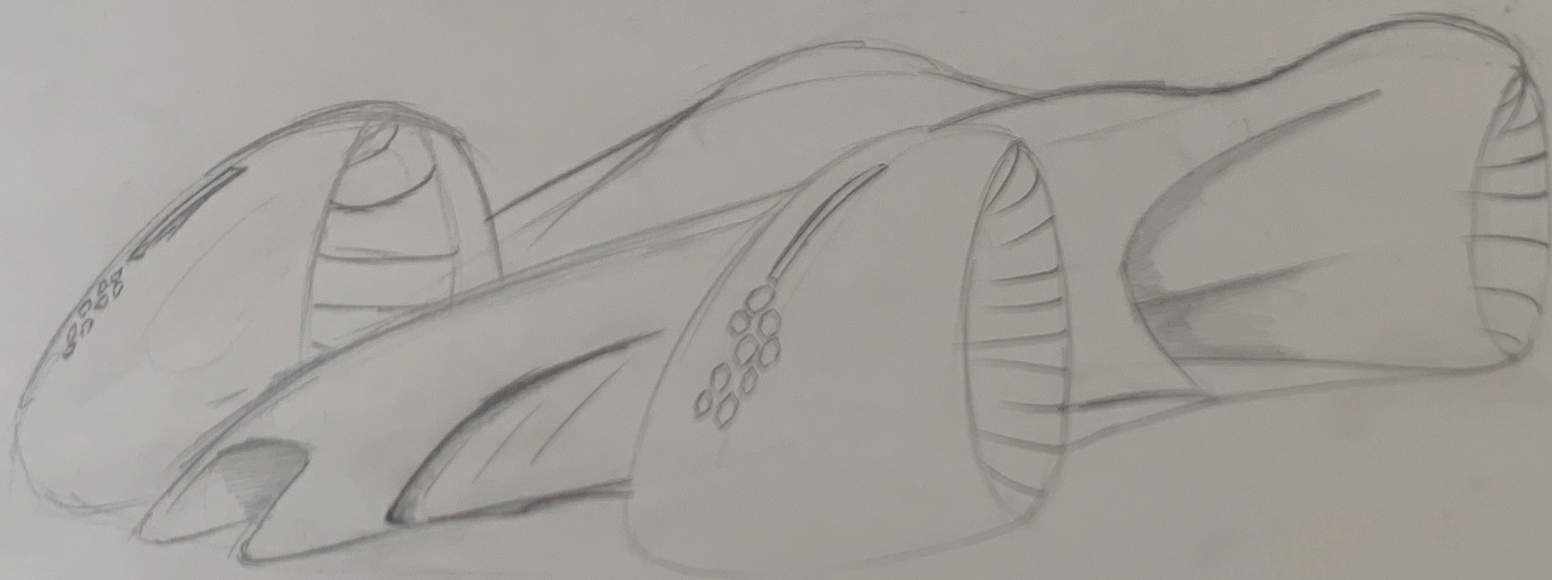
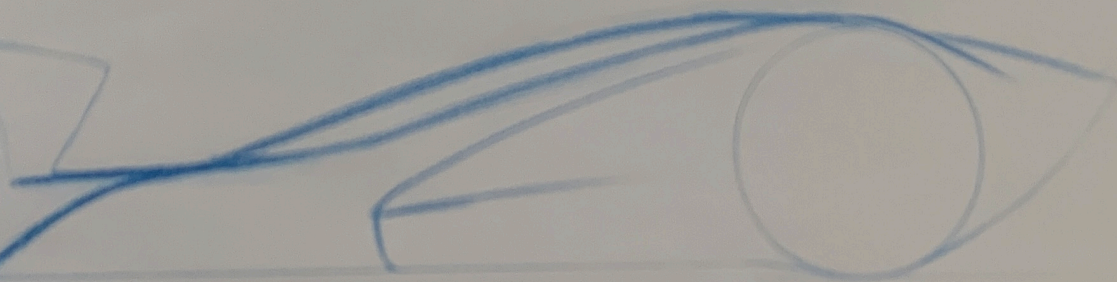
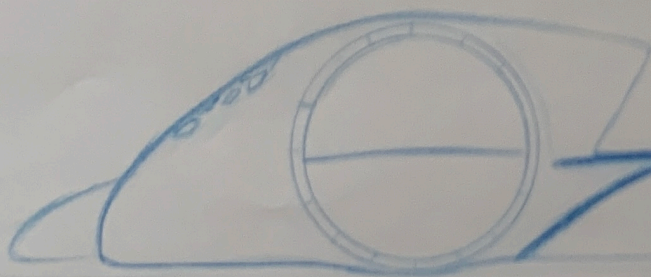
