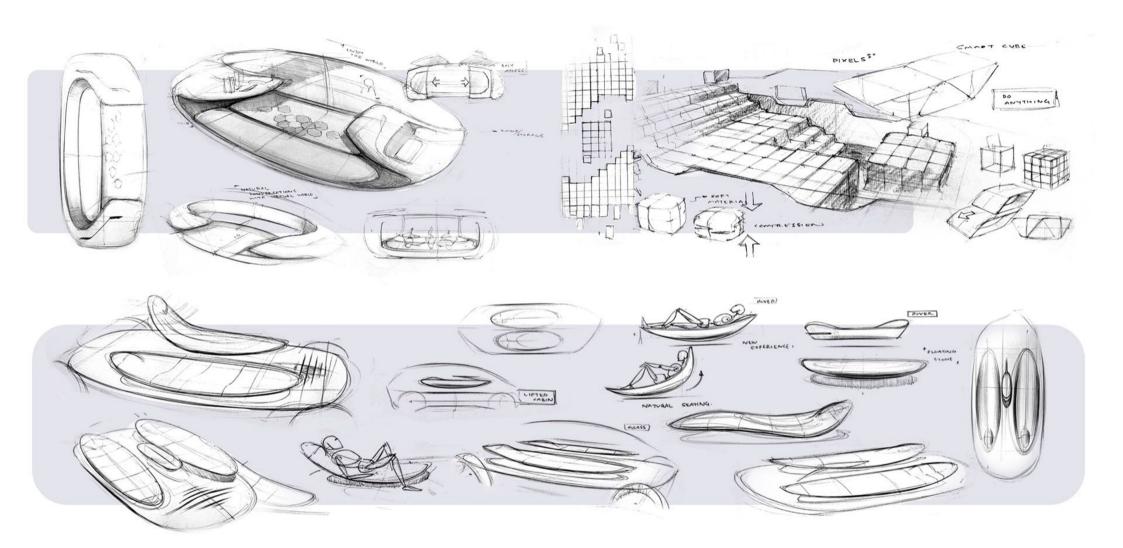
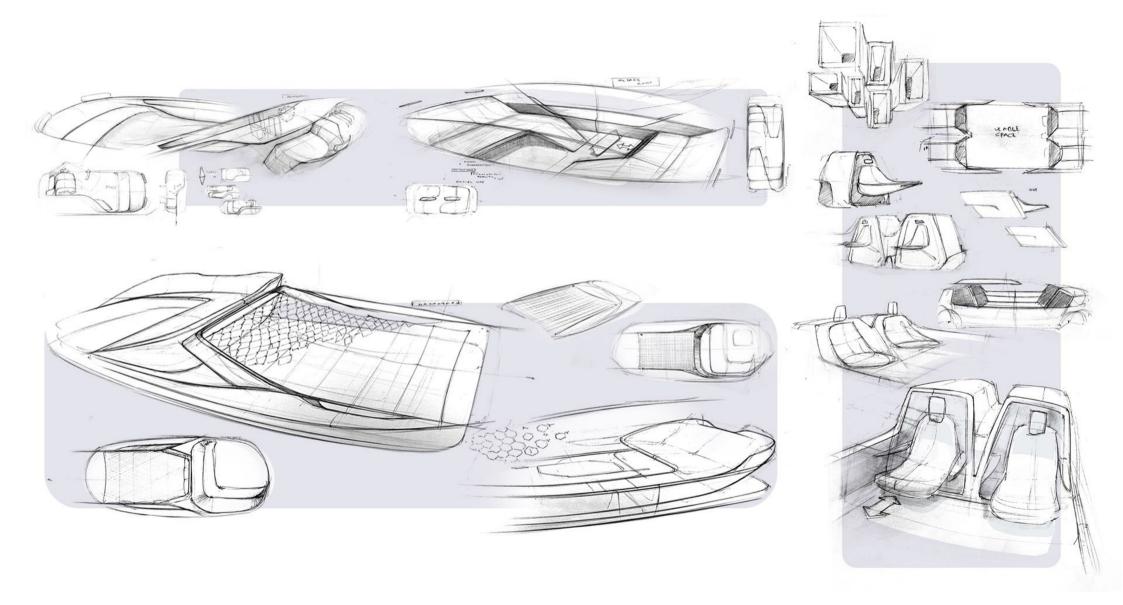
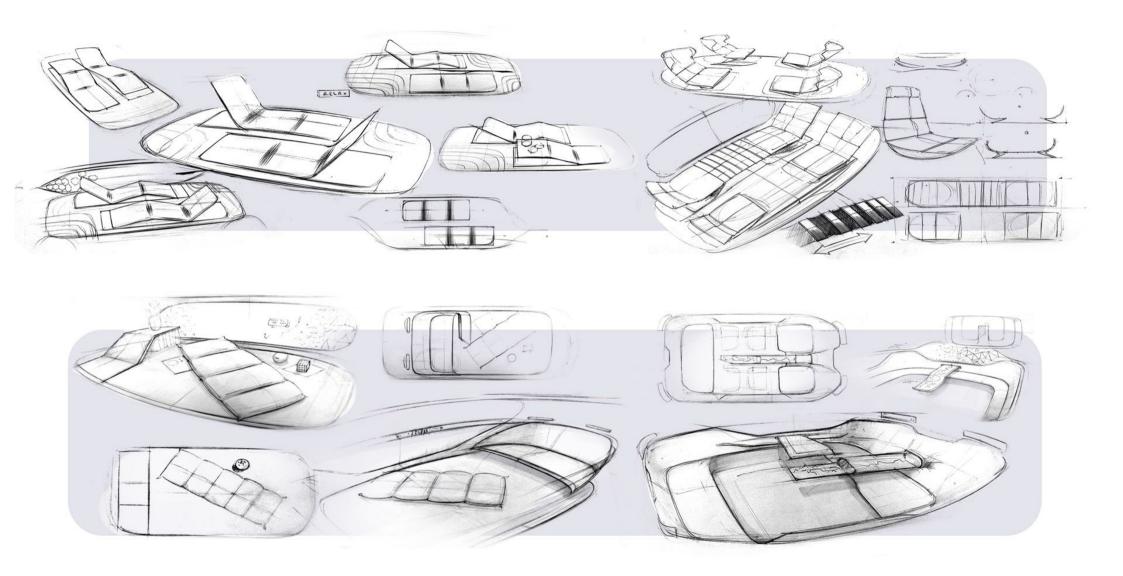
