



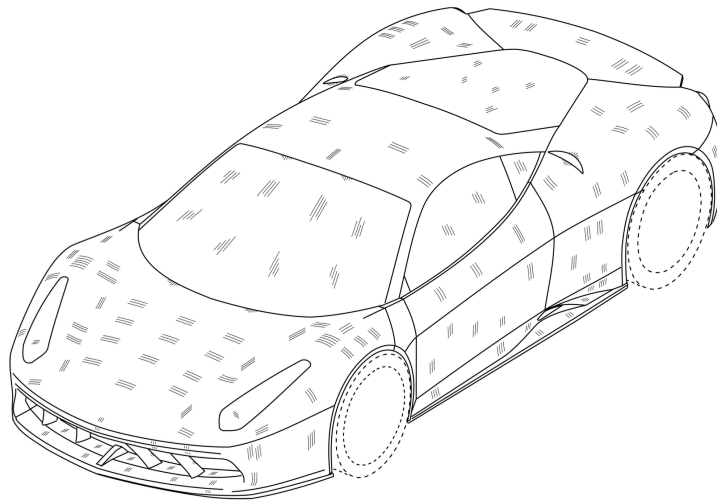
Arma Automotive Inc.
Automotive Industrial Design Project

We are looking for help from an industrial / 3D designer for several automotive components we want to manufacture.

We have a model of the latest conceptual design as a starting point on our website.
See: <https://armaautomotive.com/development/>

We would like to commission several different design options (Drawn or 3D) for the following components listed below and then refined models (3D) with detailed surfaces we can use for modelling and manufacturing.

The philosophy of the design is targeting a luxury, high performance vehicle with large open views with wide user viewing angle, smooth curved surfaces for a simple timeless design. Practicality and usefulness is also important for the design.

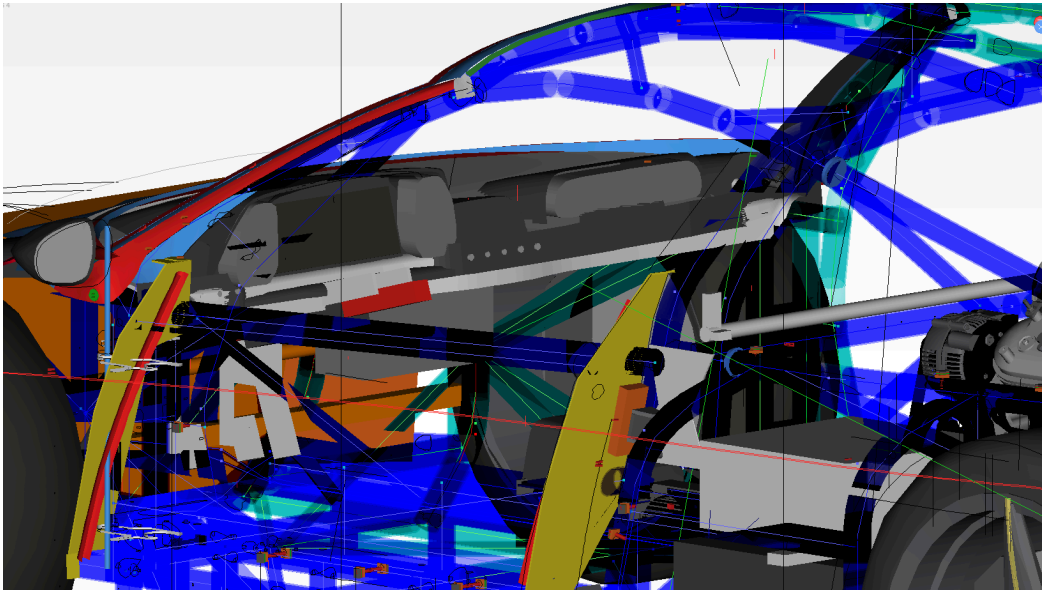


<https://armaautomotive.com>
Email: jon@armaautomotive.com
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Interior dash: our dash is a component we plan to make from carbon fibre that will house the front windshield mount and fasten to the chassis.

