

Car Approaching Experience

Melody Ting | Perception Design Challenge

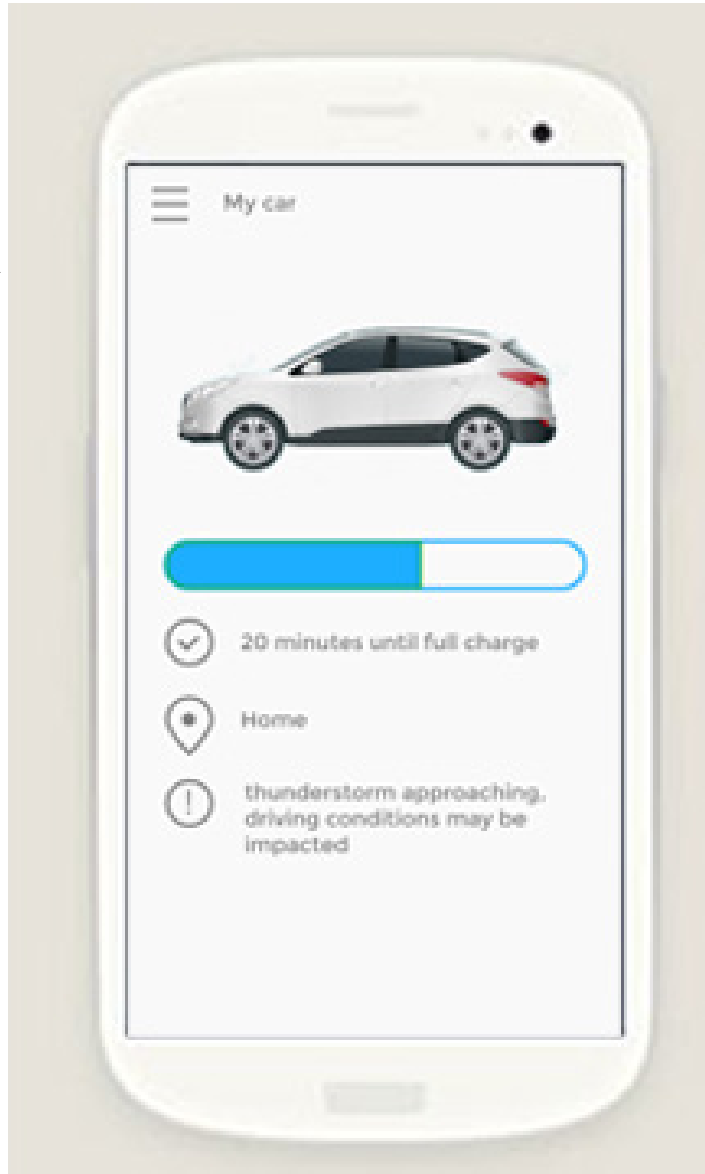
Challenge overview

Design the welcome experience of a driver approaching their car with consideration for the following interactions:

- **Searching** for the car
- **Approaching** the car
- **Entering** the car
- **Starting** the car

My car stats

While the driver is away, they can check on the charging status of the car as well as navigation and weather status.