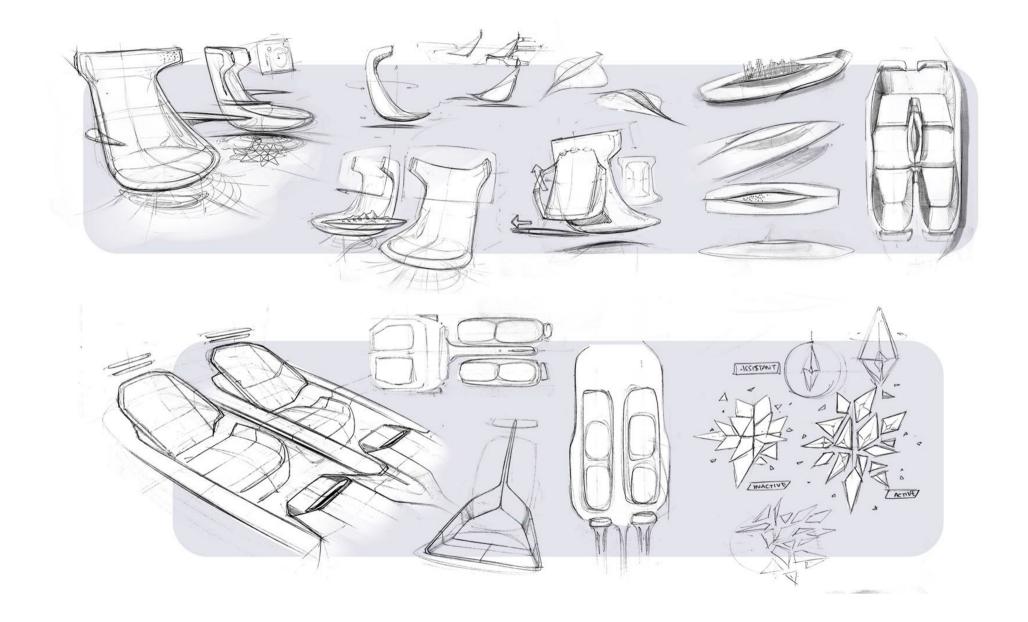
# CAR STYLING FOR THE YEAR 2030 BASED ON TECHNOLOGY AND HUMAN FACTORS