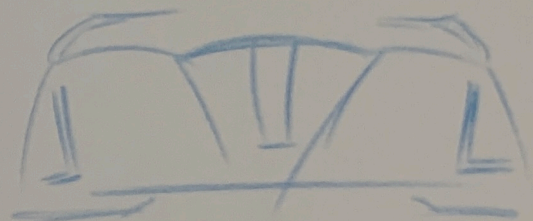
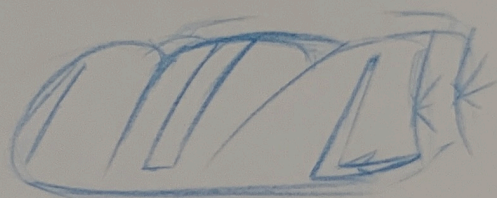
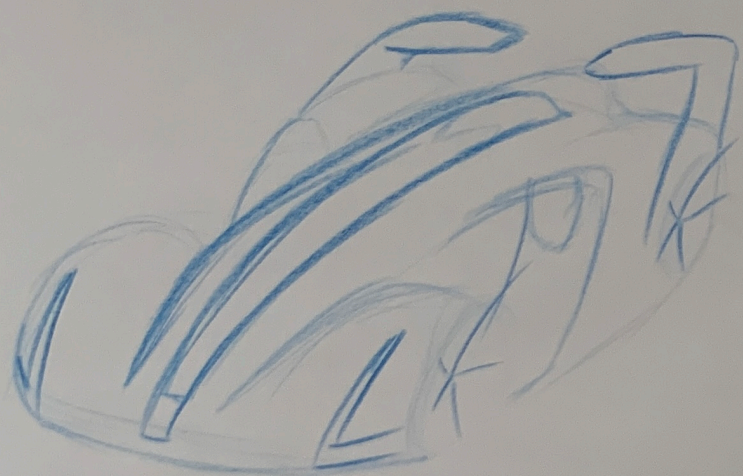