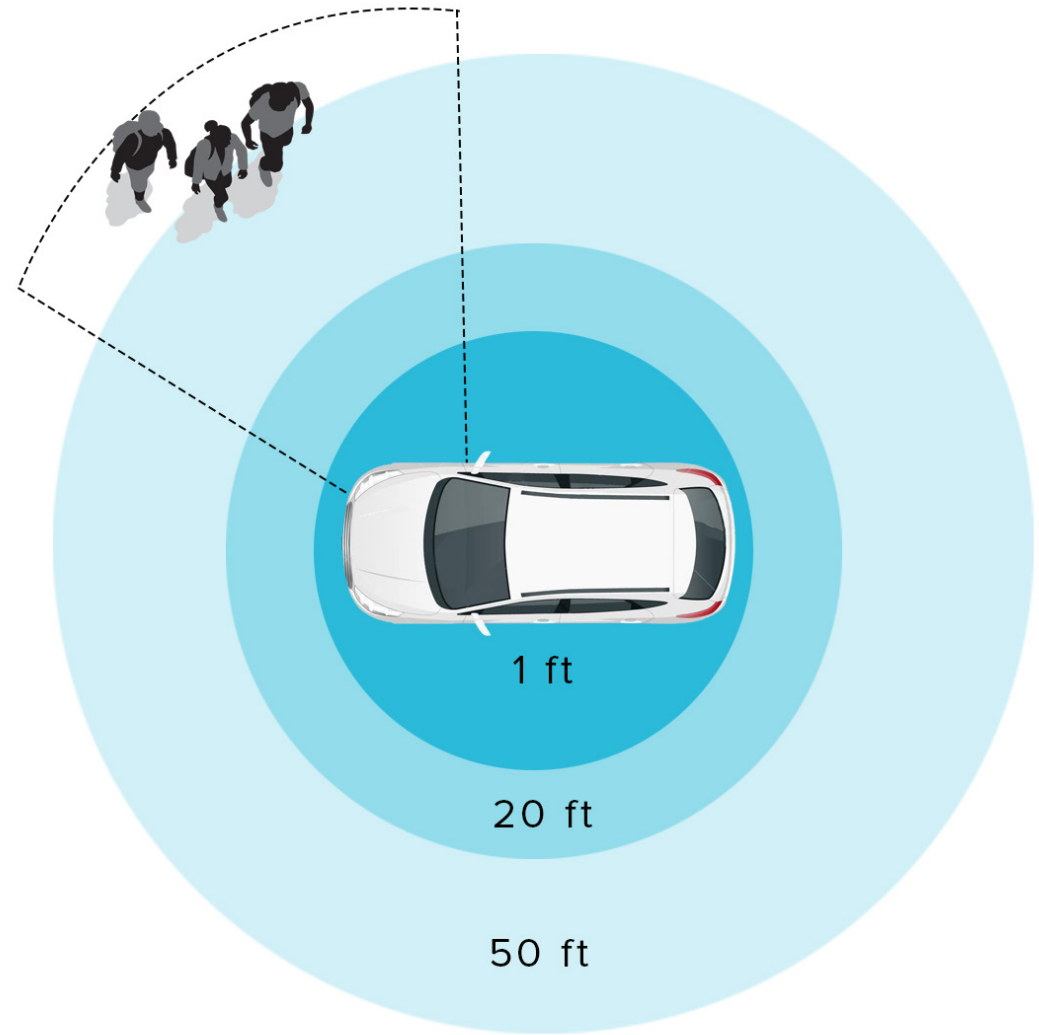
Find my car

An AR feature that allows users to navigate to their car in a crowded lot through overlaid directions and indicators.



