# **EXTREME PROTOTYPE DEVELOPMENT**



### Michael Robinson Brand & Design Director



# **EMOTIONAL ACCELLERATION**





# SOCIAL ACCELLERATION

## 50 MILLION USERS WORLDWIDE STEAM LOCOMOTIVE 135



PERSONAL COMPUTER 16





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# Industrial Acceleration Concept car development time Ancia dialogos - 1998 Months Industry standard 8

ALFA ROMEO PANDION



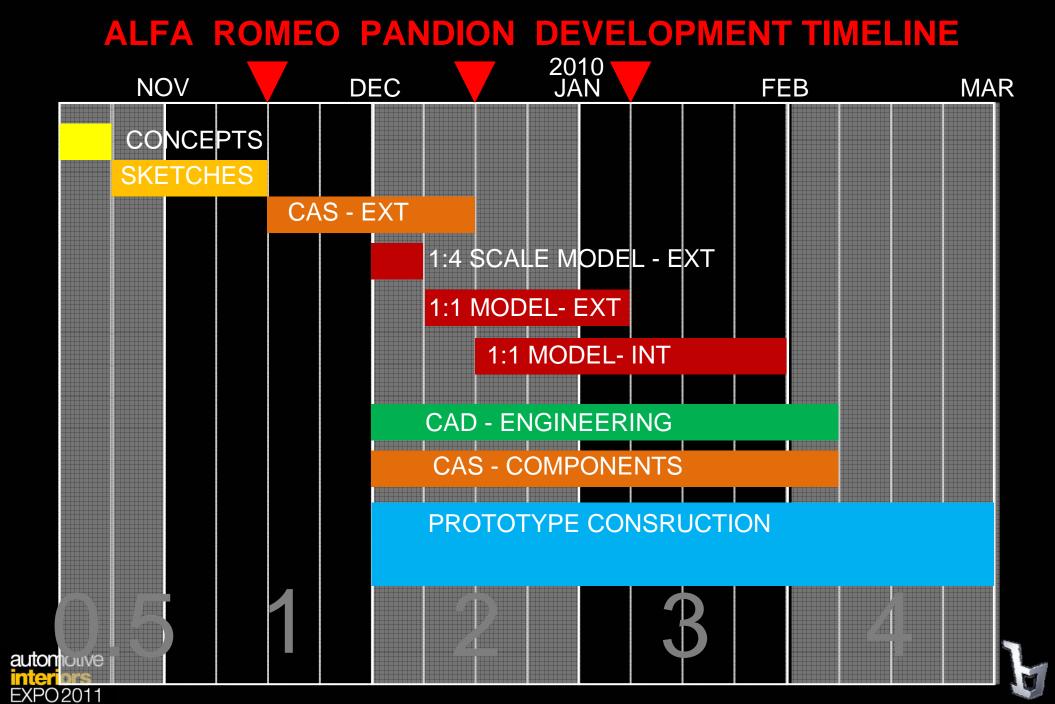
# PANDON

# 4.5 MONTHS

### KICKOFF – OCTOBER 15, 2010 PRESENTATION – MARCH 2, 2010







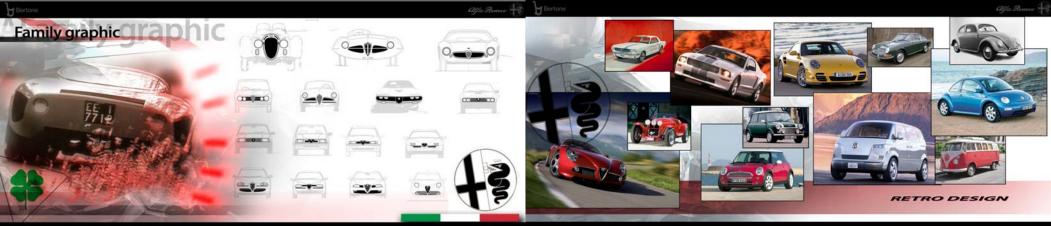


# CONCEPT & DESIGN DEVELOPMENT FIRST CLIENT PRESENTATION NOVEMBER 15 DESIGN DIRECTION SELECTION









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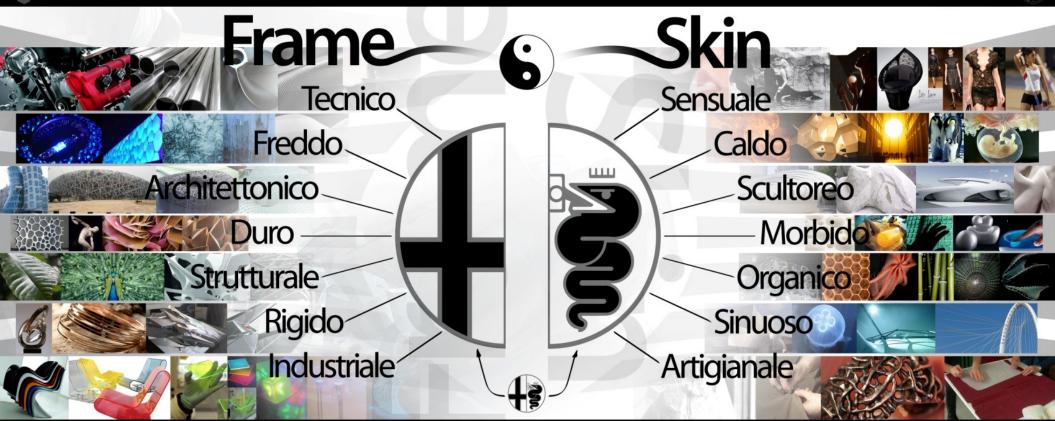
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EXPO2011





