

Trinity 2

UX/UI & Product Design Case Study

Early design leadership, interface systems, product identity, and launch support.

Brendan Bachmann
Lead Designer - Early Development Phase



A flagship tuner needed one coherent experience

The Trinity 2 brings tuning, live data monitoring, customizable gauges, alerts, and performance testing into a single touchscreen device.

The design challenge was not simply to display more information. It was to make advanced vehicle functions understandable at a glance and manageable through touch.



5-inch HD display / 45+ PIDs / Virtual Drag Strip

My role spanned discovery, interface design, and launch

01 / DISCOVERY

Focus-group participation

Attended two customer focus-group sessions and brought those observations into the early design process.

02 / UX + UI

Early design leadership

Created foundational interface concepts, navigation studies, screen states, gauges, and adjustable-parameter flows.

03 / IDENTITY

Logo contribution

Helped create the Trinity 2 logo and extend the DiabloSport visual language into the product experience.

04 / LAUNCH

Ongoing brand support

Produced release graphics, campaigns, web graphics, and product video work throughout the product lifecycle.

Two focus-group sessions grounded the early direction

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CUSTOMER FOCUS GROUPS

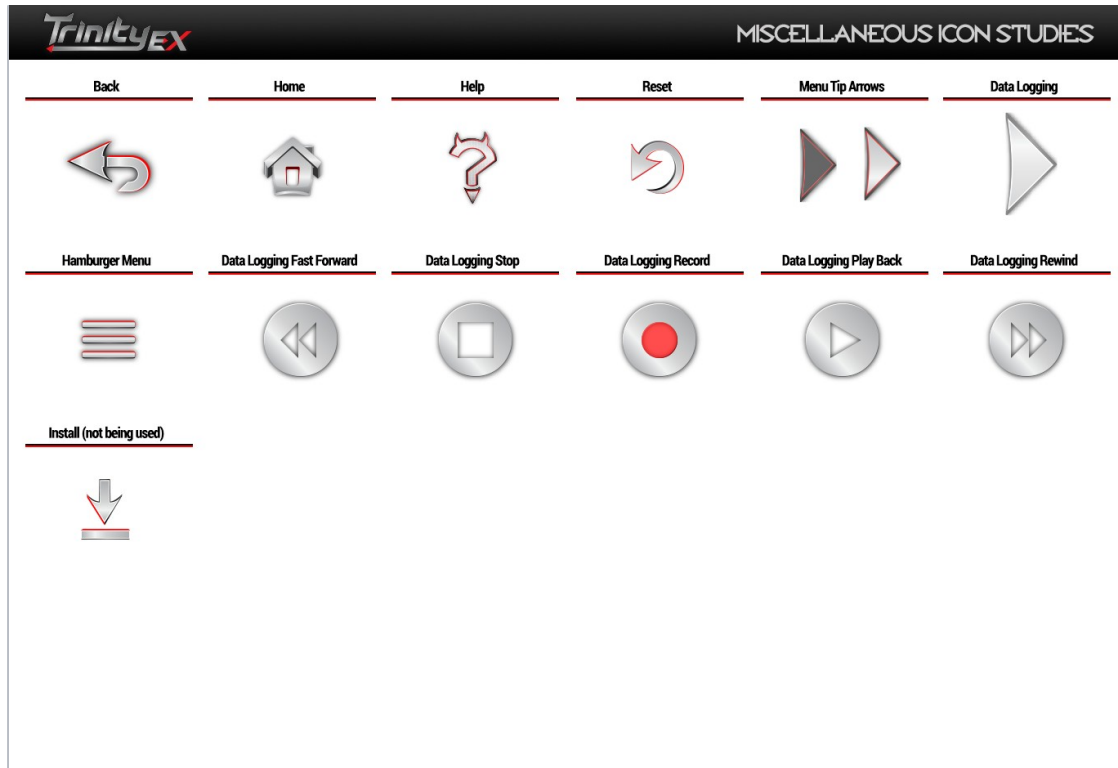
The sessions provided direct exposure to how enthusiasts understood tuning, gauges, alerts, and performance features before the interface direction was finalized.