The dash panel is visible to the user under the front windshield. It contains a smooth curvature and has mount points for the instrument cluster, air vents and buttons for lights, wipers, air, ignition, etc

We would like some new designs that are clean with smooth curved surfaces that match the aesthetic of the outer body design but take some creative chances to hopefully establish a unique style for practical or aesthetic appeal.



Buttons: (TODO) Space for buttons or switches: Ignition, Lights high beam, Hazards, Air, etc.

Air Vents:

The current thinking is to incorporate large air vents to allow for lots of low volume air flow for a more visceral driving experience. This will sit mid way between an sheltered in cabin vs. An extreme open air experience. The vents are shown in light grey, Two on the driver side and one on the passenger side in their centre.

Cup Holders:

Thinking about cup holders on the left and right side. This keeps the shifter and control button area open and unobstructed.

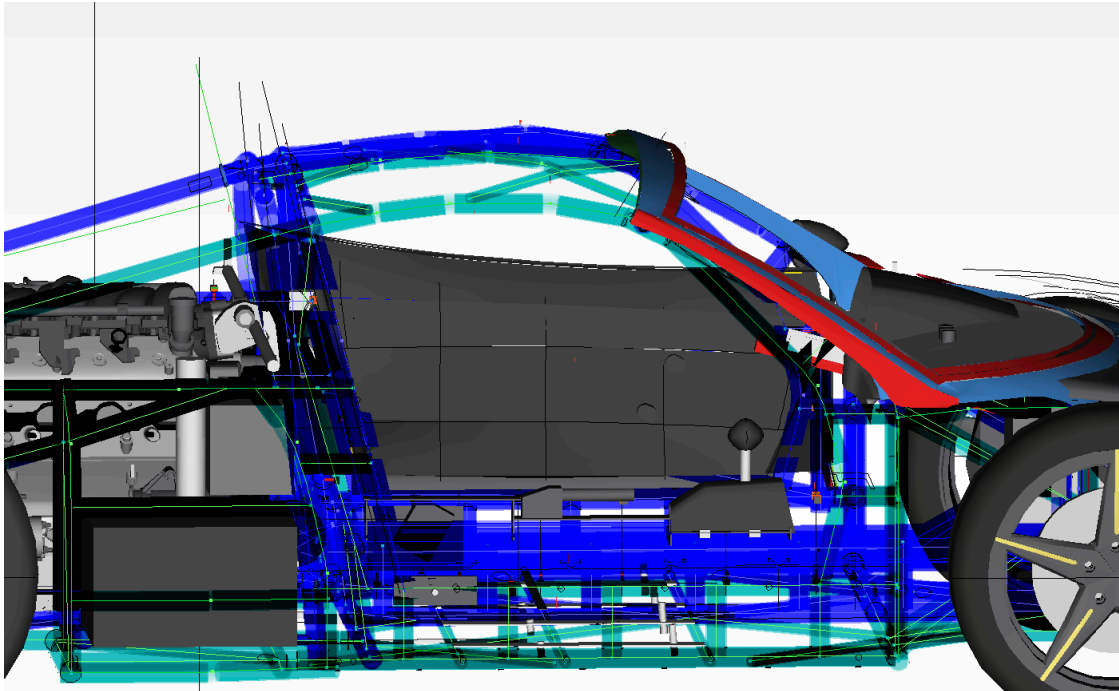
Interior door cards:

The door cards are located on the inside of the side doors, the concept starting point has curved surfaces horizontally with edge creases which stretch horizontally in similar direction to the body edge lines.

The door cards match the edge of the door to be bolted, has an opening at the top for the glass, a handle to open close, a latch to unlock, possible speaker.

There is a recessed region at the bottom both at the front and rear which is to allow the user foot space when entering and leaving.

We would like some design options and ideas.