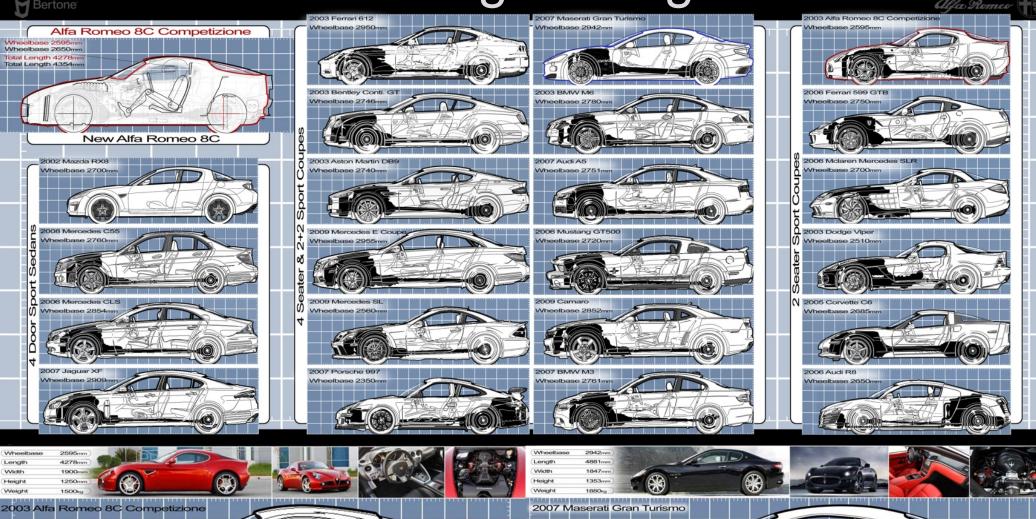
# **Algorithmic Design**

**Exterior Interpretation** 

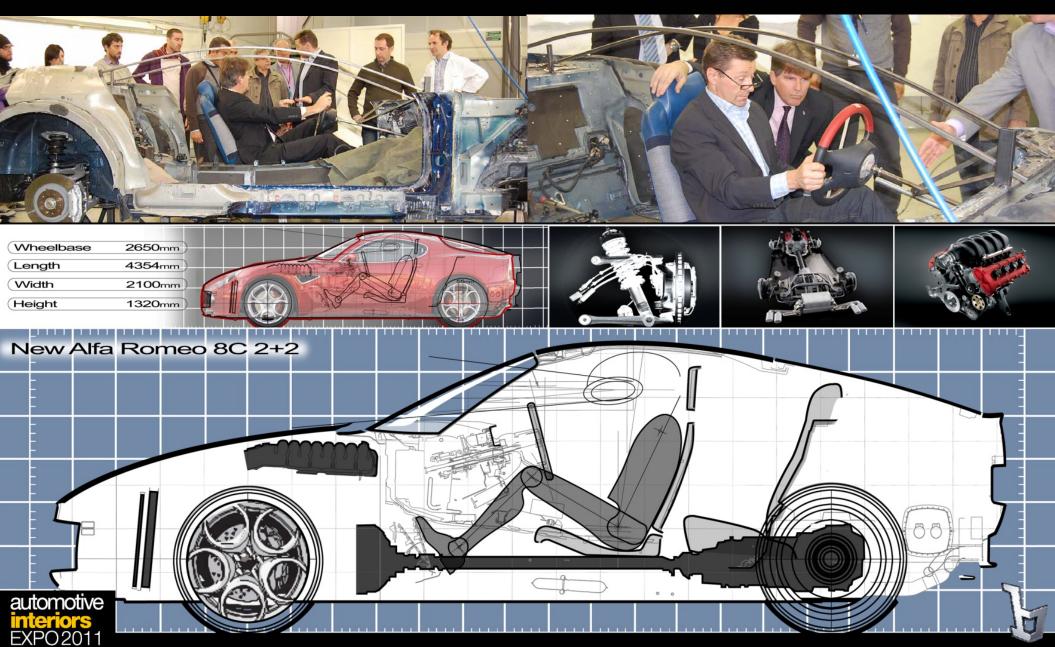
Interior Interpretation



# Package Design



# Package Design



### **FIRST** Presentation



