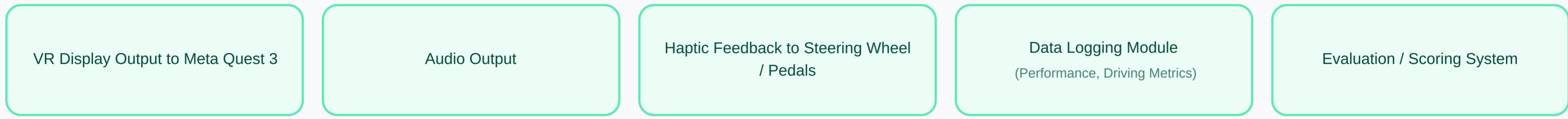


System Architecture: VR Driving Simulator

Meta Quest 3 with PC Development Support • Realistic Car Controls • Bluetooth/USB Connectivity

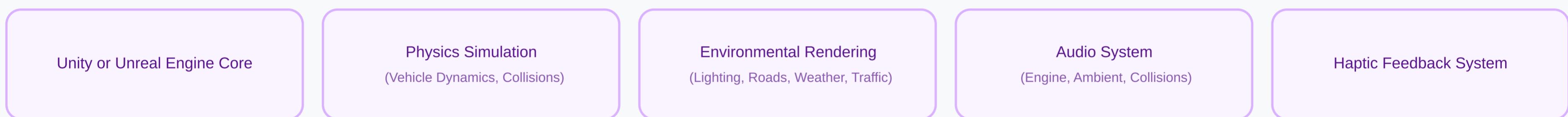
5 Output & Feedback Layer



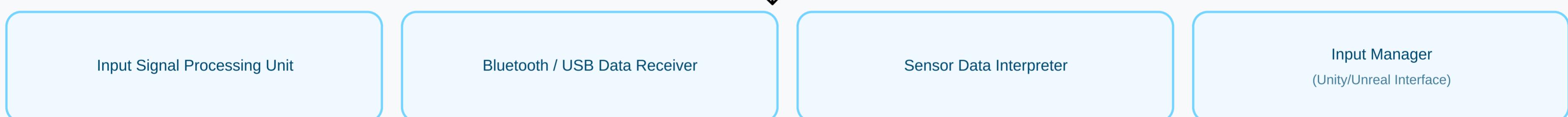
4 VR Interaction Layer



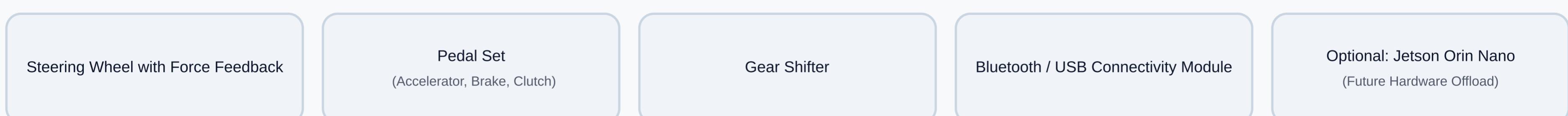
3 Simulation Layer



2 Communication Layer



1 Input Hardware Layer



Data Flow Legend

↓ Primary data flow (bottom → top)

↑ Feedback loops (top → bottom)

Hardware → Software → Output

VR Platform

Meta Quest 3 with PC development support for high-fidelity graphics and physics

Real-time Physics

Advanced vehicle dynamics, collision detection, and environmental simulation

Immersive Feedback

Force feedback steering, haptic pedals, and synchronized audio for realistic experience