Design priorities

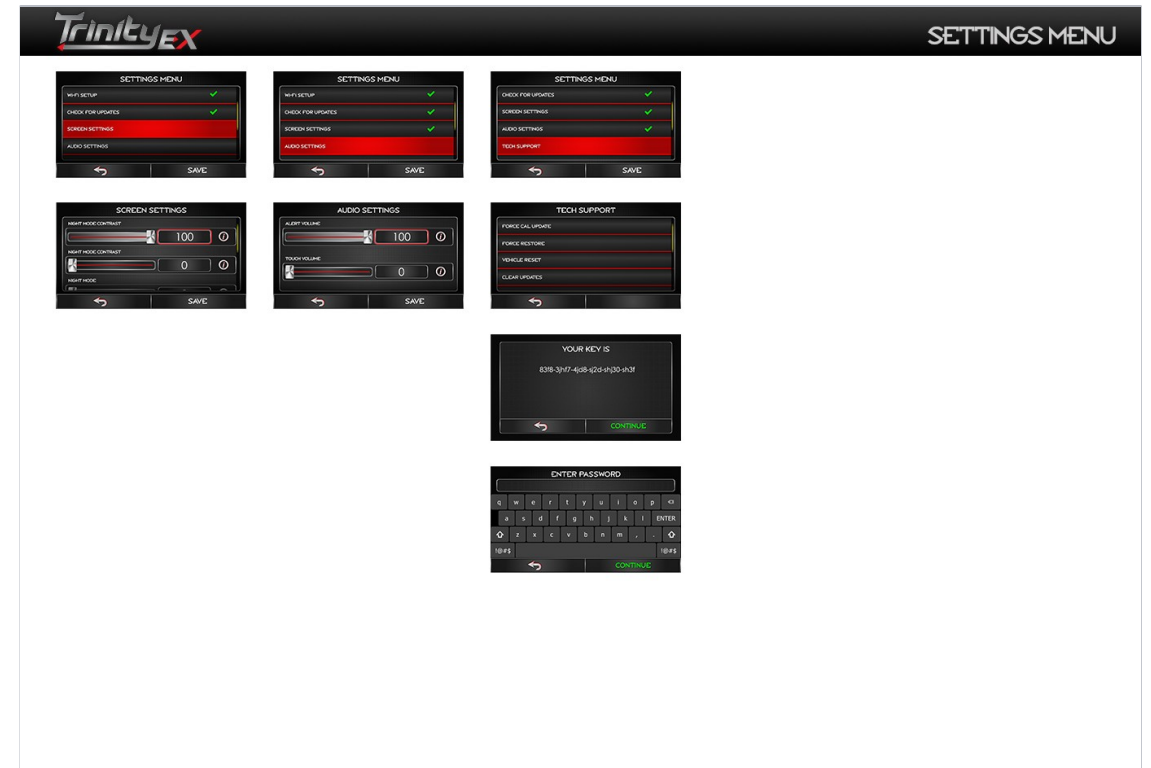
Visibility / Simplicity / Confidence

One visual system unified navigation and controls



ICON STUDIES

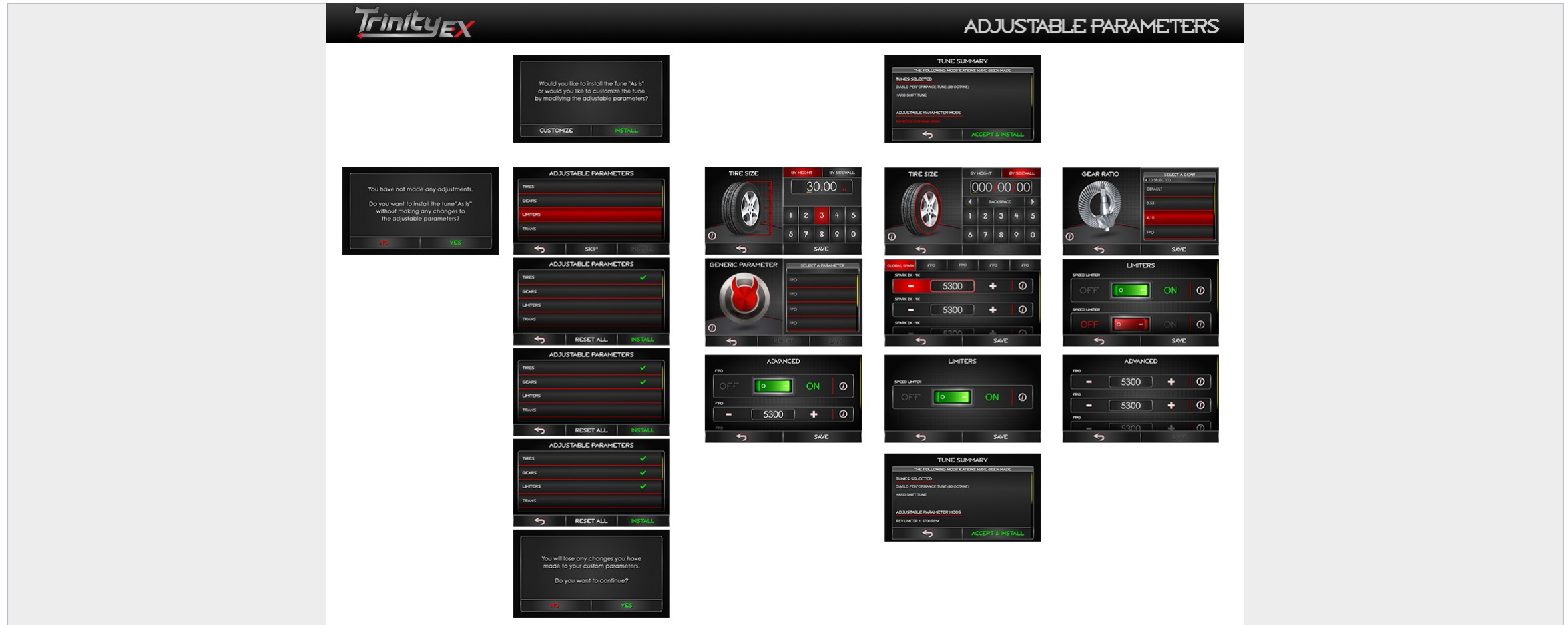
Recognizable symbols supported faster scanning across modes.