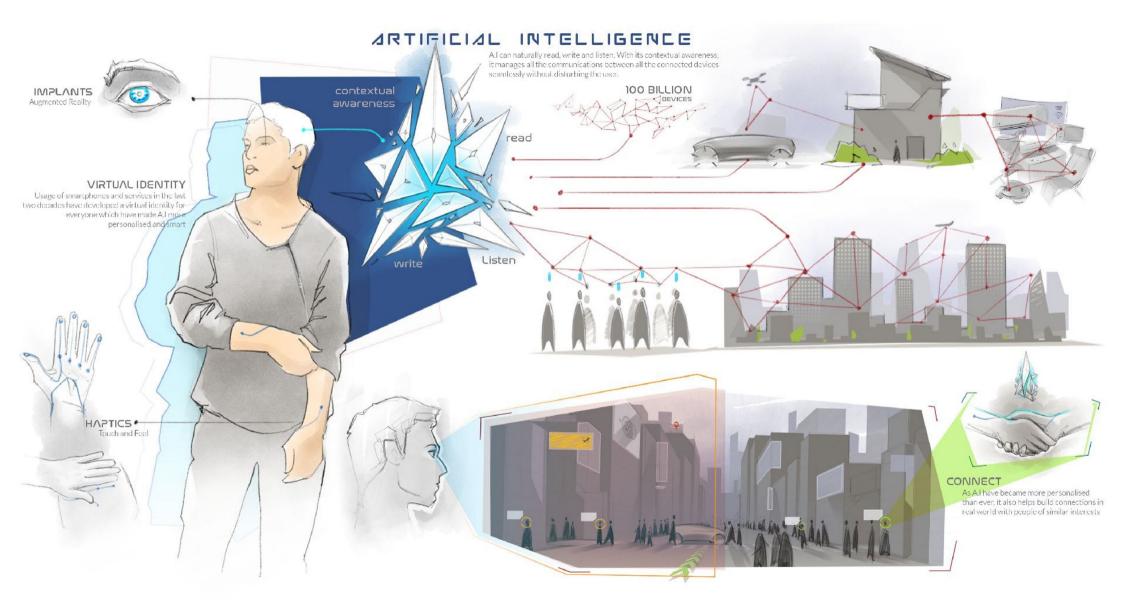














The first batch of fully autonomous vehicles are launched. Vehicles are now capable of driving on their own. With All being a core part of the experience, users can get in and relax not worrying about driving.



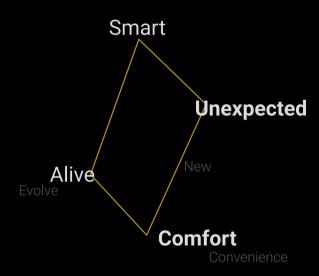
#### NEW VEHICLE ARCHITECTURE

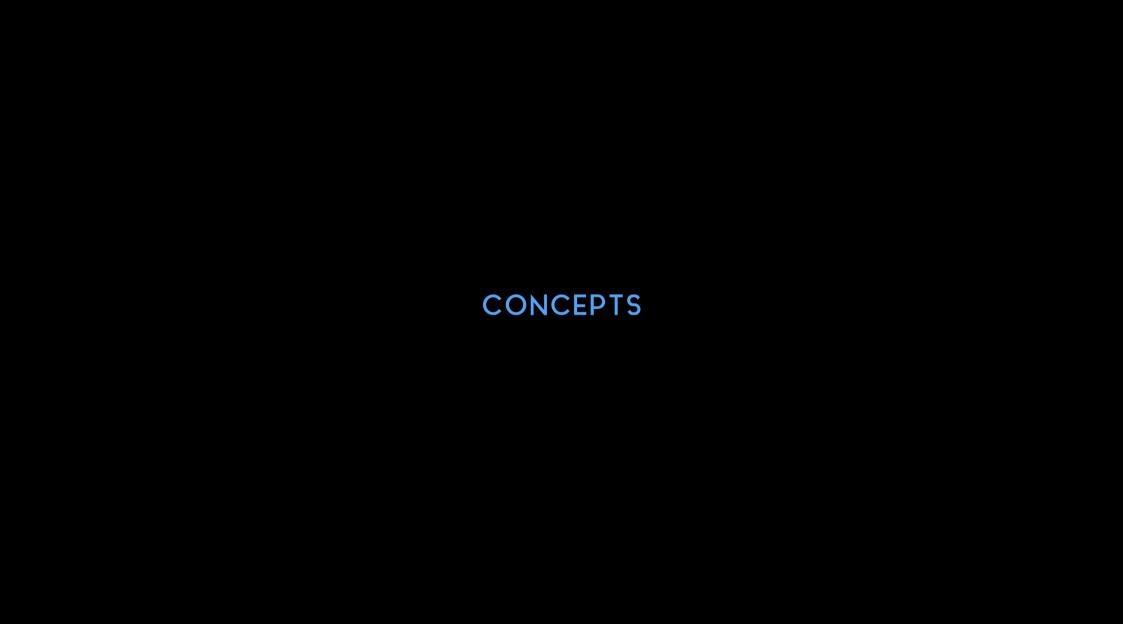
Full autonomy demands totally new architecture as it is more about mobility than a car. This opens up new opportunities to re-imagine the entire interior space of the vehicle. An interesting challenge is to make the transition from semi-autonomous to fully autonomously vehicle feel comfortable for the user as it includes problems like motion sickness and situation awareness.

