

TEAM CDF



As it stands, Virtual Reality can be sickening. Discordant sensory stimuli between what you see and what you feel can cause nausea. With Camosun Innovates, our Virtual Reality Motion Actuated Racing Simulator builds upon the game, iRacing and the VRX Simulator. We will track the steering wheel and a players' hands for overlay. These additions will reduce adverse reactions, improve immersion, and enhance the overall experience.



CURTIS NAPLES

I am a reliable and efficient person, who enjoys problem solving and learning new skills. I am experienced in many different fields and quick to apply past lessons to new situations. Skilled with Unity and C#, and as such I am taking on the Front-End Development. My long-term goal is to develop augmented and virtual reality applications in a new digital age of spatial computing.

DYLAN BYSTEDT

I am an experienced Medical Laboratory Assistant with a 5+ year history of working in diagnostic services within inpatient and emergency settings. As the Financial Executive of the Camosun College Student Society, and as a Student Representative on Camosun College's Education Council, I have the skills necessary to take on the role of Project Manager.



FOREST VEY

I have prior experience as a Red Seal certified Chef. With my spare time I enjoy rock climbing, music, film, and reading. I will be responsible for the Back-End Development as I hope to take on a similar role in my career. Studying all aspects of software development and learning new languages will be fundamental to my long-term goal of working in research and development.

We are excited for the upcoming development and completion of the Virtual Reality Motion Actuated Racing Simulator Project. Team CDF would like to thank Matthew Zeleny and Camosun Innovates for sponsoring this project. We look forward to sharing and showcasing our project with the College and the community-at-large.