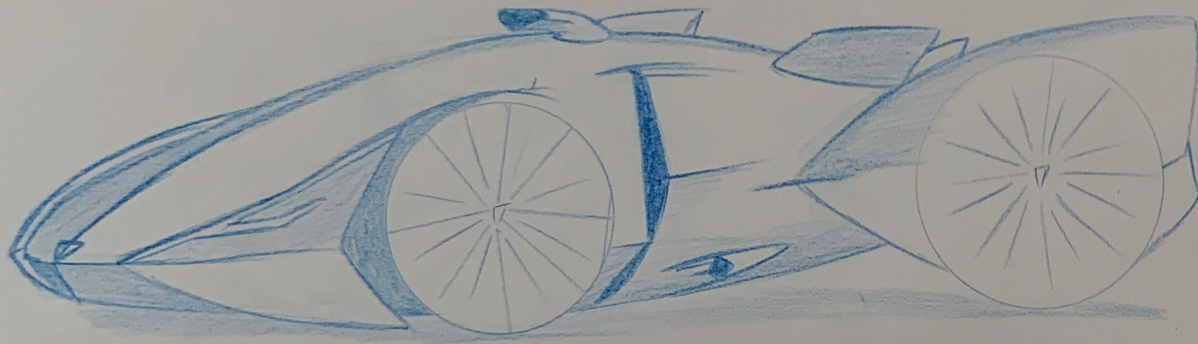
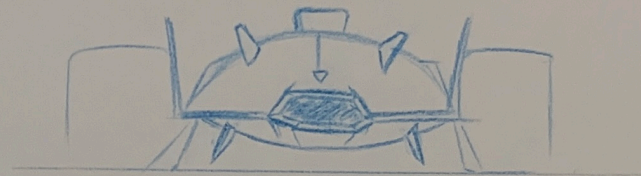