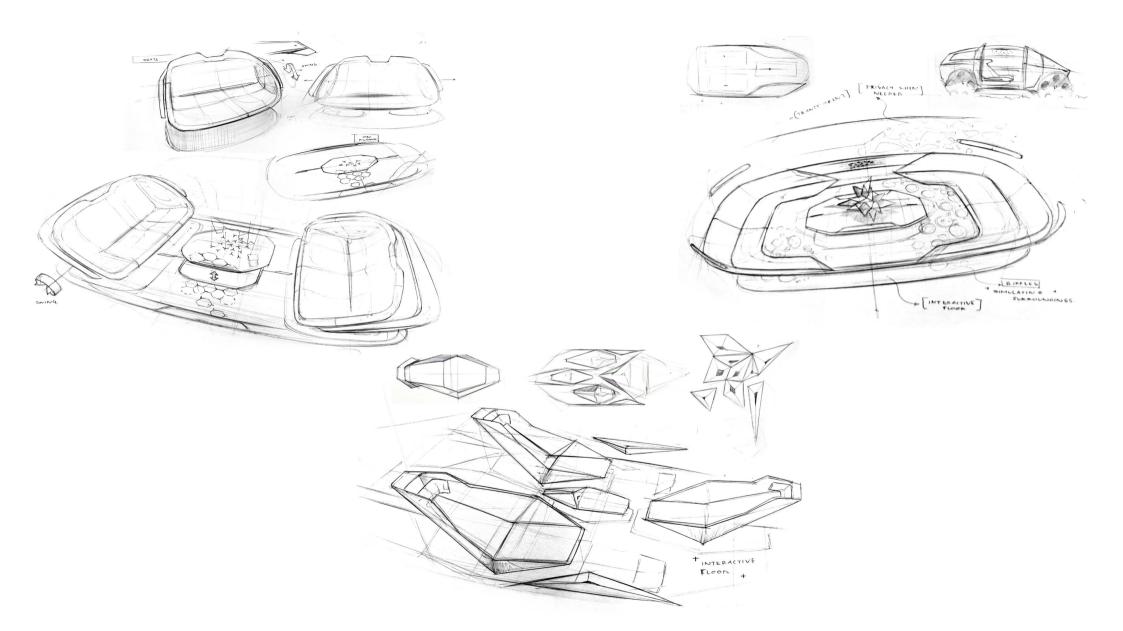
### **DESIGN BRIEF**

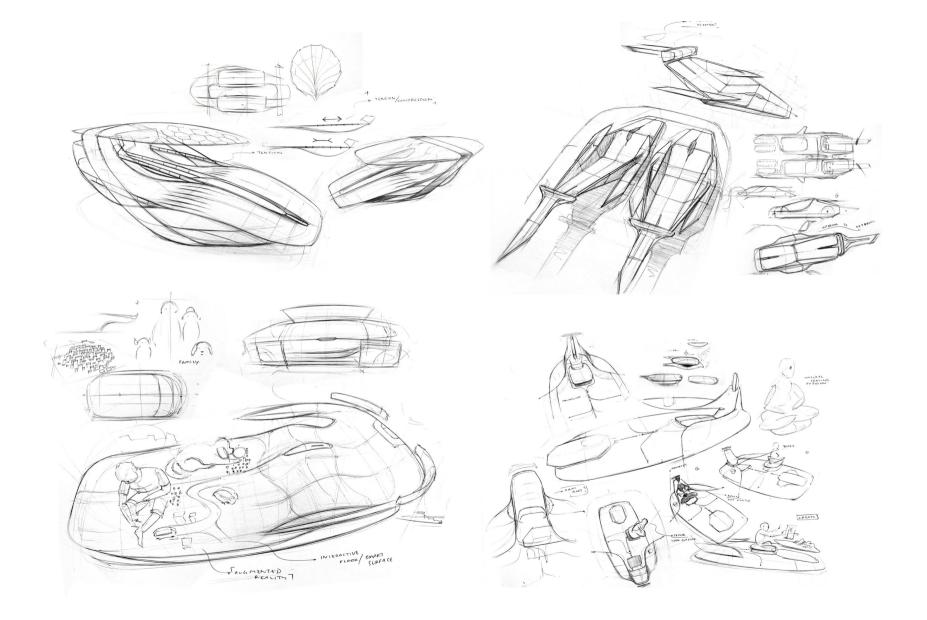
To design an electric powered four wheeled autonomous passenger vehicle for the year 2030 with an inside out approach. The interior of the autonomous vehicle dictates the exterior design. The design should reflect the cutting edge technology and new architecture of the autonomous vehicle.