Approaching the vehicle

The car detects the incoming location of the driver





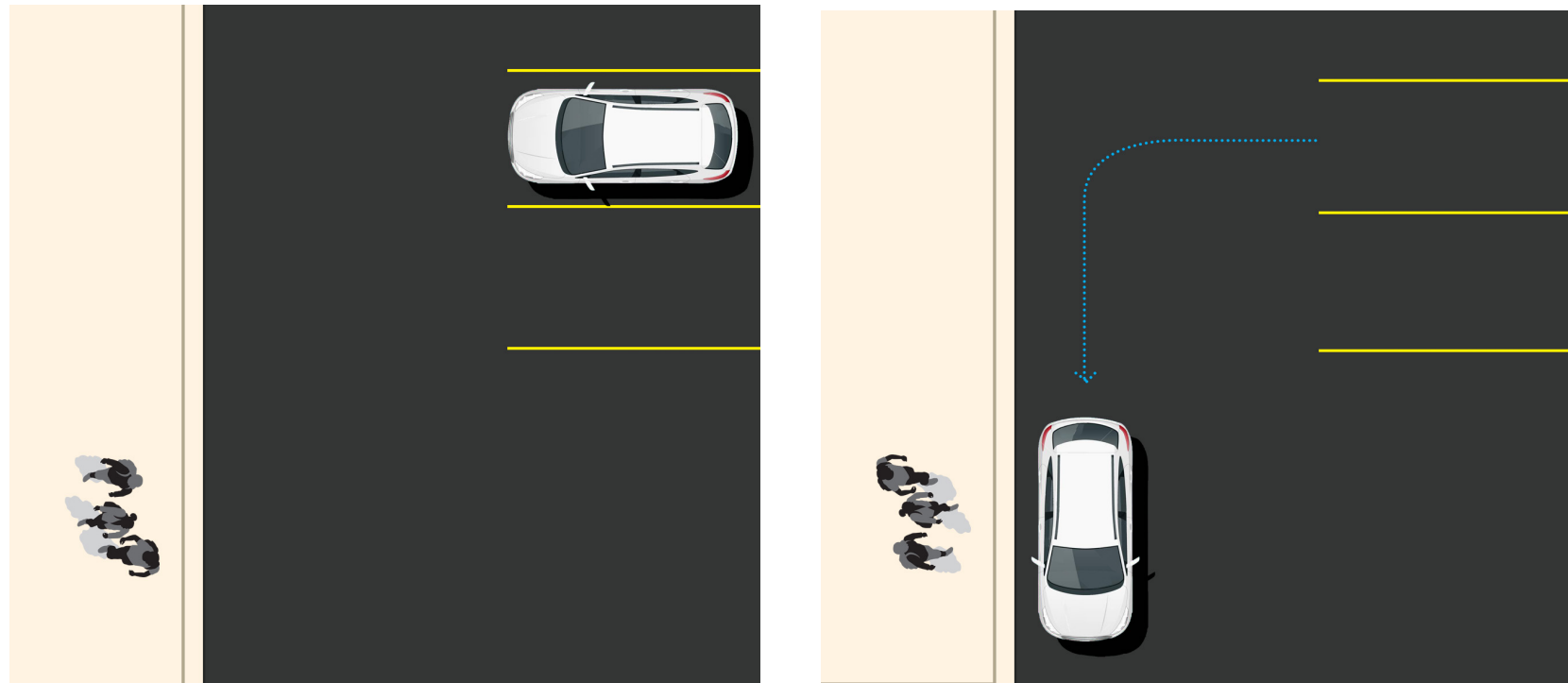
Handprint detection

Sensor on door handle recognizes the unique handprint of designated individuals, allowing drivers to enter their car without unlocking from afar.