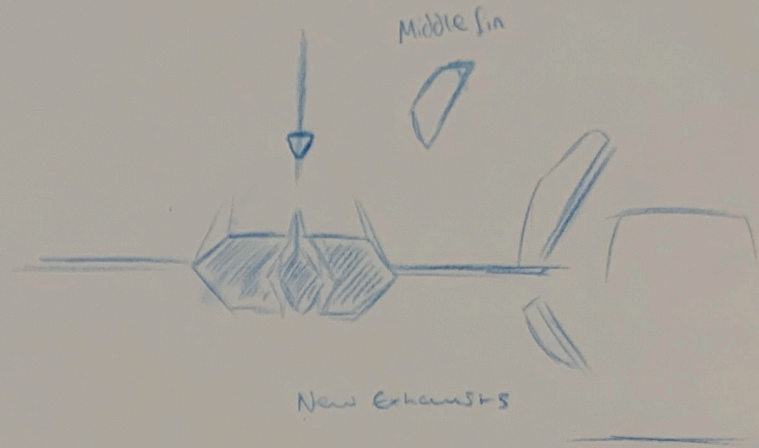
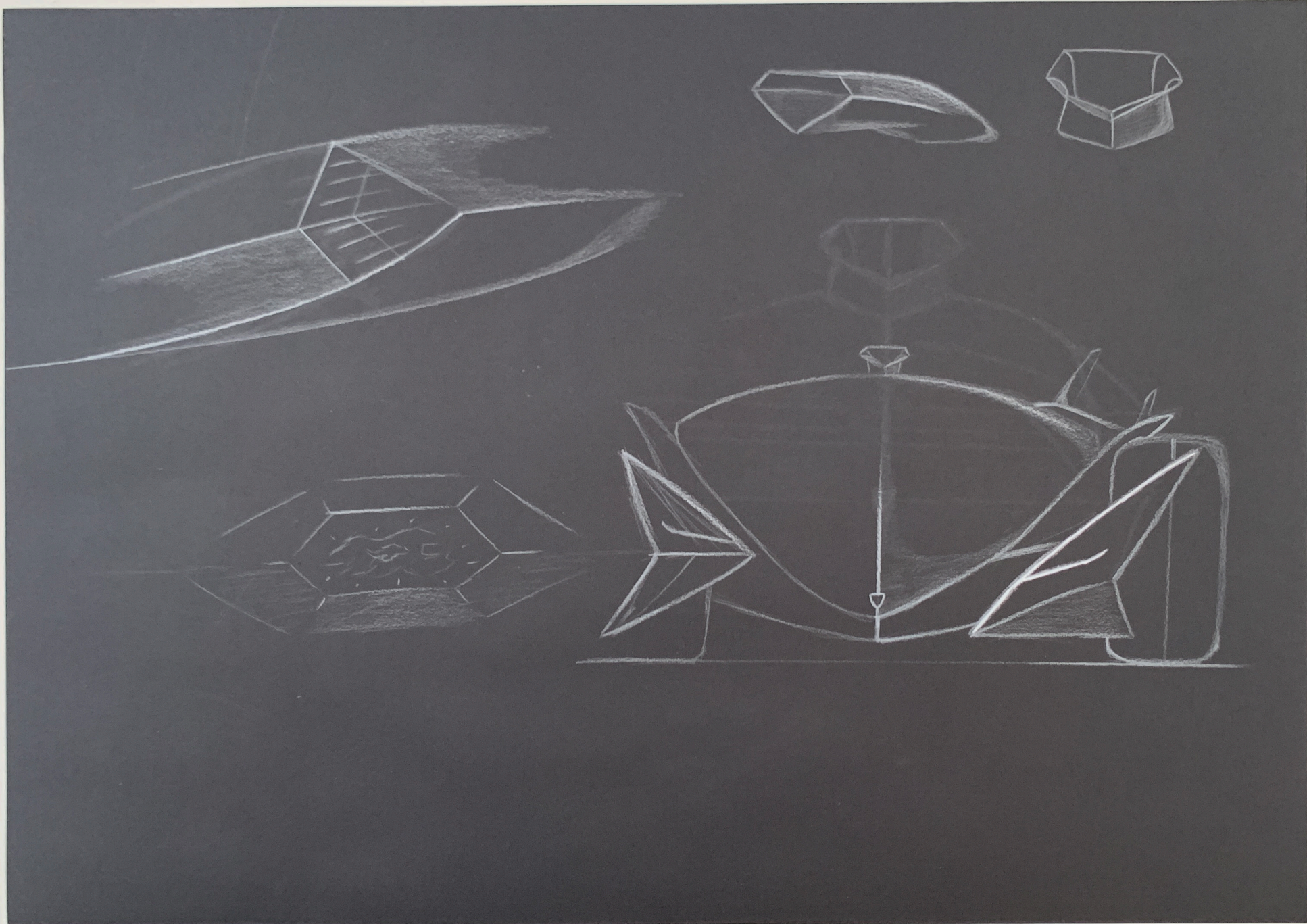
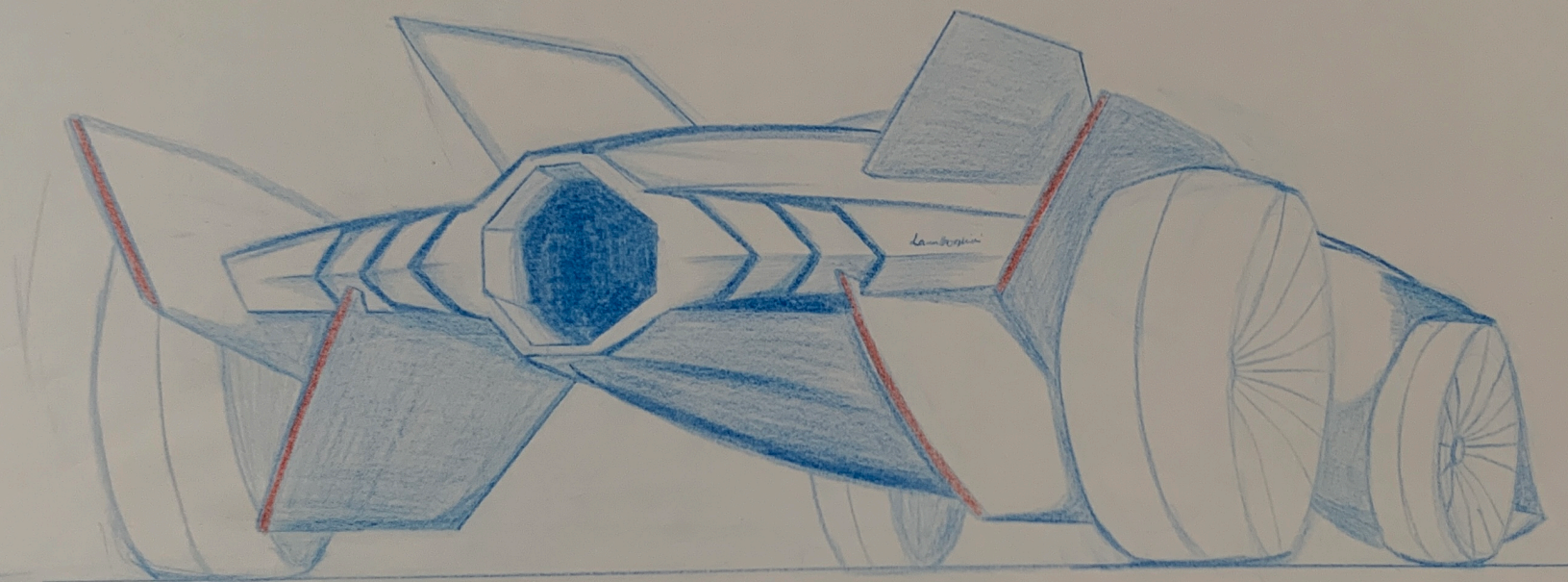