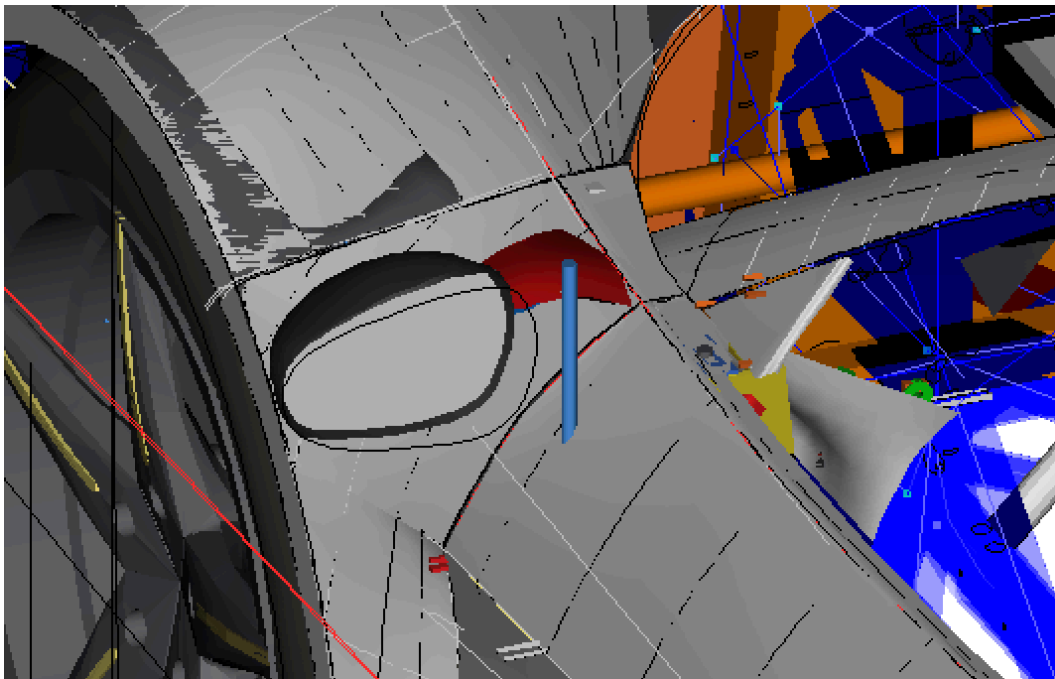


Side mirrors

The side mirror concept is aerodynamic and shaped for smooth curvature while providing enough viewing area for looking back.

We will likely machine the design from metal or plastic. We can't find a suitable off the shelf design that fits with the shape of the body.

The ability to fold the mirror for parking is important. This should include some kind of hinge. This can be manually operated by the occupants by hand.