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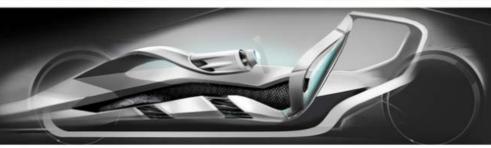
### **FIRST** Presentation

Proposal 1

Proposal 2







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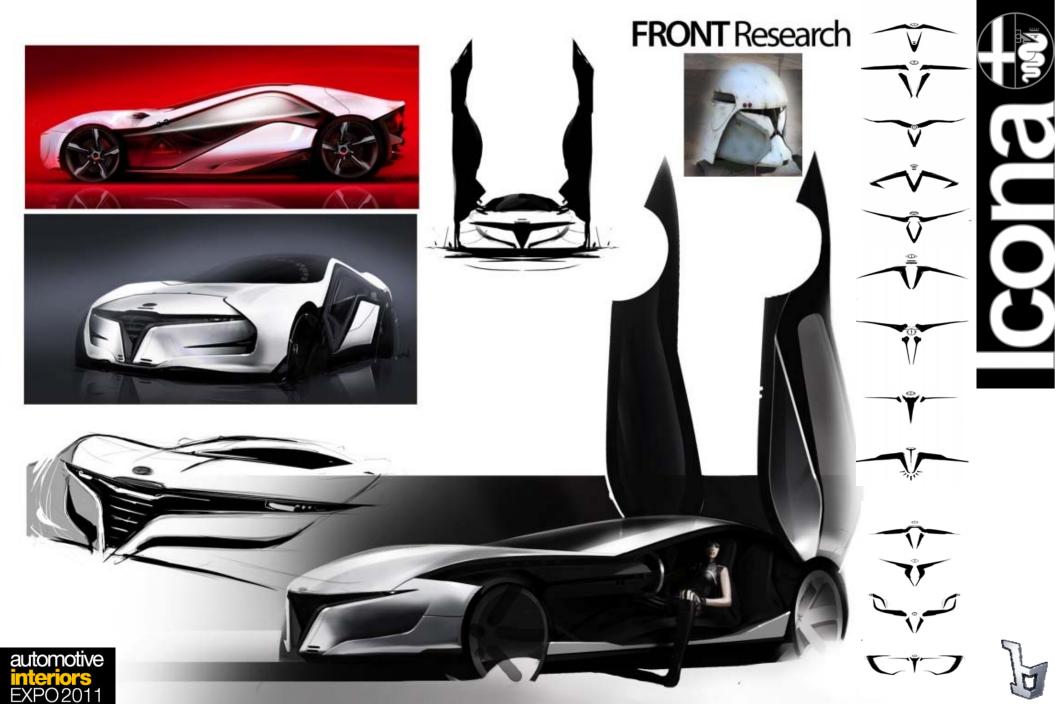




