

The Data Behind the Experience: The More Data the Better

Mario Delgado Elysian  m@mario.design  +1 415 683 6861

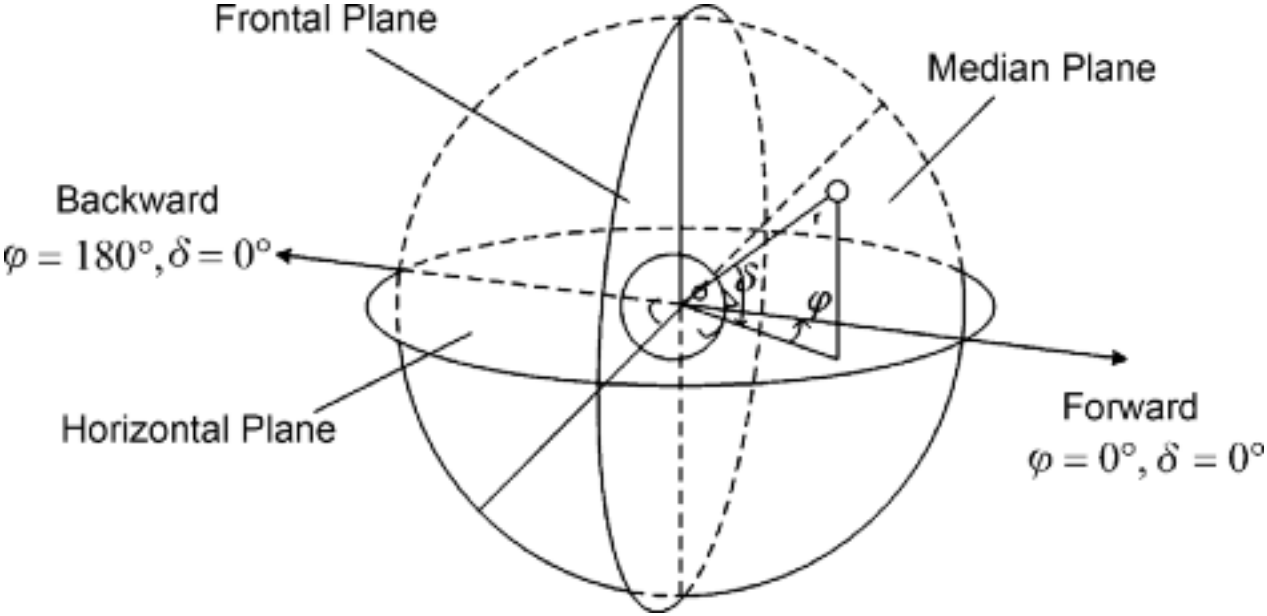
Ghost used a **maximalist approach to data processing**, sending the driving computer data about the car, driver, and environment simultaneously.

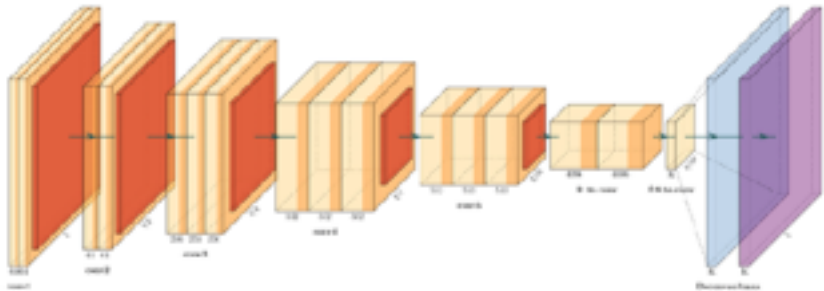
This method allows the computer to understand as much about the driver across a period of time to generate a profile of energy and momentum contained within the gestures the make.

If Ghost thinks you are not paying attention, even for a split second, it will begin to increase it's control of the vehicle. Attention cannot be determined by the steering wheel alone, so we took on the ability to understand attention through a holistic multimodal model.

I proposed and led the development of a software architecture and implementation that can understand what a driver is paying attention to by capturing facial geometry to be reasoned by the driving computer.

The system is able to precisely generate and create amplified extension of your movement through the steering and pedals. It still feels like an extension of you.





*By calibrating a driver's head position in
space...*

...and calibrating a neural network to classify where a driver is looking...