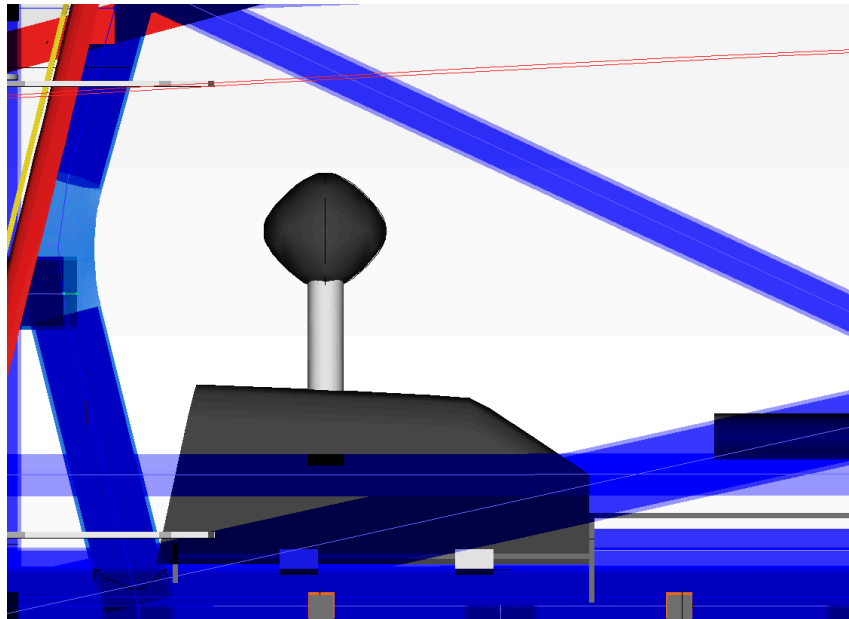


Shifter knob

The initial concept shifter knob is based on the concept of a vertical rhombus such that a drivers palm will meet the surface usually at a 45 degree angle.

The idea is that it will feel like a sphere but the depth is compressed for easy handling. It should be easy to grab and provide enough contact surface to feel like the user is control.

New ideas or a cleaned up model would be nice to explore.



Steering wheel

The steering wheel is the most prominent element used on the vehicle. There are many available aftermarket wheels but a custom design that fits the intended use, quality and aesthetic of the vehicle will better represent the product.

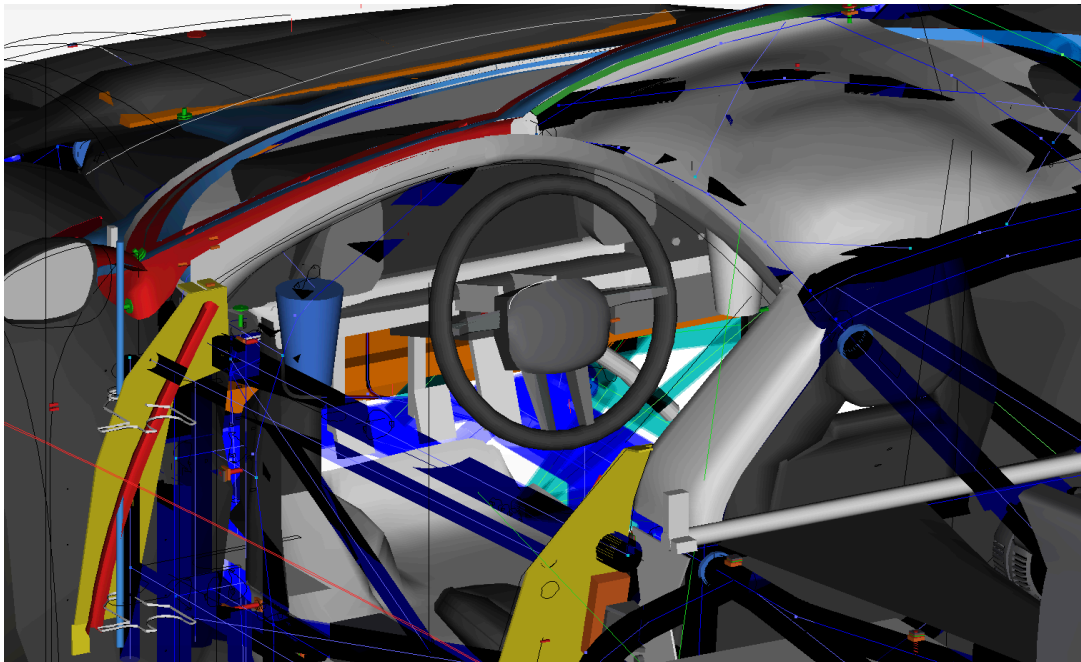
The wheel is round for easy handling when turning. The diameter is a standard 350mm. The handle is 1" wide with a 1.5" depth for a non obstructive but substantial handle.

Two side to side spokes are shaped for strength and visibility of the gauge cluster. These are mounted to the wheel facing the driver to serve as a thumb rest and the back side is recessed to allow the wheel to pass by the fingers when rotating. Two lower spokes lower down are for structural stiffness and use the same design language as per thickness and shape.

