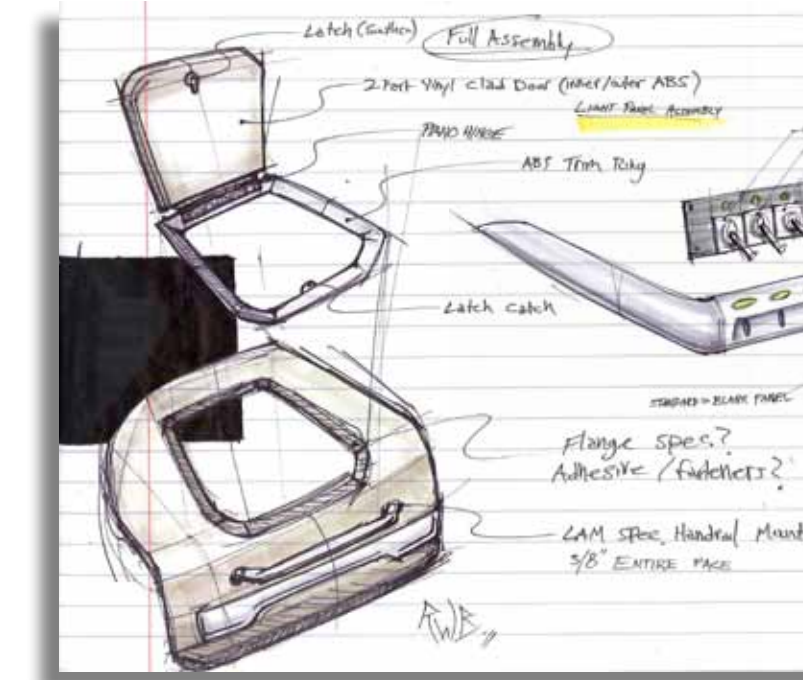
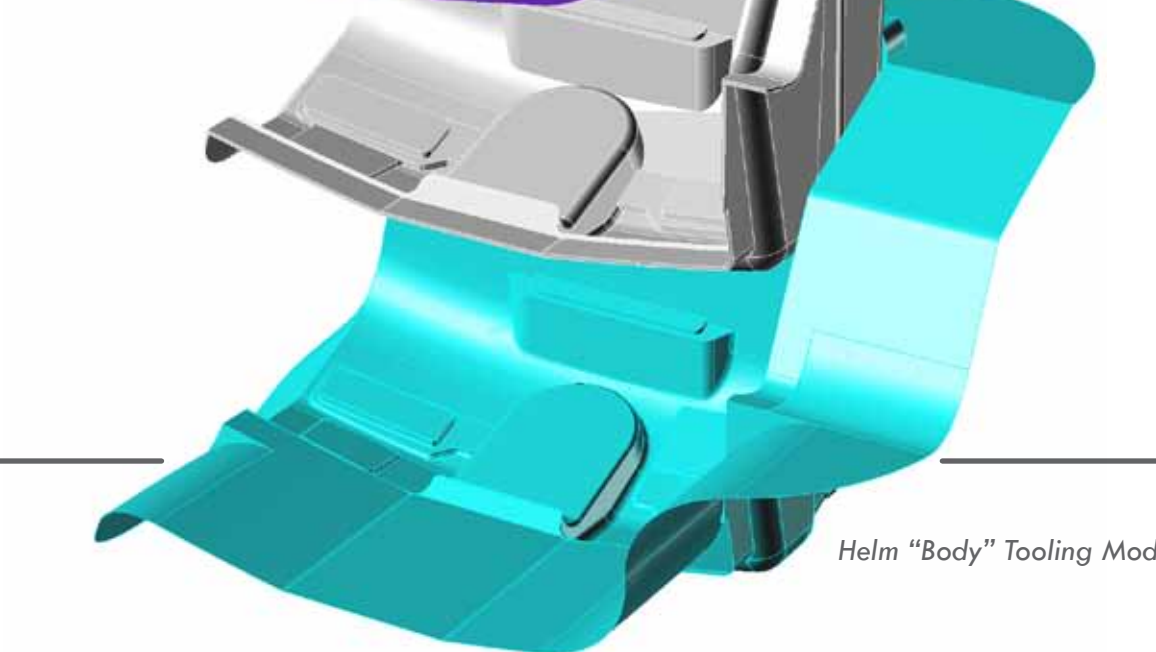
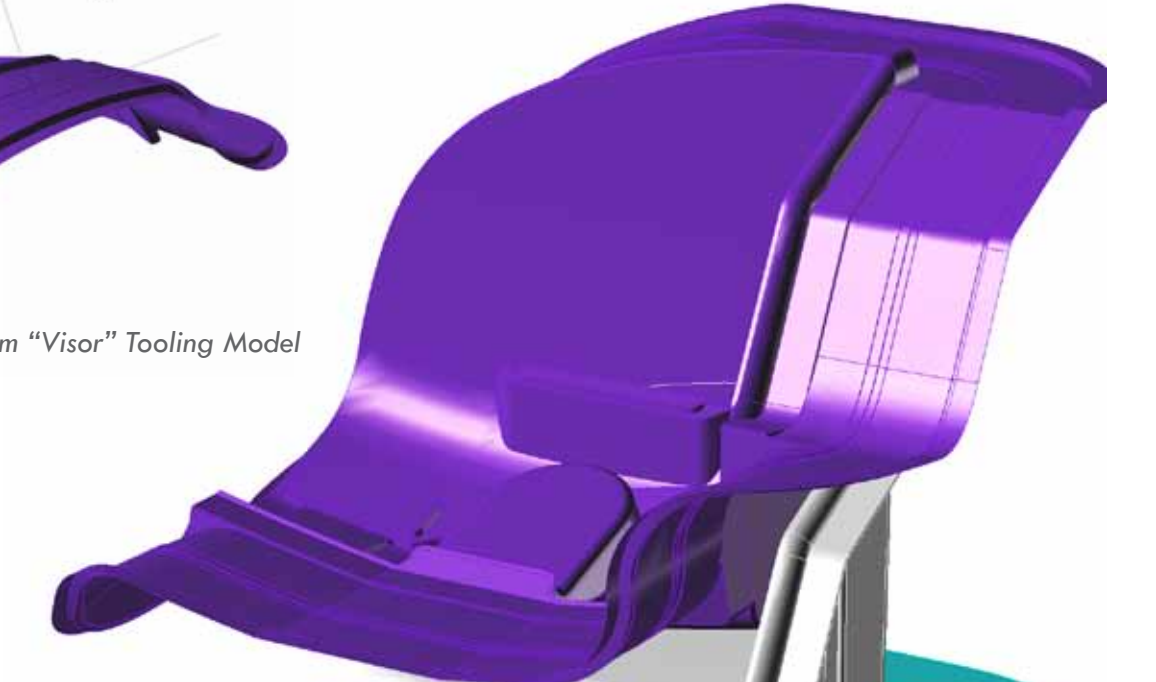


Assembly Detail Sketch:



Helm "Visor" Tooling Model

Prototype Helm (with Murphy display):



Helm "Body" Tooling Model

Headed this project to develop a luxury, automotive-inspired helm console and glovebox. The two separate modules are fit for use on 13 different decks (bowriders, cuddies, and deckboats alike). The project scope included upgrading materials, mapping an intuitive control hierarchy, and a strict focus on ergonomics, visibility and usability. Personally responsible for creative direction, control hierarchy, sketches, scale models, 3-D renderings, 2-D gauge and electronic panel drawings, and final 3-D tooling models.