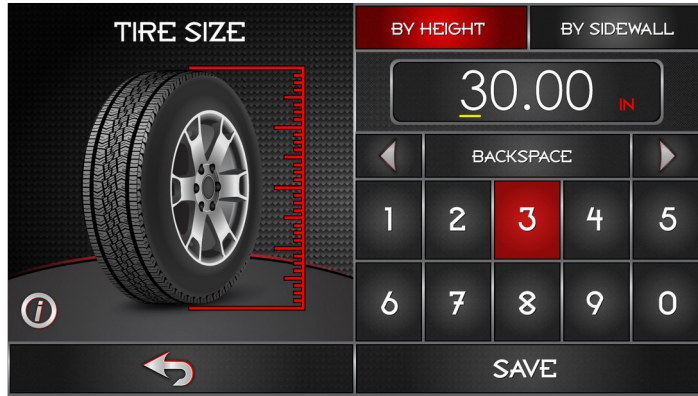
MENU STATES

Shared hierarchy and feedback patterns connected the experience.

Early flows mapped decisions, states, and recovery paths



Final screens turned specifications into visual choices



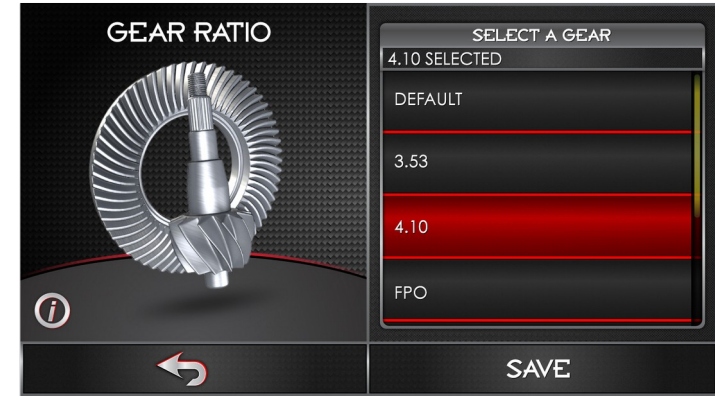
TIRE HEIGHT

A visual measurement model paired with direct numeric entry.



SIDEWALL FORMAT

The same structure supported a second real-world sizing method.