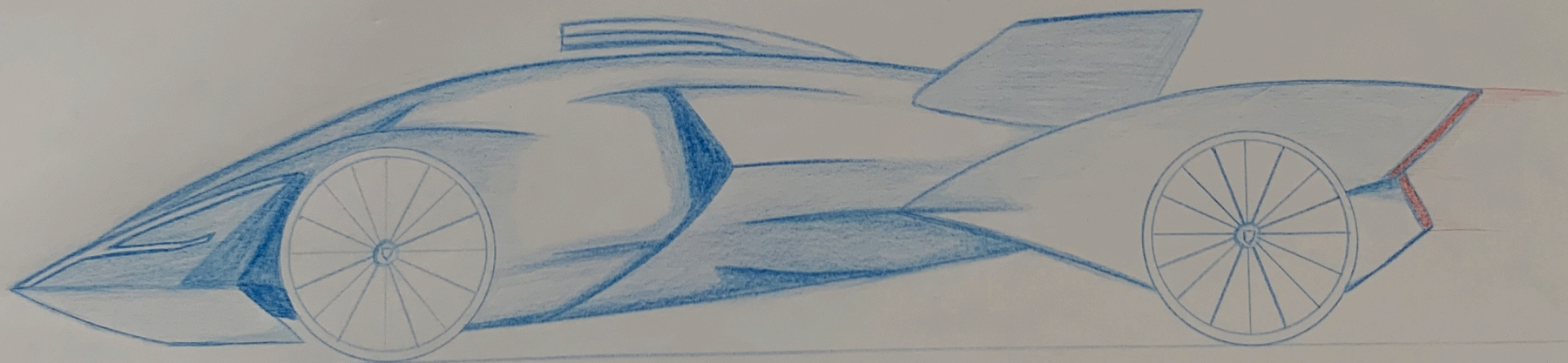




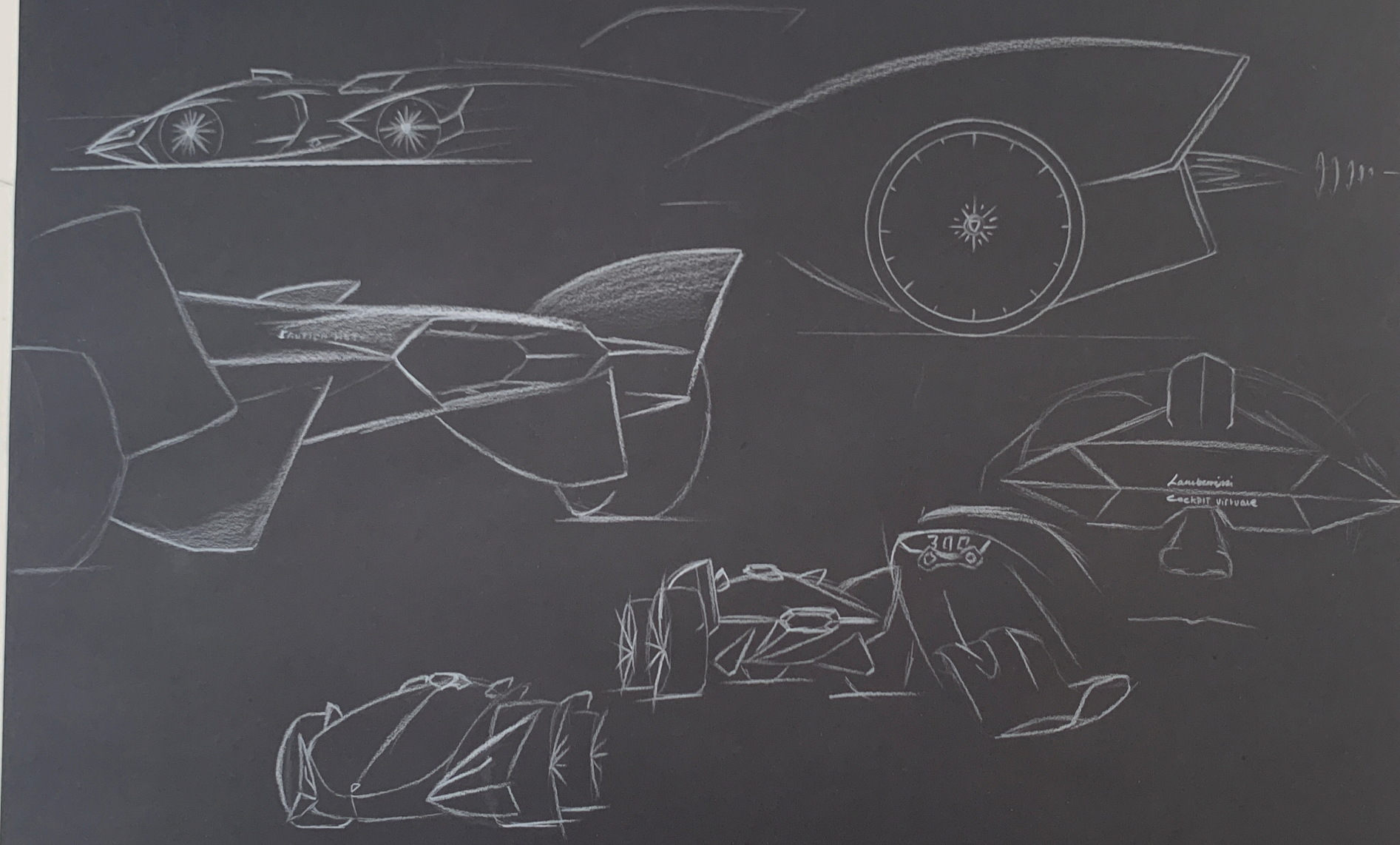