Looking at Road

x: 2.22

y: -4.81

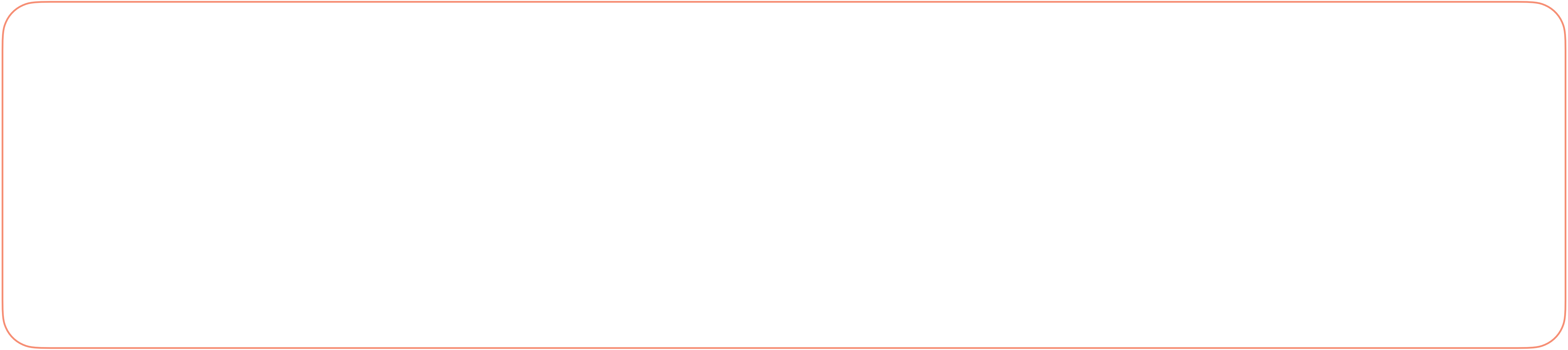
z: -0.03

FPS: 13



*...our method allows computing at the edge
inject more real time data into the decision
engine.*









Appendix: Case Studies | FlowDrive

Looking at Road

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y: -4.81

z: -0.03

FPS: 13



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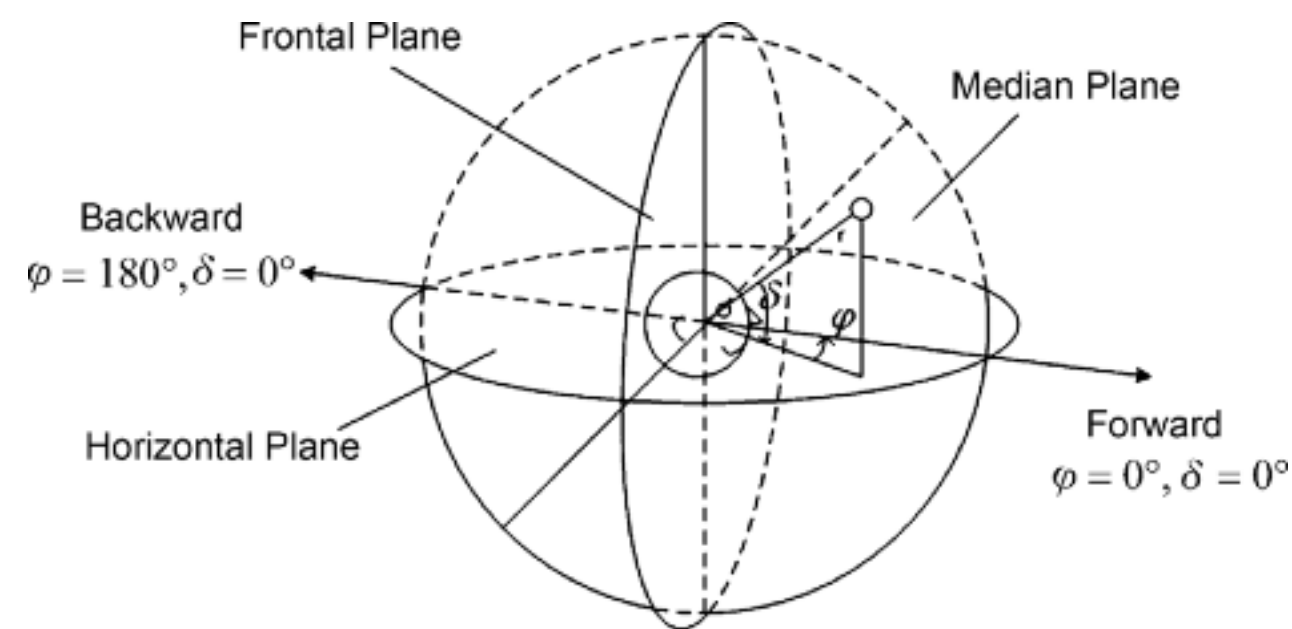
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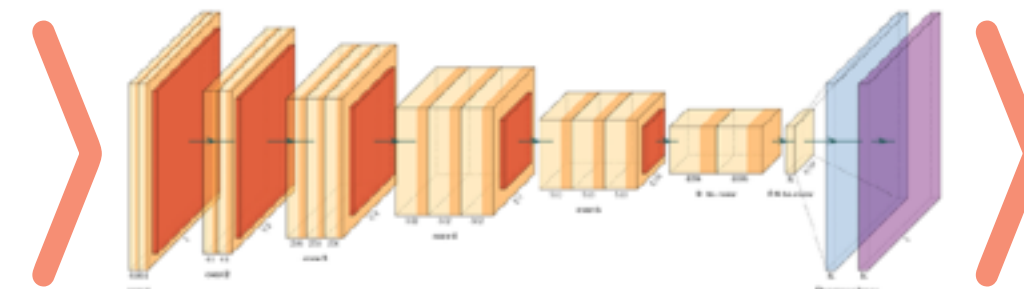
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FlowDrive

Public Release

The fluid interface represents a profound reimagining of the driving experience, where technology recedes into the background, allowing the relationship between driver and vehicle to feel effortless and intuitive.

This harmonious integration of design and engineering creates an experience that is both beautifully simple and profoundly personal, transforming the act of driving into something instinctive and extraordinary.