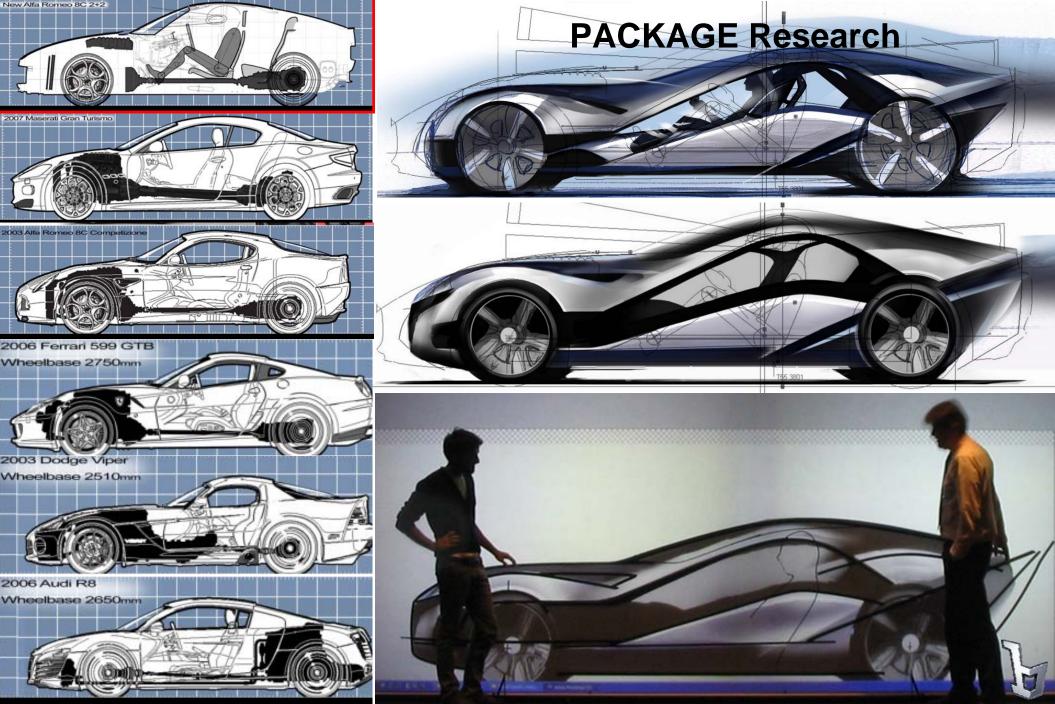














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# VIRTUAL MODEL DEVELOPMENT SECOND CLIENT PRESENTATION DICEMBER 15 CAS ANALYSIS IN VIRTUAL REALITY ROOM