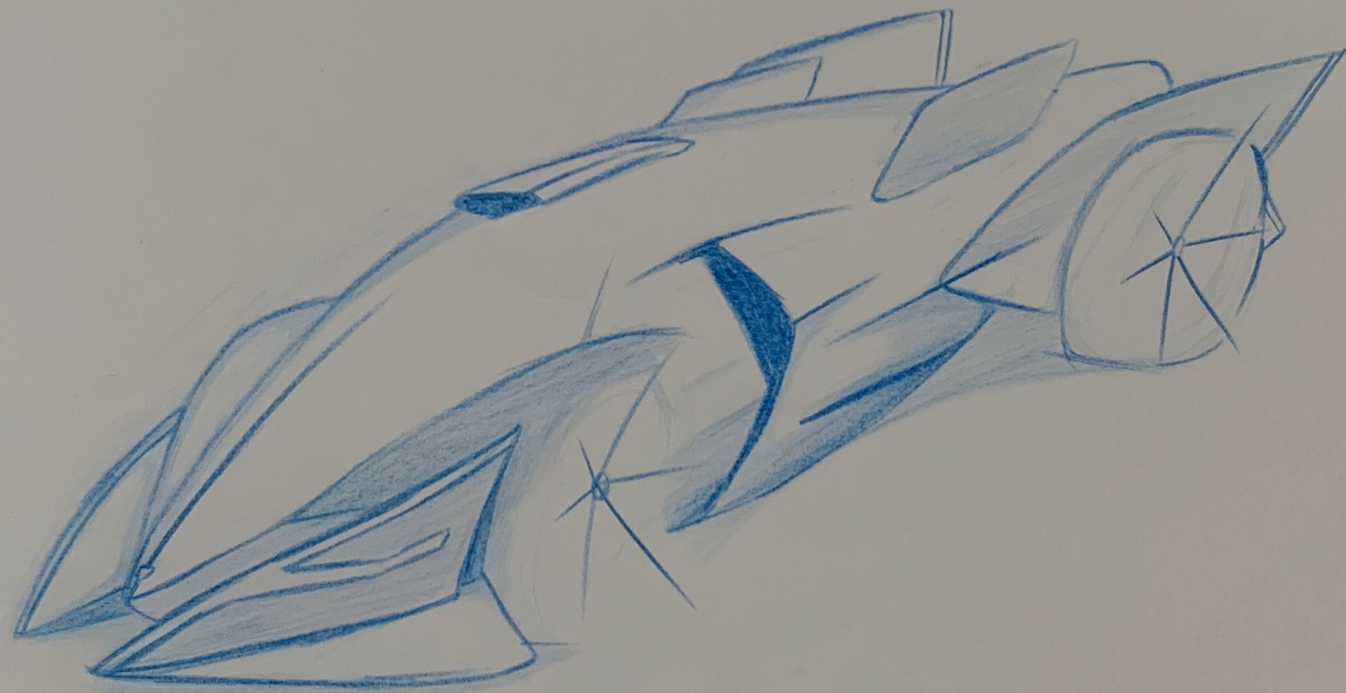




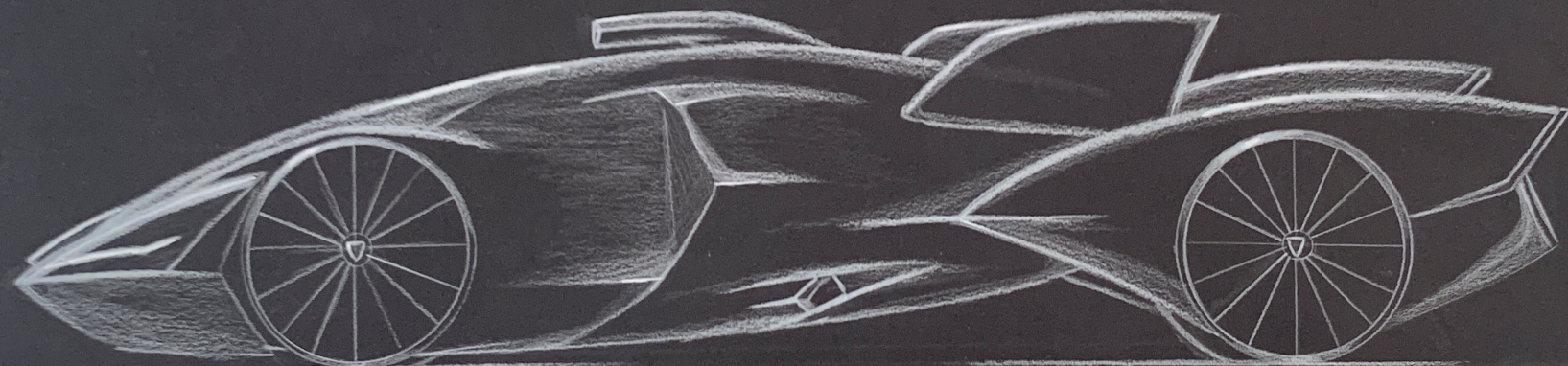


IL TORO SPAZIALE



