

Bug Report: Car Clipping Through Track Barrier

Title: Car Clips Through Inside Barrier at Final Corner – Suzuka Circuit East (Time Trial)

Environment:

- **Game:** Real Racing 3
 - **Version:** v12.x
 - **Platform:** Android
 - **OS Version:** Android 14
 - **Device:** OnePlus 11 (Snapdragon 8 Gen 2, 16GB RAM)
-

Description

During a high-speed approach to the final 180° corner in the Suzuka Circuit – East layout, the car partially passes through the inside track barrier before the collision physics is applied. This results in a noticeable clipping/glitch that affects visual accuracy and collision realism.

Steps to Reproduce

1. Launch *Real Racing 3*.
 2. Select the track: **Suzuka Circuit – East**.
 3. Choose **Time Trial** mode.
 4. Approach the final 180° corner at full throttle.
 5. Steer into the **inside barrier** at maximum speed.
 6. Observe the car's interaction with the barrier.
-

Expected Result

- Car should collide with the barrier upon impact.
 - Collision physics should activate immediately, causing the car to bounce back realistically.
 - No clipping or intersection between car model and environment geometry.
-

Actual Result

- Car **partially clips through the barrier** before the collision physics pushes it back.
 - The front portion of the car visibly penetrates the barrier model.
 - Creates an immersion-breaking visual glitch and inconsistent collision behavior.
-

Severity: Medium

- Does not crash the game.
 - Affects gameplay realism and competitive fairness in Time Trials.
-

Frequency: 5/5 (Always Reproducible)

Occurs consistently when the steps are followed at high speed.

Impact Areas

- Collision Physics
 - Track Barrier Hitbox
 - Car Body Mesh / Environment Interaction
 - Time Trial Competitive Experience
-

Attachments



Additional Notes

- Issue seems related to **barrier collision box misalignment or physics delay at high speed**.
- Test performed using multiple cars; clipping occurred with **GT3 Porsche 911 RSR** and **Formula E Gen2**.