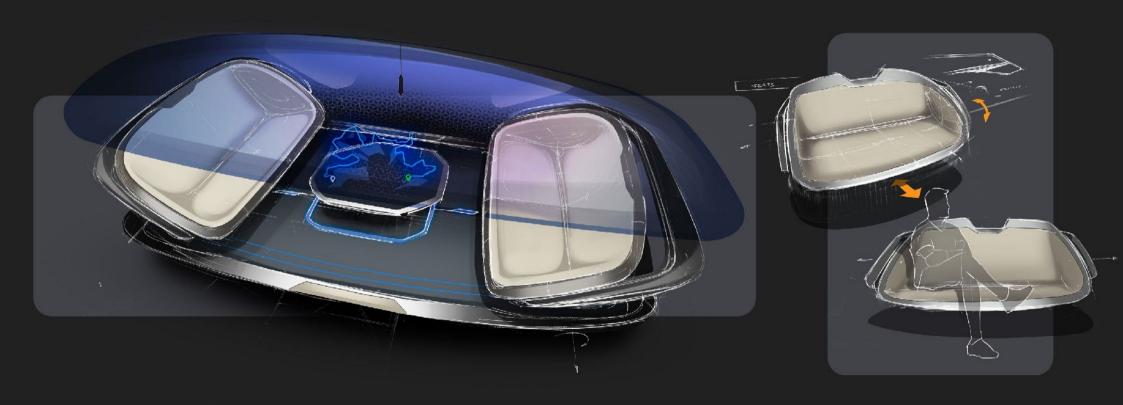
## **KEYWORDS**

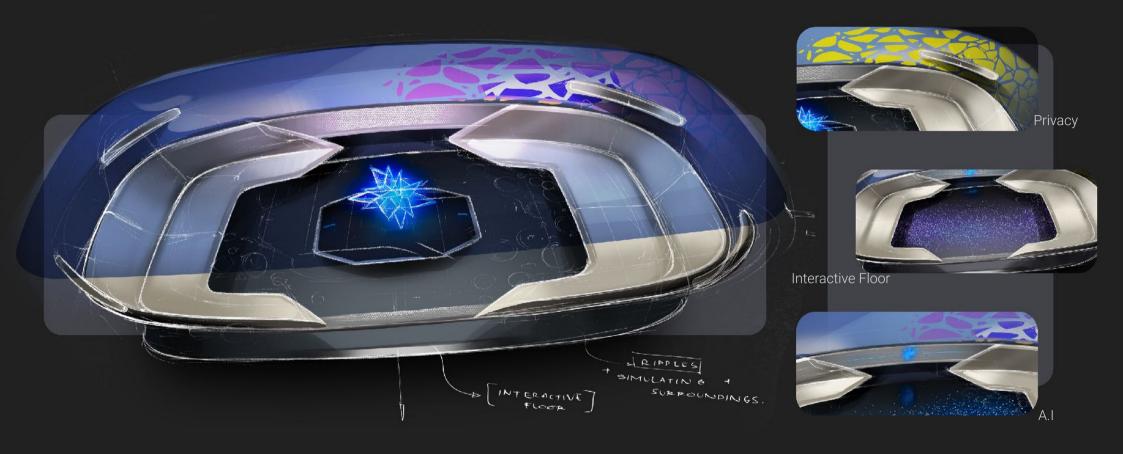


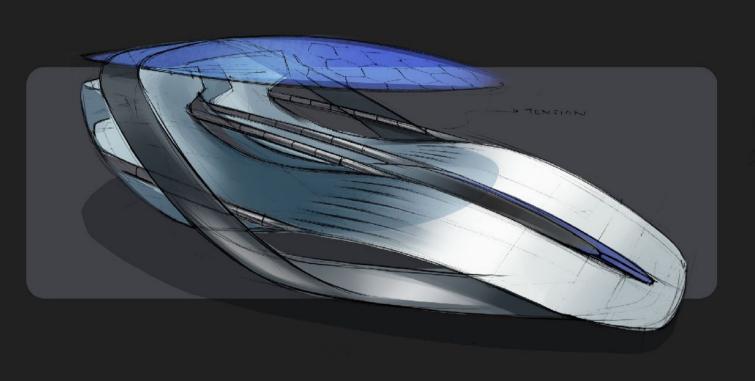




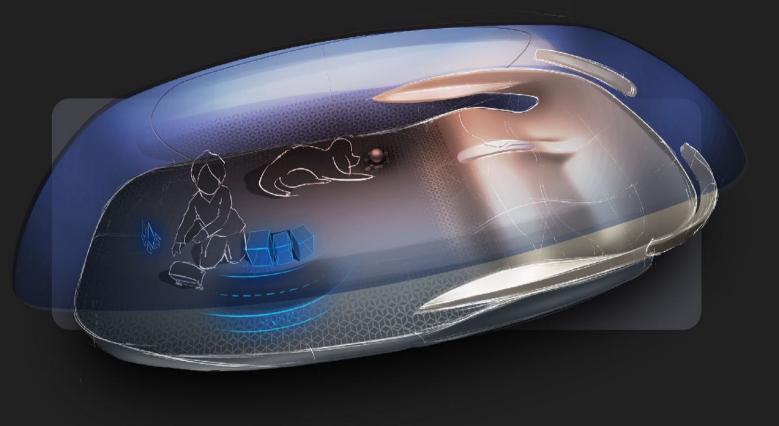