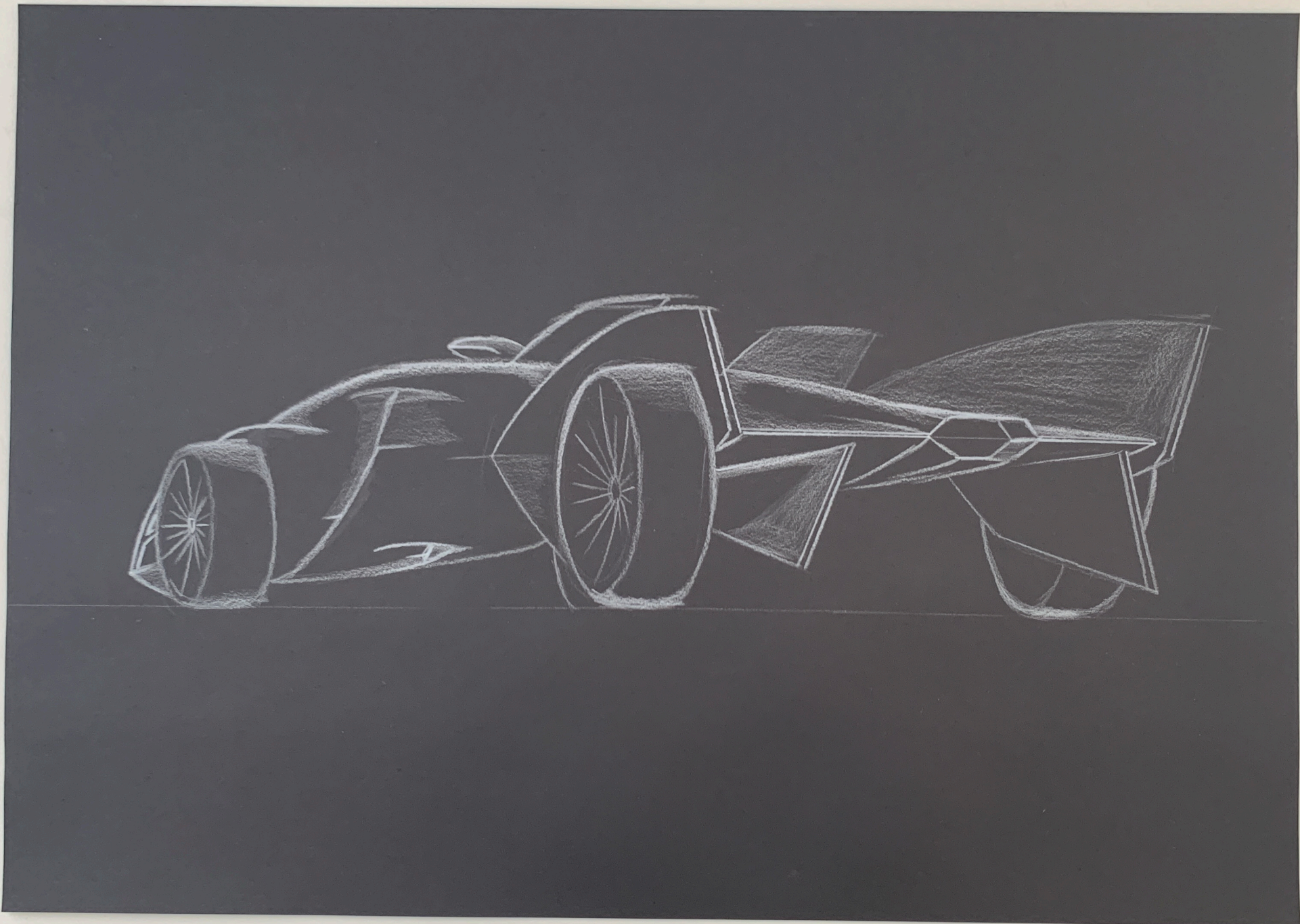


Lamborghini



IL TORO SPAZIALE

Design



20th Scale

Key:

