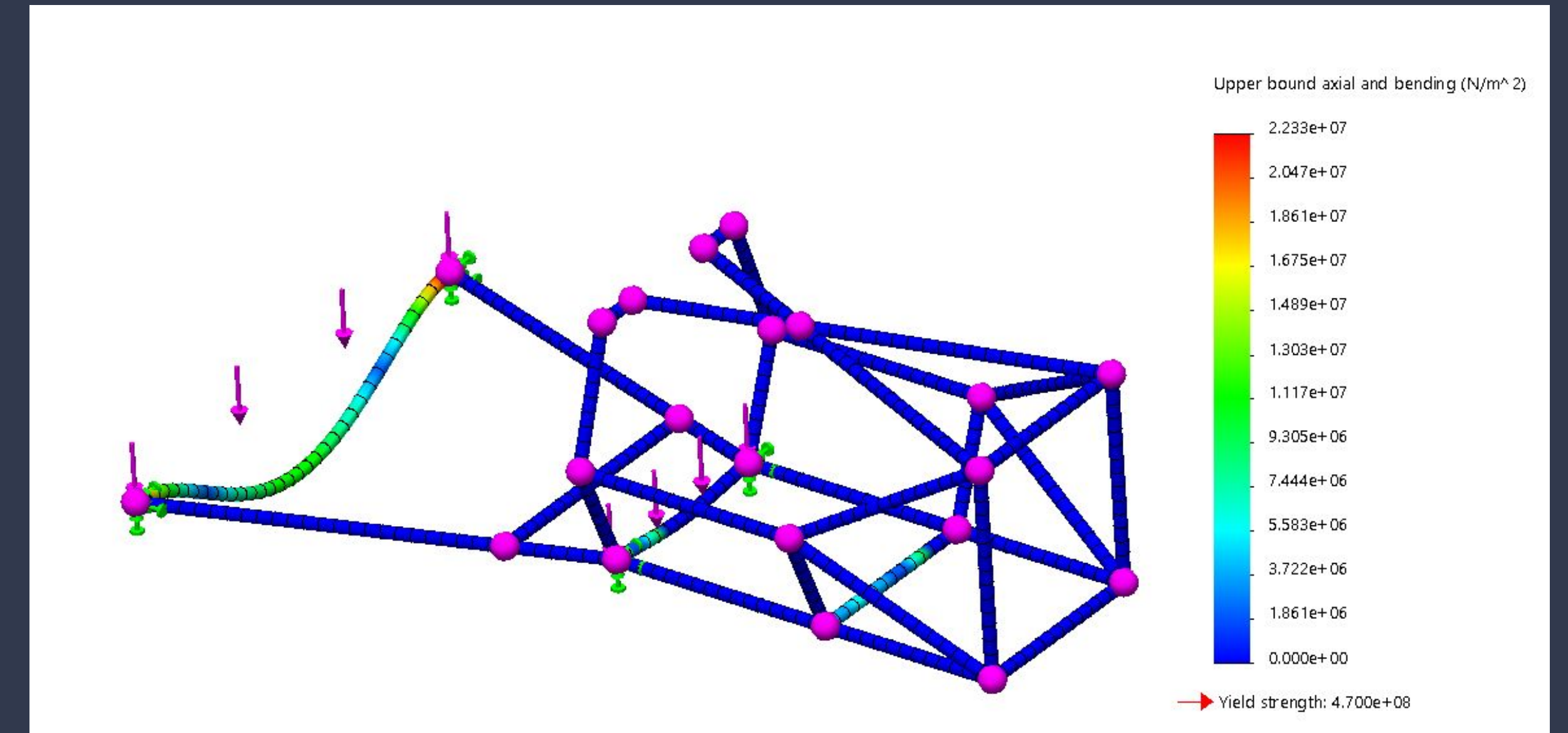


Water-jetted Control Box



3 DOF movement system

ANALYSIS



Structural Factor of Safety (FOS): 21

MAIN COMPONENTS

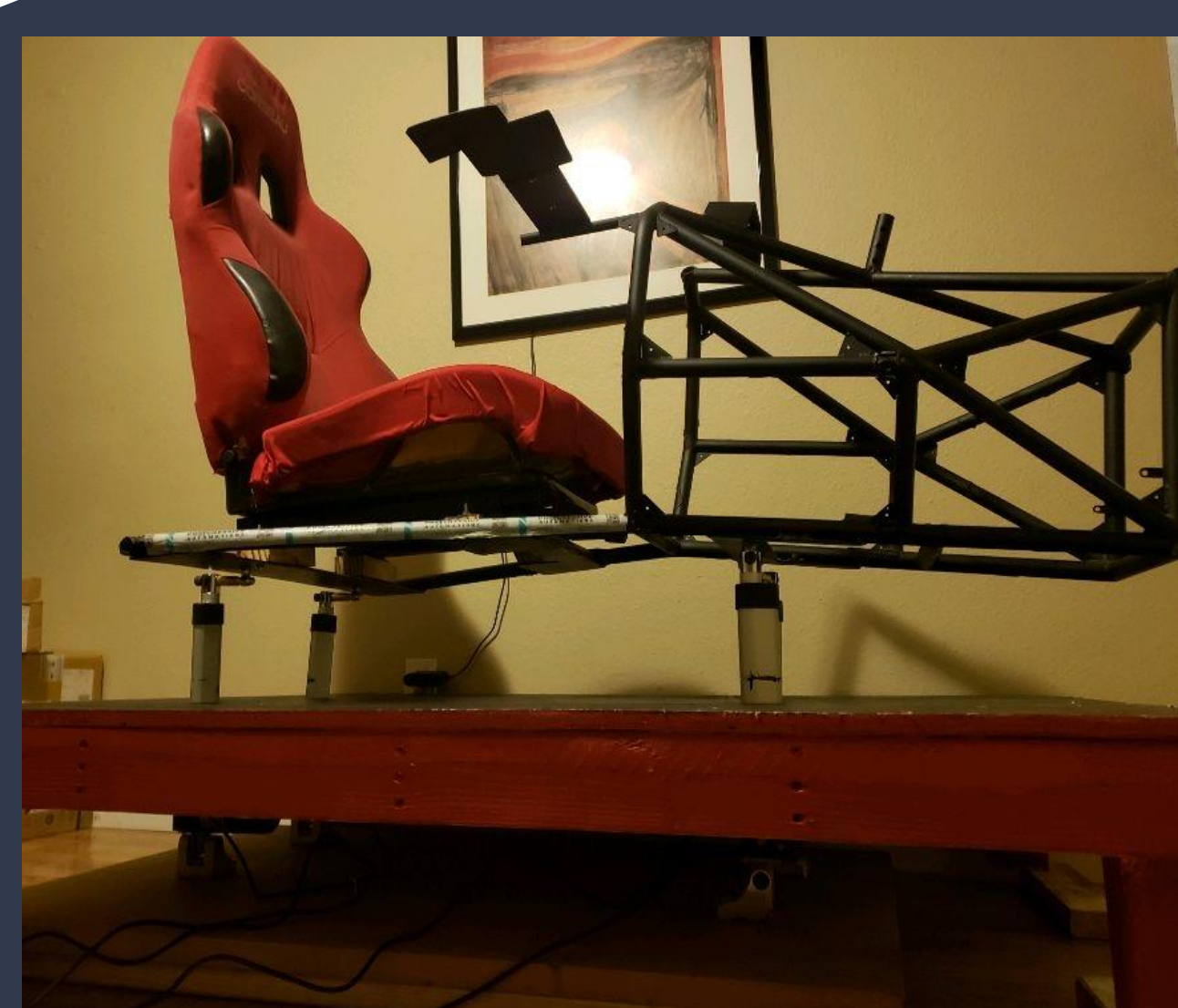
- Arduino MEGA
- PA-04 Linear Actuator (8", 100lbs)
- Sabertooth 2x30a Motor Control
- LRS-350-12 (12v, 29A Power)
- Logitech G29 Racing Set
- HTC Vive VR set
- X-Simulator

DEVICE DIMENSIONS

- Chassis: 31" x 54"
- Base: 48" x 96"
- Cost: ~\$5,5550



Dual-Level Base



Final Assembly



SAN DIEGO STATE UNIVERSITY

Spring 2020