

Get It Out Project

Rationale

I chose to re-design and make photoshop renders of the 1959 Corvette Stingray Racer concept as my task for the “Get It Out” brief as I have always been fascinated by classic American sports cars. This particular car was designed by one of the greatest American Automotive designers of the era, Larry Shinoda. While I am very fascinated by his other designs such as the Mustang Boss 302 and the 1963 Corvette Split-Window, I chose this model as I believe it is the most striking of his catalogue and has the most aesthetic potential with regards to a modern re-design.

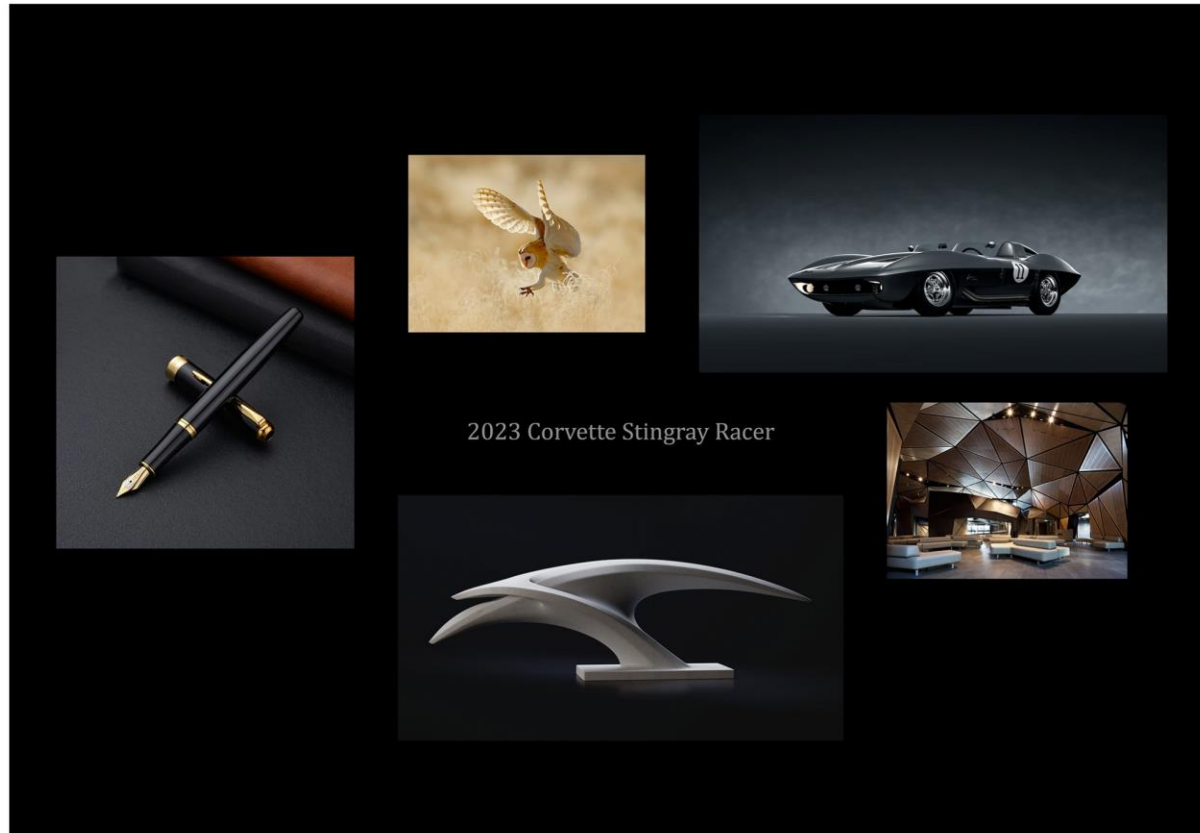
When doing research about the car and building an idea of what I would want it to look like, as well as how it will operate, I considered an electric power train. This idea was soon scrapped as I believe it would contradict the original car’s design language and legacy. Thus, I settled on a combustion engine powered by biofuel. With regards to the aesthetics of the design, I will try to stick to the original open-top body shape and key features with a drastic overhaul of the surfaces and details in other key areas of the car which will complement the original design.

By choosing to produce photoshop renders as the main goal of the project I hope to gain more experience with using the program. I want to work on adapting to different sketching techniques while also exploring different presentation aesthetics. My goal for the end of this project is to have 3 renders that I consider to be wallpaper material, both in the design displayed and execution, while also being able to produce renders at quick pace.

