



NISSAN DESIGN AMERICA, INC, LA JOLLA, USA
Software: Autodesk AutoStudio, Bunkspeed UDrive

Having trouble distinguishing real life from a video game? At this year's Detroit Motor Show, Nissan and Microsoft blended the two even more when they merged automobile design and gaming technology and launched the Urge concept car.

It features a driver-oriented cockpit with an integrated Xbox 360 gaming system enabling car drivers, while parked, to play games such as *Project Gotham Racing 3*. Drivers use the car's own steering wheel, accelerator and brake pedal while viewing the game on a flip-down seven-inch LCD screen which doubles as a rear-view mirror when the car is being driven for real.

Nissan Design America's Design Manager John Cupit worked closely with Digital Modeller Matt Wilson and Don Sondys for design visualisation. *Autodesk AutoStudio* was used for NURBS modelling and surfacing while Bunkspeed's *UDrive* and plug-ins created the visualisations. "With Bunkspeed's software, you can go from a real-time shaded model, where you're able to interactively adjust the colours in a scene, to a fully raytraced, global illumination rendering in a matter of seconds," Sondys told us. You'd never believe rendering could be so fast. And you probably never thought you could drive so fast while parked.

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