

An example of a preliminary version in the car. Unfortunately, this version took up so much space that the driver was not able to see the 3D environment that made up the primary utility of the in-vehicle display.







I encouraged the engineers to think differently about the data - the data was visually complex, rendering faster than they can read, and had physical relationships to the real world. We started engineering tools that better took advantage of the 3D environment and committed to explaining data as a function of the physical world.