Self-navigation capabilities

Self-retrieval and driver pick up

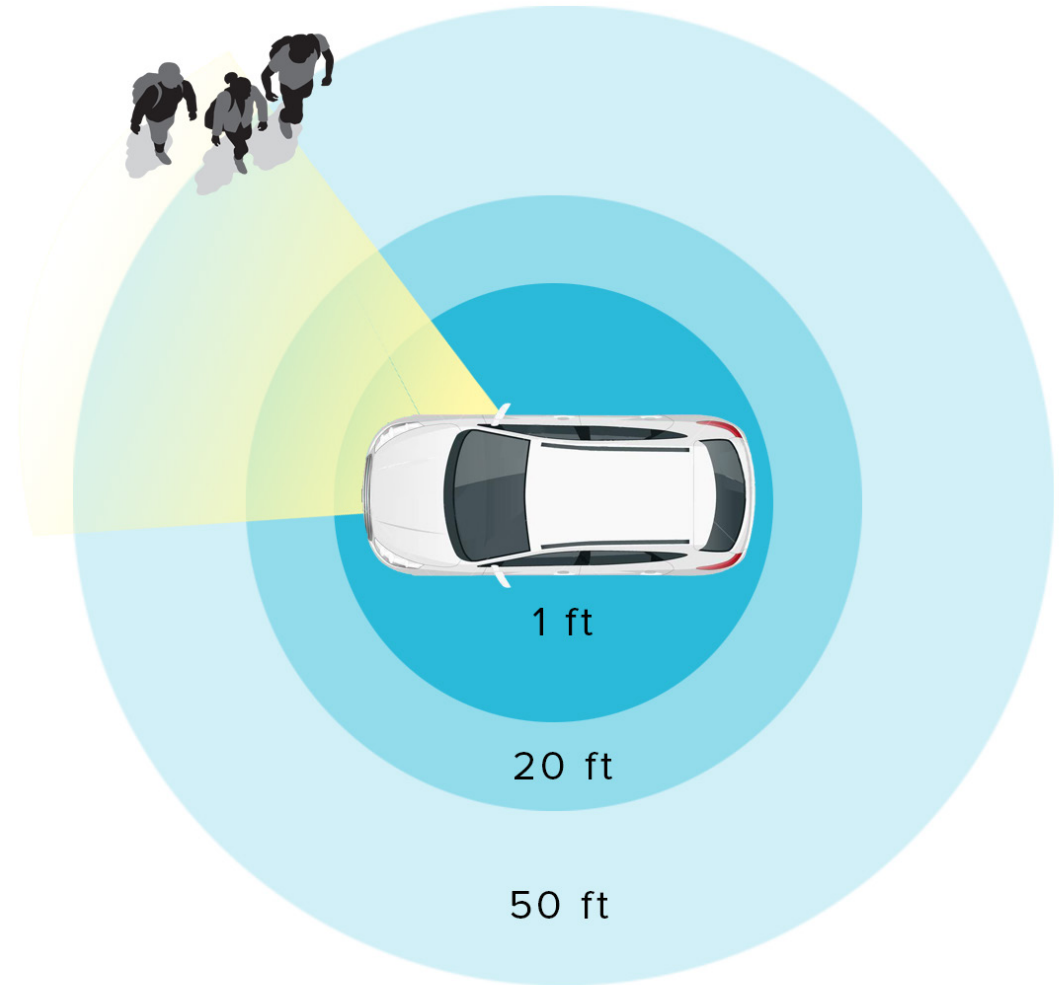
- The driver calls to car through native app, which then takes itself out of parking and retrieves the driver from their location



