

Case Study

GhostOS HMI

Design the next evolution of vehicle UI

The Ghost Human Machine Interface (HMI) is the term we used for the user interface of the GhostOS spatial operating system. At the time of its release it is the first vehicle UI to be completely rendered in a 3D environment. Highlighting Ghost's unique driver-car-environment understanding, the HMI shows information about the driver in the car in the context of the environment, with the ability to see in the past, present and future, giving the system a true 3D view into the world. It feels familiar yet profoundly new, promoting trust in the product.

Project Brief

Timeline

2018–2024

Scope

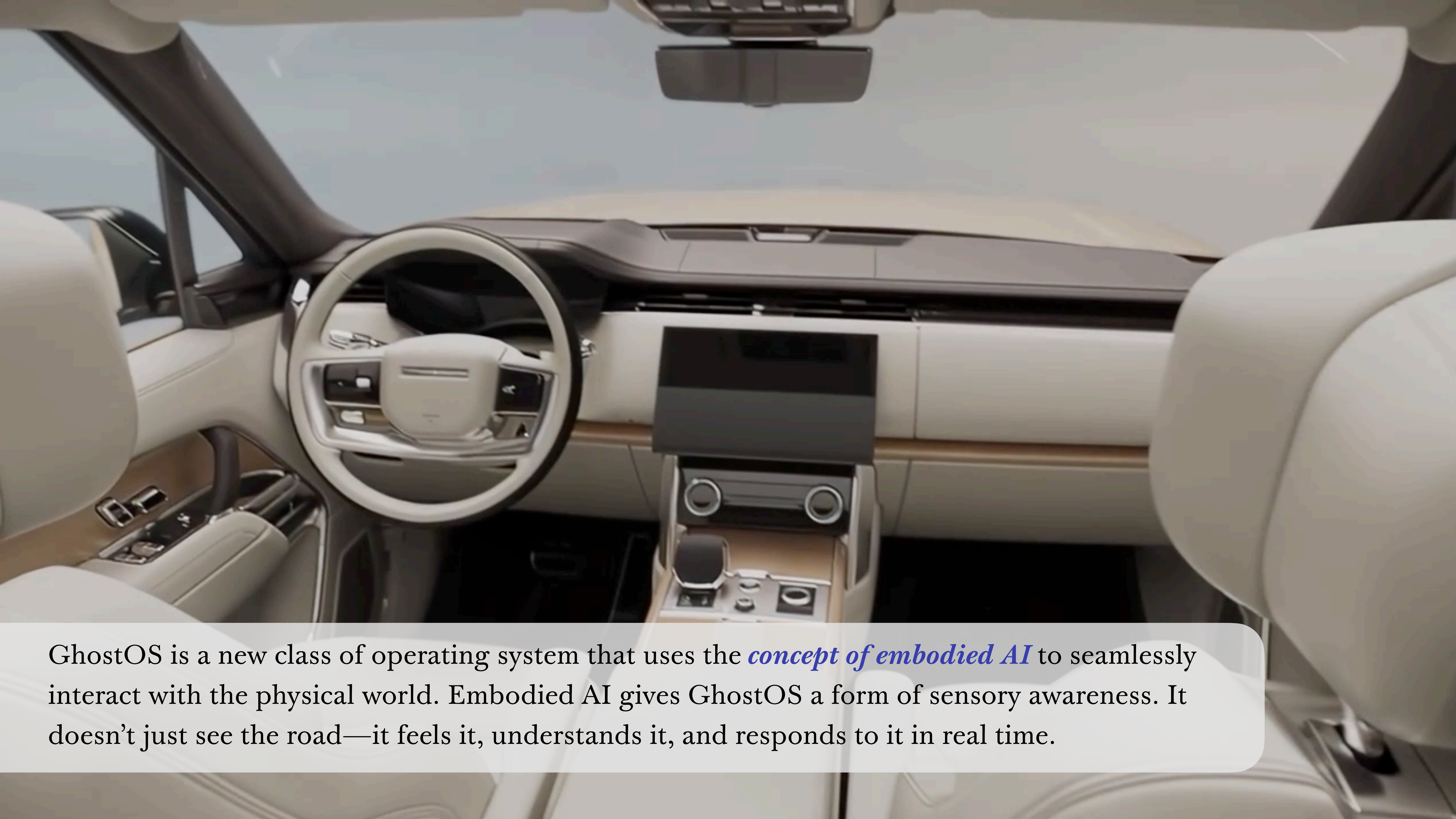
Operating Systems
Human Interface
HW/SW Experience
Applied AI

Contributors

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My Contributions

Product Ownership
Product Architecture
User Research
Product Design
SW Interface Design
Technology Invention



GhostOS is a new class of operating system that uses the *concept of embodied AI* to seamlessly interact with the physical world. Embodied AI gives GhostOS a form of sensory awareness. It doesn't just see the road—it feels it, understands it, and responds to it in real time.