# Analysis of Mechanics

Jozef Gallo (xgallo06)

**Title:** iRacing

**Released:** 2008

**Author:** iRacing.com Motorsport Simulations

**Primary Genre:** Simulation

**Secondary Genre:** Racing, multiplayer

**Style:** Realistic

## Analysis

iRacing is subscription-based software developed for serious racers and hobbyists to achieve the most realistic online racing experience. The developers collaborate with the car manufacturers and track owners to precisely depict the real world in the virtual one. iRacing also cooperates with multiple real-world racing organizations, such as NASCAR, IMSA, FIA, Porsche, etc., which allows members to experience pretty much all major racing events.

### Gameplay

iRacing is all about online racing. Most of the members race the official series provided by iRacing, which is a gamemode in which racers are able to choose a car; however, each car has a specific track assigned to it, and it changes every week. Apart from the official series, there is an option to challenge yourself in a Time Attack against AI drivers or to practice on the track alone (Test Drive).Every member has two main ratings: the safety rating (to determine if the driver is capable of not crashing) and the iRating (to determine the driver's racing skill).

### Content

iRacing doesn't offer too much free content (cars and tracks), but it could be bought separately. There are a total of 119 tracks and 135 cars. The tracks are precisely laser-scanned, and cars are even disassembled to achieve the most realistic model.

### Style

The target group of iRacing doesn't rely on "flashy" graphics and "ultra modern" UI, but they like realism, so the developer's main focus was on delivering exactly that. iRacing's visual style is enhanced by its realistic lighting and weather effects. Dynamic lighting changes as you race through various times of day, and the play of shadows and reflections on the cars and tracks adds to the immersion. The visual style of iRacing also simulates realistic damage and wear on the cars. As you race, you'll see your car accumulate dirt and damage, and this visual feedback is not just cosmetic but also affects the car's performance.