Jet Turbine Engine

Fuel Tank

Suspension

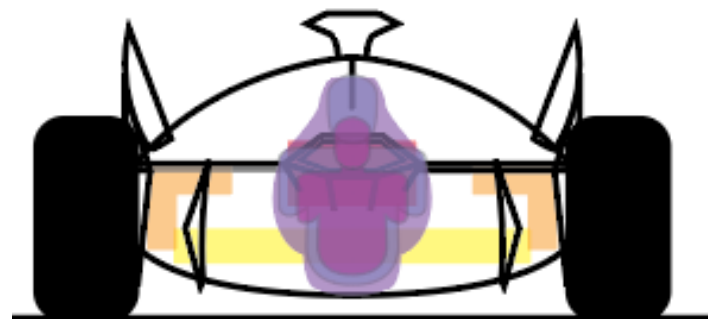
Interior

Male Ergonome

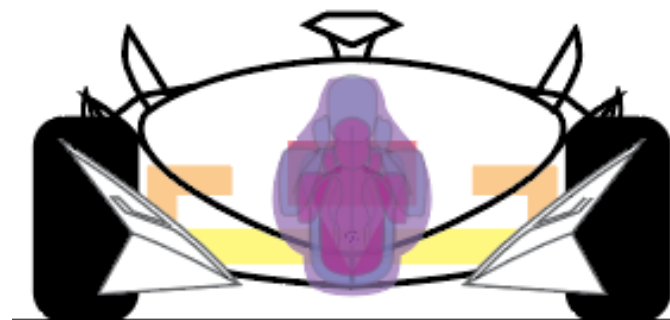
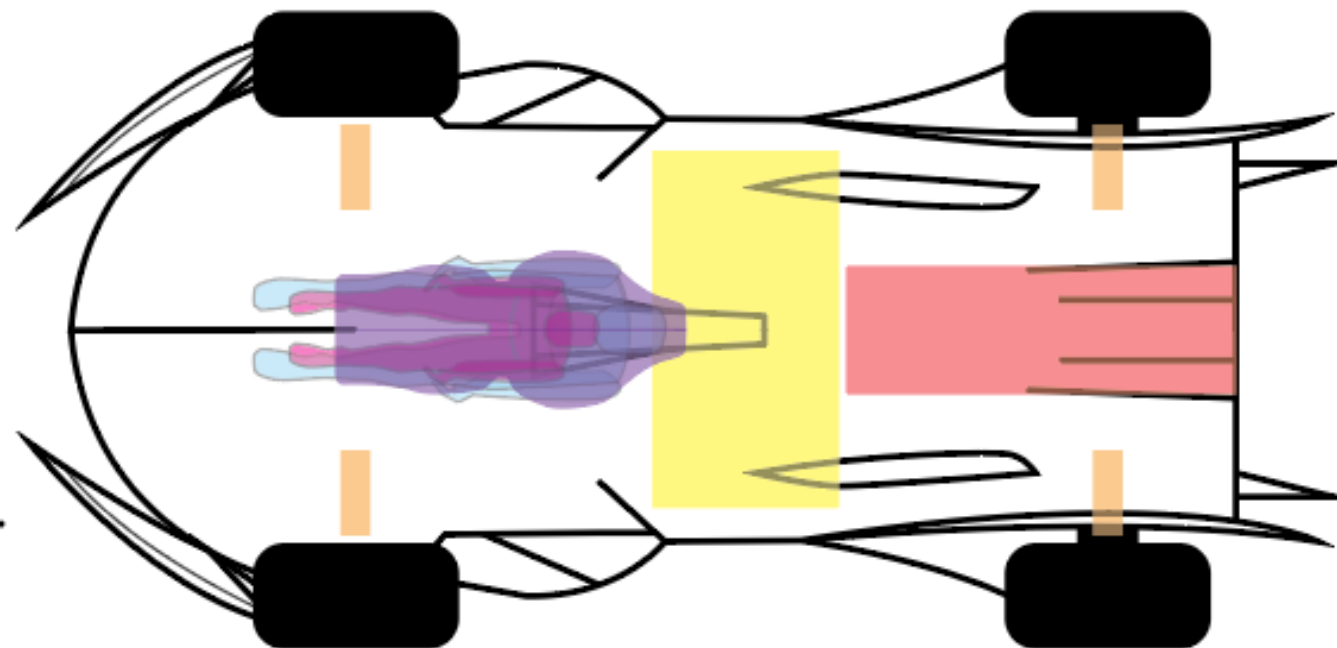
Female Ergonome



Lamborghini



Width: 2300 mm



Height:
1150 mm



Length: 5,500mm

Lamborghini Rationale

For this project, I chose to take my unused Ideas from the Lotus stage 2 project and take them to the max. I chose to put all of this in the package of a Lamborghini because they are widely known as the craziest brand out there and means I can emphasise every part of the car. Early on I decided the craziest type of propulsion is jet powered so I based my whole design around that, and the idea of being inspired by the latest fighter jets like the F15 Raptor and F35 Lightning.

My favourite ideas from the Lotus project that weren't used was the lack of windscreen and a VR headset in its place. As it is a car for the future, I think that designers need to be looking at what technology can currently do and visualising where it will be and where it can be used, and this is a huge one. It means I can change the whole identity of how a car looks and how its perceived. The VR headset allows for a full 360 view in real time using cameras on the outside of the car. This means that it is easy to place the car on road and on track, and also means there is no need for any windows. Any vital information usually held by an infotainment screen or Heads up display, can be seen in the view of the headset, any less important information like mileage can be held on a small screen outside of the VR headset as it is not needed whilst driving, thus decluttering the information in the headset.

As explained before, I took big inspiration from the latest jet fighter planes. I implemented fins as much as I could in both the front and the rear and use lots of sharp lines giving it the full Lamborghini and jet fighter design. Every part of the car has been emphasised to make it the most outrageous looking car. The part I emphasised most is the big side vent, usually being limited to the lower half of the car, I have made it much bigger, both for the aesthetic point of view but also because it just can be much bigger because of the lack of any windows.

During development I experimented with windows to see how they could be implemented and to see if they looked any good however, I scrapped that because It was straying too far from the original point of the idea. Early designs also show a slight change in design, with the side originally having too many horizontal lines. I changed the lowest one to become a small vent and even though there are more lines, it looks much better and more in place. I also changed the rear end to be more futuristic, I thought the old design looked dated already and now having slimmed it down, it looks way better. The jet exhaust changed shapes a few times but I finally settled on a wide open hexagonal shape to match Lamborghini's design.

Overall I think I have done justice to my original idea making an outrageous looking design that I am very happy with. I also think that it is functional and shows what we may see from super and hypercars in the foreseeable future.