Once the interaction was fully implemented, the outcome was magical: drivers of our vehicles were able to trust that the system was able to work even before they gave up control, and only had to do one thing to give control to the system: just let go!

Project 2

Developing Expert
User Tools:
Product Design

When creating and selling a self-driving
system, the interface only tells one part of
the story. As a potential customer that
would buy Ghost's self-driving products,
the in-car visualization ended up
becoming a consolidated platform for
showing both technical data and serve as
a console for our engineers to explore
data in real time.