50 ft away

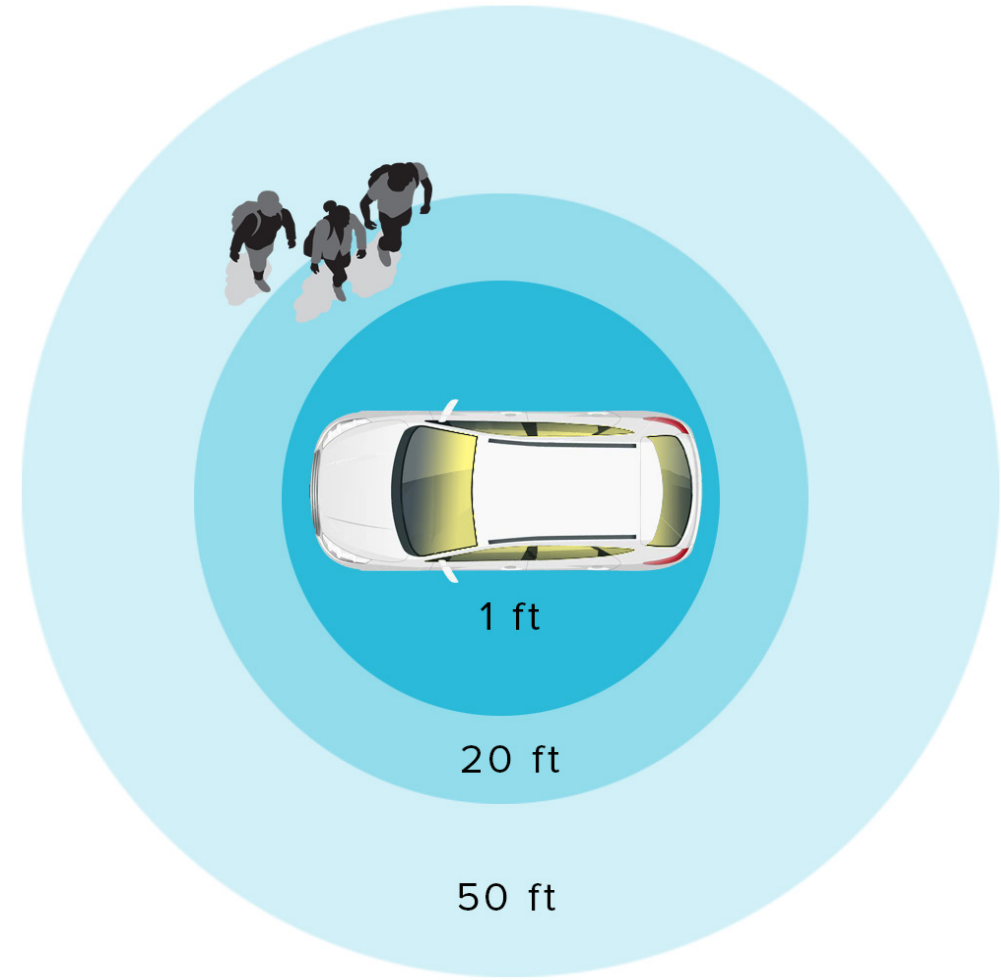
Headlights and mirror lights slowly fade on to half brightness in the direction of the approaching driver to indicate the car's location.

If driver approaches from the back, rear fog lights activate.



20 ft away

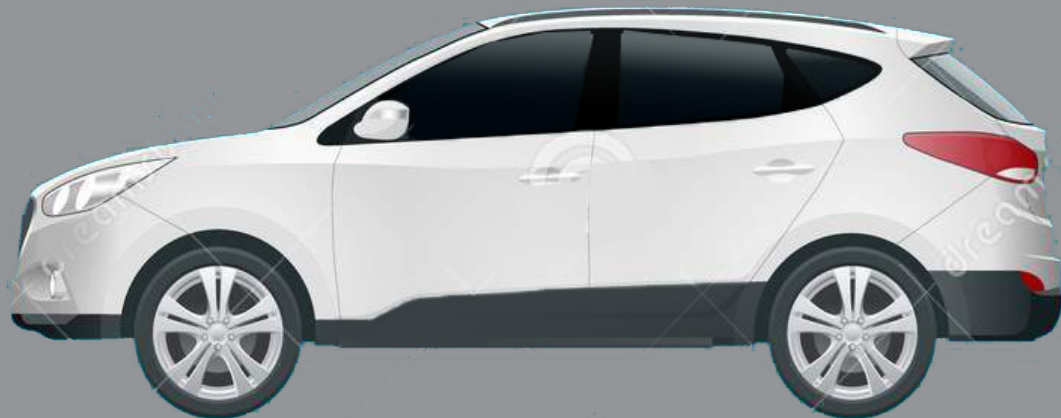
Driver is able to unlock door of car from this distance. As driver approaches within the 20 ft radius, the exterior lights slowly fade out as the interior lights fade in





Occupied!

When the stopped car detects that a seat is already occupied, the windows of the occupied seats project a red light to indicate to other potential passengers that that seat is taken.



Climate control

In sunny light, windows automatically tint and mirror to block sunlight and preserve internal temperature of vehicle.

1 ft away

Car detects driver's arrival and any potential passengers and automatically unlocks doors of those closest to it. Door step lights turn on.

As driver door opens, a chime plays (like a doorbell) to greet driver as HUD turns on