The central SRS airbag cover is a curved rectangle with a curved surface as an initial design I find single and clean.

There are no buttons or switches but there could be.

Would be nice to have some design concepts, modifications to the design and after a target model has been chosen a higher quality mesh for manufacturing.

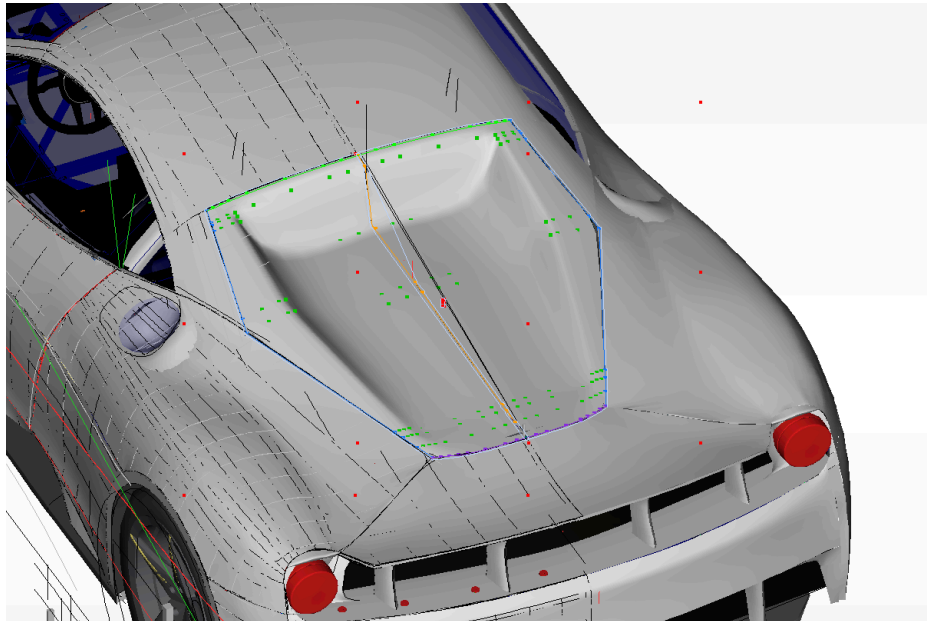


Rear Window Hatch Panel

The rear hatch is a composite panel that is a substitute for a curved glass panel which is a cost saving item as glass manufacture is expensive and priority is for the front windshield and side windows.

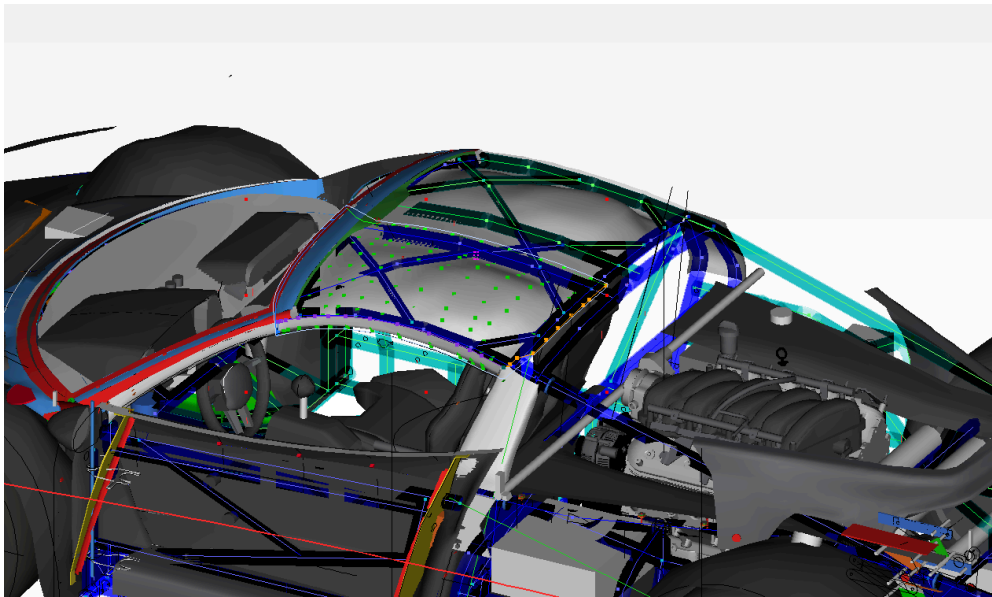
The panel design is recessed to allow for a viewport cutout while still offering weather protection for the engine bay.

