



## Rinspeed Splash Case Study

Designed for the Geneva Show 2004 Splash is not only a very attractive sports car, but has gone a big step beyond developing the first and only sports car in the world which not only drives in a very quick manner, but can actually swim and fly across water.

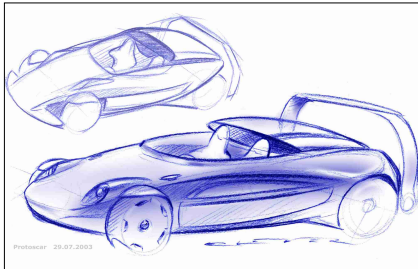
A sophisticated and foldable high-tech wing system powered by on-board hydraulics and electronics allows the "Splash" to take off in the third dimension. An ultimate dream comes true.

The project was done in 6 months.

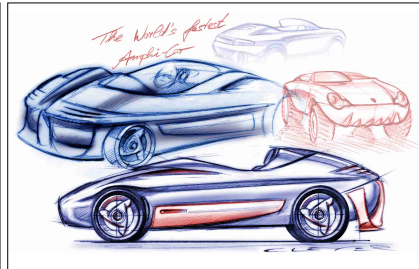
## Protoscar

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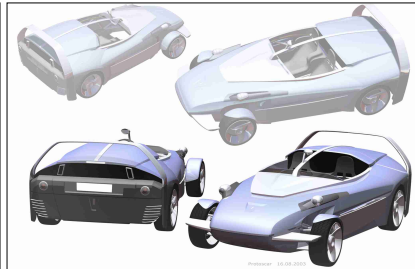
3D DIGITAL SOLUTIONS



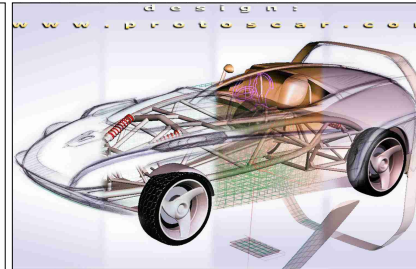
Design proposals: sketches



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3D modelling for the design development (CDRS)



3D modelling for the design development (CDRS) and for the prototype realization (CATIA)



3D renderigs for design evaluation and presentations (CDRS)



3D renderigs for presentations (CDRS)



3D rendering with the car on the ground, in the water at low and high speed



Prototype test on the Lake



The real prototype at Florida (manufactured by Esoro)



Presentation of the prototype at Geneva 2004