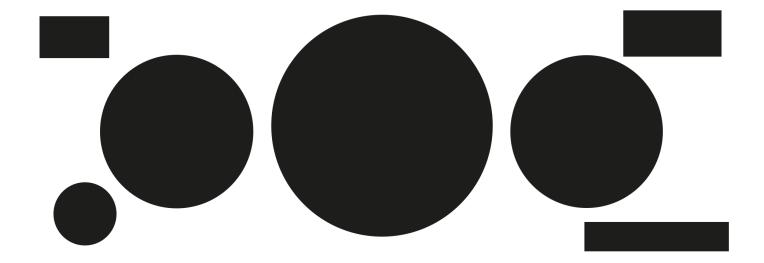
# **Creation process**

I chose my swatches from monochromic primary colors and their complementary colors.

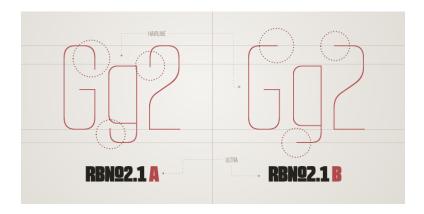
## **Colors**



## Wireframe



#### **Font**

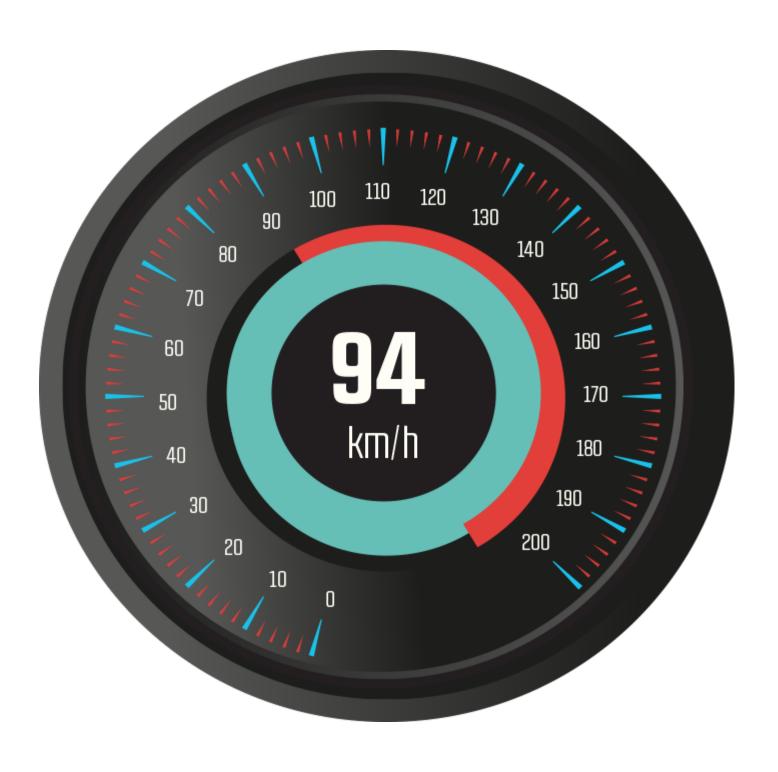


I choose a sans serif font "ReneBieder" to use its efficiency and forwardness. Also this typeface is constructed with rounded rectangles and it takes the users focus in the middle of the circle since the circle from outer ring to inner ring this font gives the perception of sharpness from circle to square as it reaches to the middle point.