Lastly, I wish to work on a car that I am deeply passionate about and hopefully enhance a design that I admire. I believe this type of car suits both my sketching and design styles and will be a great opportunity for me to work on something I have always dreamt about and hopefully create work that will enhance my portfolio

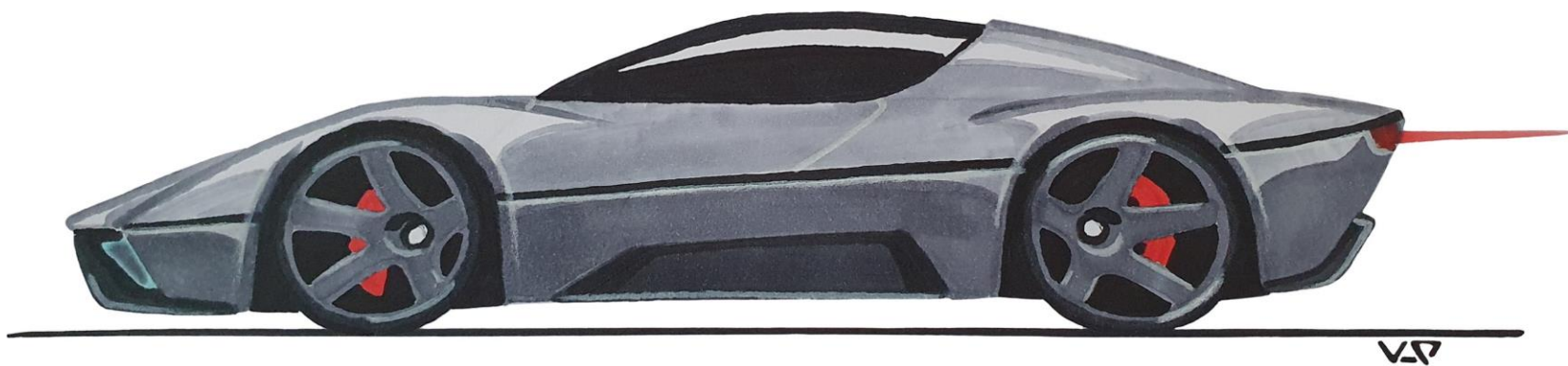
In conclusion, I plan to revive the 1959 Corvette Stingray Racer into a modern performance car, with modern design queues and technology, while keeping the raw, simple and elegant nature that made the original so great. I wish to work in photoshop in order to hone my abilities within the software and get closer to producing professional-quality work.