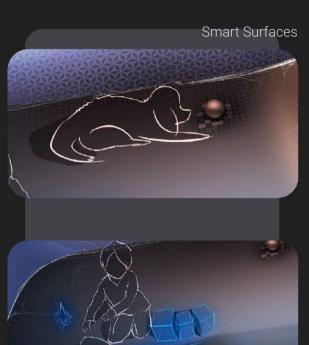




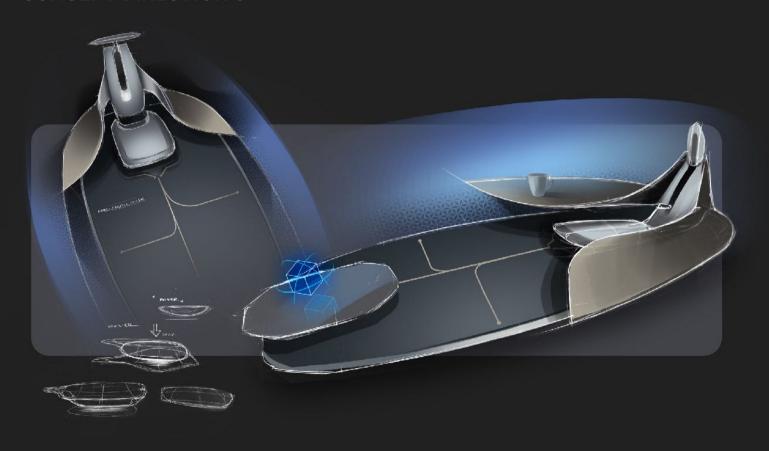


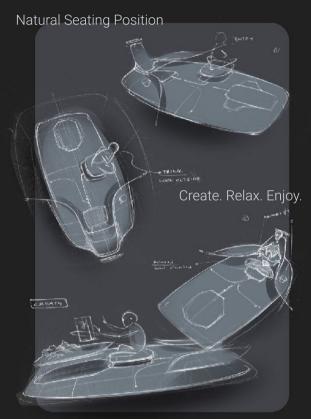






A.I and Interactions





#### FINAL CONCEPT DIRECTION