## **Speedometer**

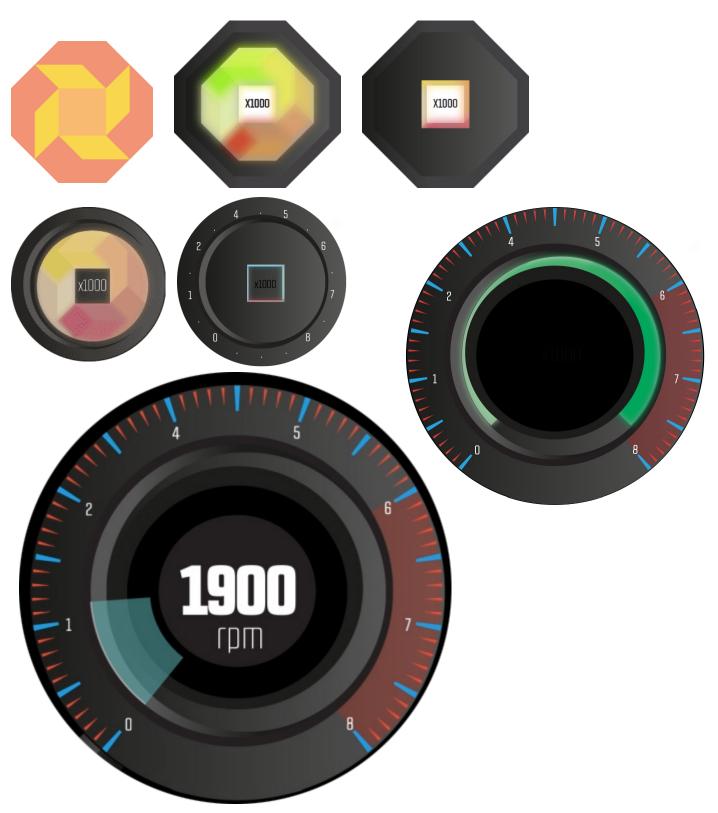


Speedometer can be very easy to design if you take its functionality and engineered design as an intuitiven advangate. This is why I started the concept with speedometer knowing it would be my style guide, my conceptual process was 2 days, playing with with monochrome colors and its complementaries, figuring how a my design can be elegant, readable and appealing for any target audience, I made sure there is no extra graphics does not have a functionality knowing form follows function.



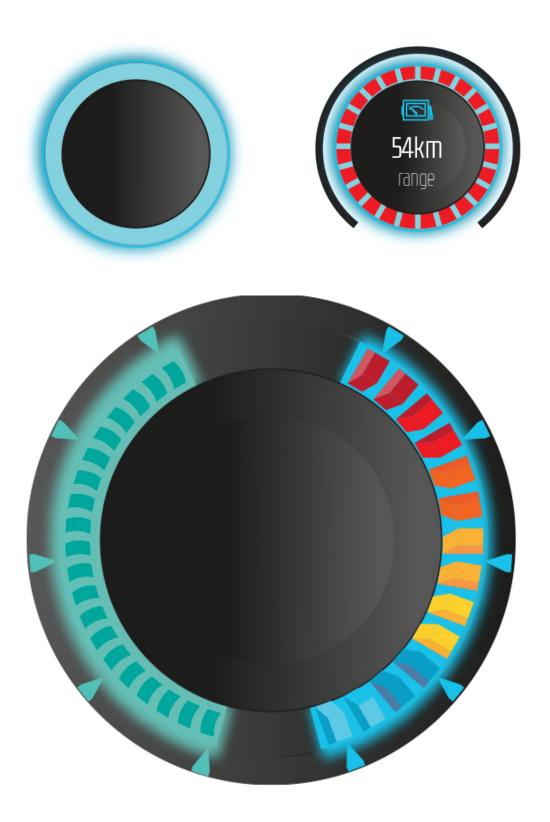
# **Revolutions per minute**

In the danger zone (6000-8000) should be indicated to driver that they have to stop driving in the animation it is showed to driver by a red circlar animation and a circle bar. Also I thought it would be a better idea to reference the shifting with the rpm since it is recommended to change speed afer while the rpm increases over 2000.



# **Fuel and Heat Gauge**

I decided to put fuel and heat gauge together on a circle at left and right and displaying information about the fuel consumption, fuel price when the car is close to a fuel station and indicating mechanical errors.