Mood Board



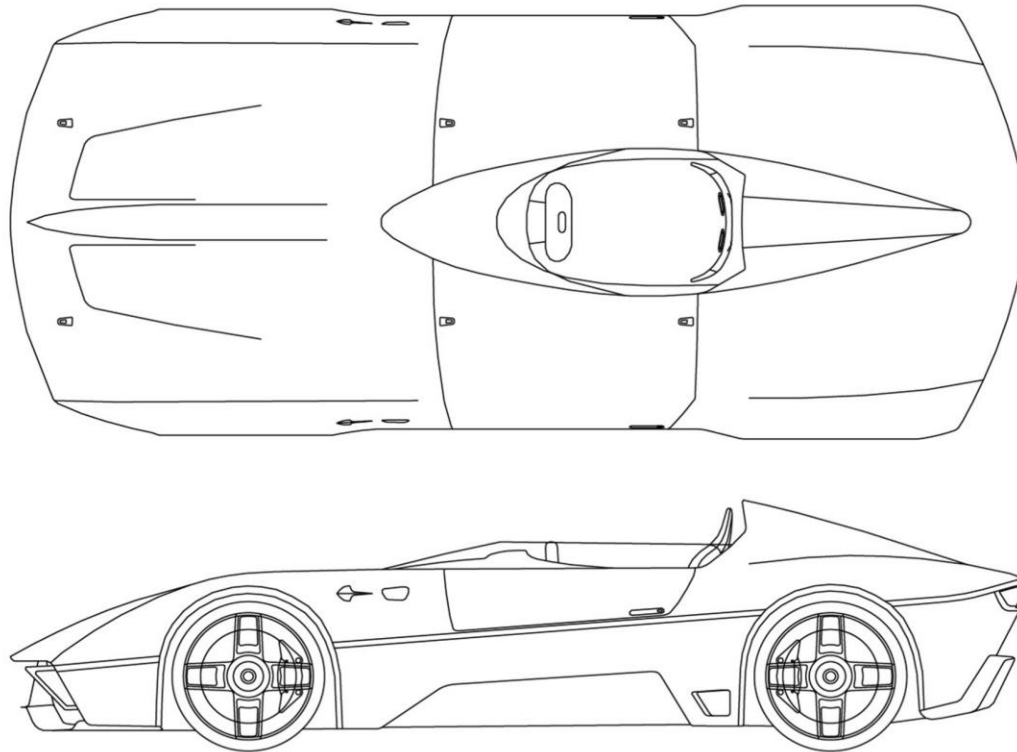
By Vlad Dobritoiu

Marker sketch



By Vlad Dobritoiu

Orthographic Views



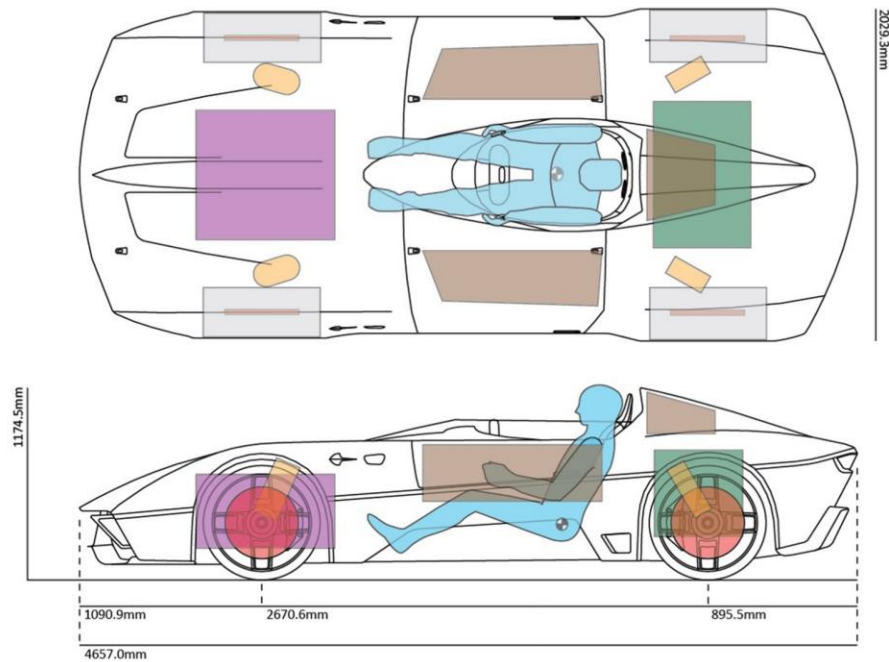
Package Drawing

Corvette Stingray Shinoda

Scale 1:20

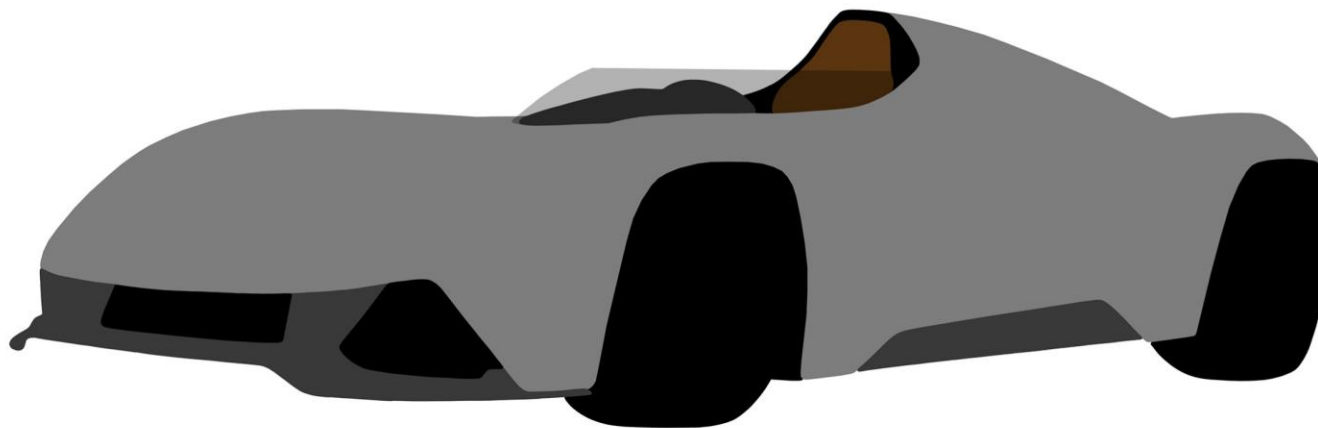
Legend:

- Combustion engine
- Fuel Tank
- Suspension
- Brakes
- Cargo Space
- Tires
- Male Manequin



By Vlad Dobritoiu

Photoshop Render (work in progress)



By Vlad Dobritoiu

Thank You