The design could be refined or a high detail model that matches the contour of the body for manufacture.



Cabin Ceiling Panel

The ceiling panel is mounted on the inside of the chassis and covers the tube structure for sound, weather insulation and aesthetic reasons. The mesh shape recesses where the occupants head will sit and should be smooth with curvature but leave a small gap between the metal set: 8mm.

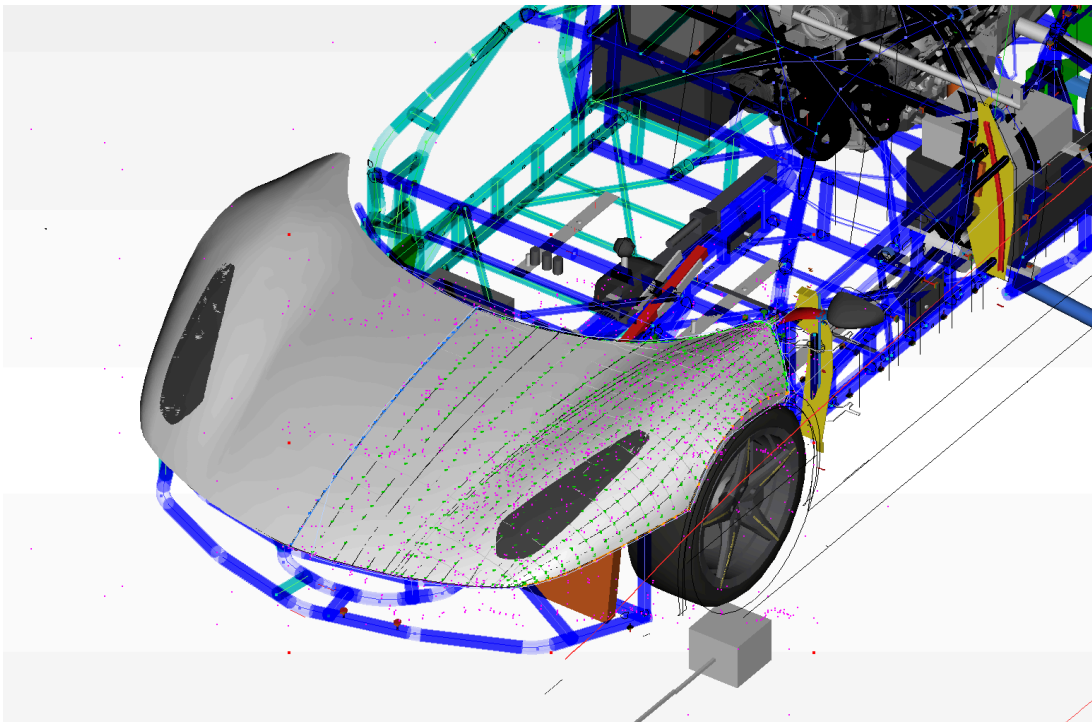


Front Hood Panel

The front hood design has uneven surface faces and needs some cleanup. There are two openings for the headlights with a 6mm gap around the headlight.

Hopefully the surface can be cleaned up and smoothed while keeping the general shape.

Improvements to design if available otherwise I'm happy with it.



Body Design V2

Ideas for a new body design with modifications from this model for a more modern open updated design for future models.

Would be nice to accumulate a set of design ideas for individual parts of the car rather than redo the whole thing.