## **GPS**

The GPS serves directions and I chaed it so it shows only North direction not to create any confusions. I animated this map as a GPS simulation, and it did simulate information my cluster actually seing the car's speed, velocity and how he could be using my user interface while he is driving on this route.

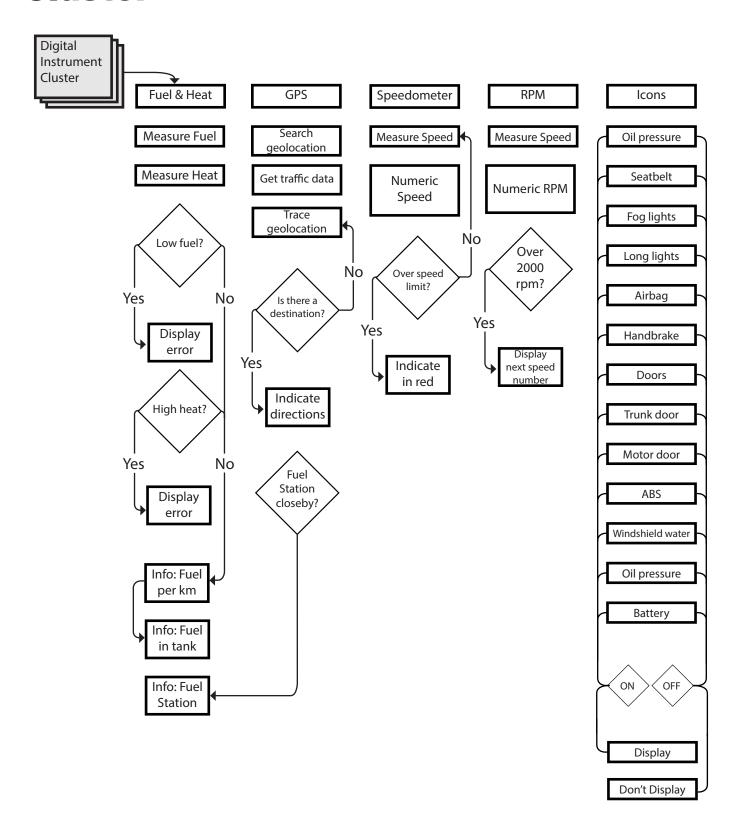


#### **Icons**

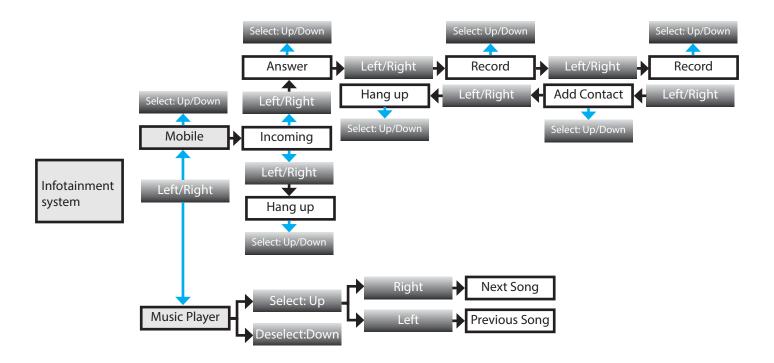
I dused illustrator to draw everything including these industry standard I draw these them vectoral and I chose red takes attention and they only fade in if there is an error. For example, oil pressure icon used to be a gauge on older model car clusters, but I kept it just as an icon, since driver just needs to know if the car is running on sufficient oil pressure or if he needs to stop driving.



# **Logical flow : Digital Instrument Cluster**



# **Logical flow: Infotainment shortcuts on Digital Instrument Cluster**



#### Layout

The gauges are on a symmetrical vertical layout starting with speedometer in middle and infotainment system on the edges of the screen where the driver starts reading the content through. I chose monochrome colors and bold font so the driver can read the information easy.