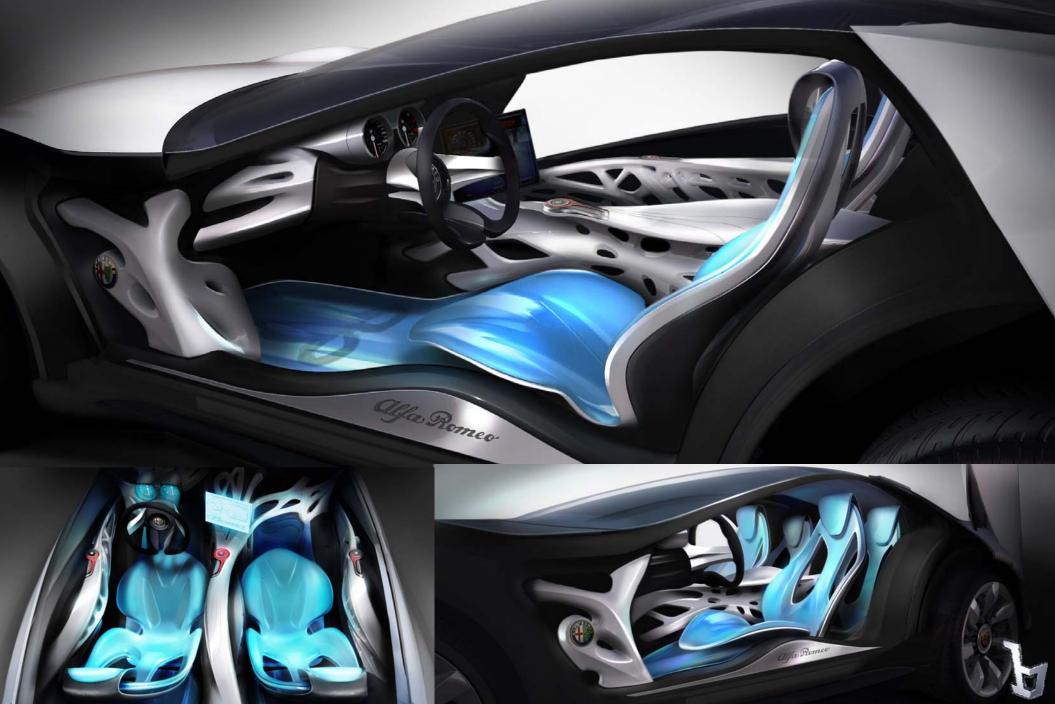


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# PHYSICAL MODEL DEVELOPMENT THIRD (FINAL) CLIENT PRESENTATION JANUARY 8 FULL SIZE EXTERIOR & INTERIOR MODELS





### 1:4 SCALE MODEL

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FULL SIZE MILLING

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### FULL SIZE REFINEMENT

PRESENTATION TO: ALFA CEO FIAT DESIGN VP

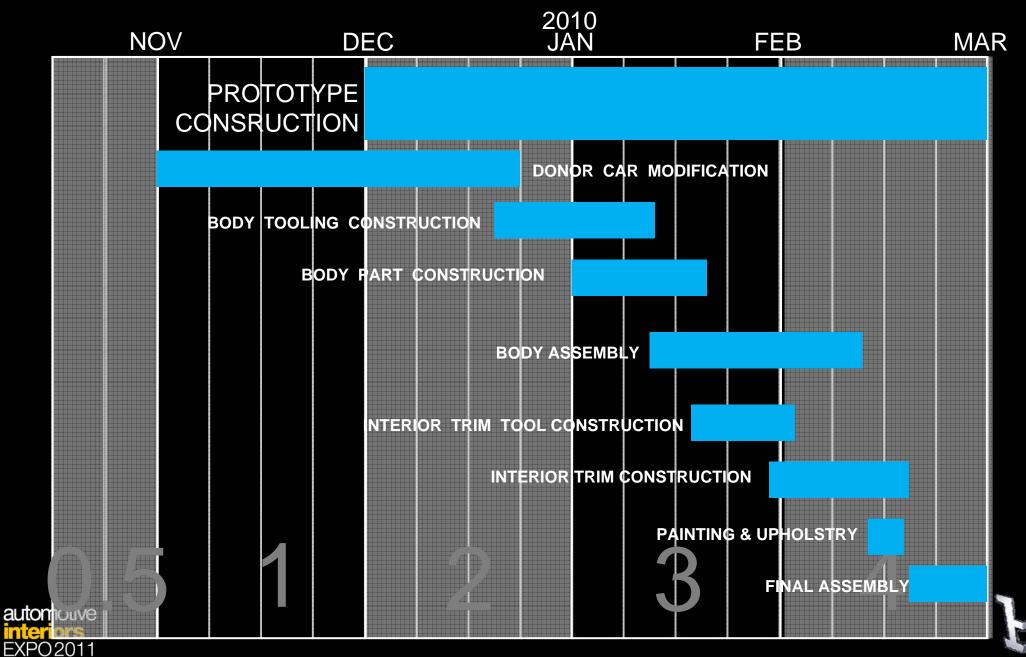


### INTERIOR DESIGN MOCK-UP





### ALFA ROMEO PANDION - CONCEPT CAR GENEVA 2010



### MASERATI GT DONOR CAR

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### PROTOTYPE SHOP

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### WHEELBASE WAS SHORTENED 300MM



### CARBON FIBER DOORS IN MOLDS

### EPOWOOD CONSOLE

### SOFT-GEL MOLDS





### RETRO-ILLUMINATED GEL SEATS AND FLOOR

### **EXPERIMENTATION PHASE**

### THE AVATAR FILM CAME OUT 6 MONTHS AFTER PANDION

automotive interiors EXPO2011

### VERY EXPENSIVE STEREO LITHOGRAPHY

### **BLADES W UNDERCUTS**

### ALGORITHM DESIGN



### WORLD'S MOST BEAUTIFUL TAILLIGHTS

### FROSTED ICE CRYSTALS

### QUARTZ CRYSTALS UNDER A MICROSCOPE

### LED LIGHT POWERS BLADES





### REAR BUMPER

### SIDE IMPACT PROTECTION

NEW ALFA GRILL

P2

### FINAL ASSEMBLY IN THE PROTOTYPE SHOP

automotive interiors EXPO2011 LOADING THE COMPLETED CAR ONTO THE TRUCK

### GROUP PHOTO AFTER MIDNIGHT

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### MODEL SELECTION IS TOUGH WORK

### BERTONE DESIGNED OUTFIT

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automotive interiors EXPO2011

# CONCLUSIONS

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# **ADVANTAGES**

- Last minute theme selection
- Less time taken away from production projects
- Creatives and management are forced to make their research and their decisions faster, invites more serendipity
- Full emersion, high intensity projects generate great teamwork with designers, modelers, and engineers
- Results are immediate you don't have to wait 3-4 years for feedback from the public like in production projects
- -In the press, all concept cars are given equal chance to shine, regardless of development time or cost some do, some don't



# **RISKS**

- design gets one shot and it must be good
- all green lights are mandatory during development
- research can be reduced if you don't have clear ideas
- full runners add extra complications to prototyping
- often performance is reduced:
  - wheels were milled and welded
  - chassis was shortened 300mm
  - drive shaft was shortened and rewelded
  - -gas tank was eliminated and replaced with a small one
  - HVAC was eliminated and replaced with a tiny air cond. - engine ECU go haywire and limit max speed to 80kmh
- no total vision of the vehicle until it goes onto the truck
- system testing is always limited
- teamwork under stress can create volatile reactions
- no time for photo shoots or test drives
- These deadlines are not flexible no mercy

# What it takes

- The overall Pandion project was designed, engineered and constructed in 30,000 hours total: 20,000 for the shops and 10,000 for design and engineering.
- Design team: all 15 designers participate initially while only 5 finish the project: 2 exterior, 2 interior, and 1 Color & Trim.
- 5 Engineers and 5 CAS also contributed to the project.
- 30 people in the shops worked on the car: Plaster exterior modeling, Clay interior modeling,, Milling, Upholstery, Paint, Trim, Headlight
- shop, Prototype construction
- An average of 15-20 years of prototype construction experience in the shops
- Planning control organization limiting overtime wastes





# **Recent Bertone Prototype Projects**



### Alfa Pandion (2010) - 30,000 hours $- 4 \frac{1}{2}$ months



### FAW X SUV (2011) – 20,000 hours - 5 months



### Jaguar B99/B99GT (2011) - 12,000 hours - 4 months







# THANK YOU