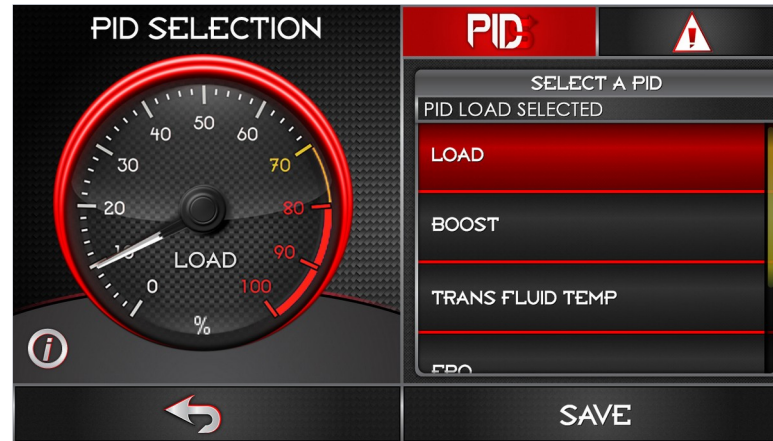
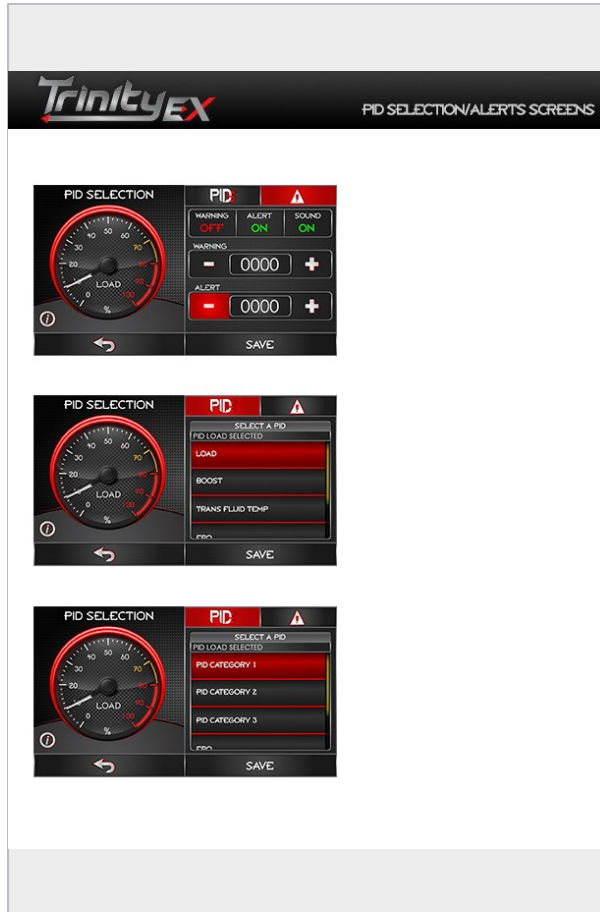


GEAR RATIO

A technical selection became a guided, scannable decision.

Final screens shown here were refined and completed with Kevin Foutz during the later development phase.

PID alerts made live data easier to interpret



Choose what matters

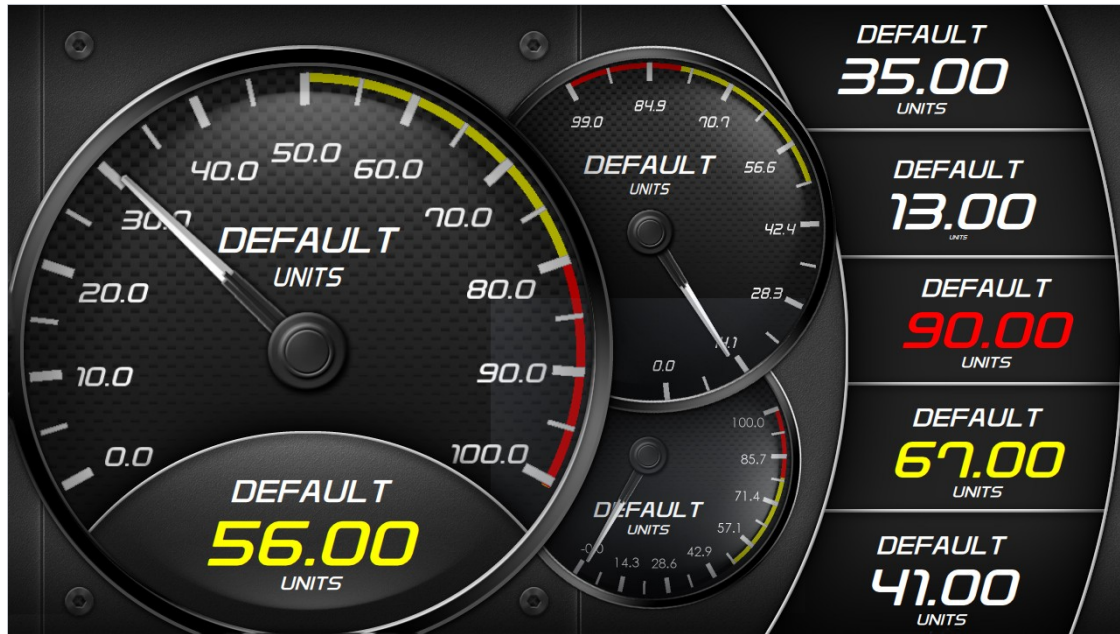
The selection model connects each gauge to meaningful vehicle data.



Define meaningful thresholds

Warnings, alerts, and sound controls turn monitoring into timely feedback.

Flexible gauge layouts kept critical data visible



PRIORITIZED VIEW

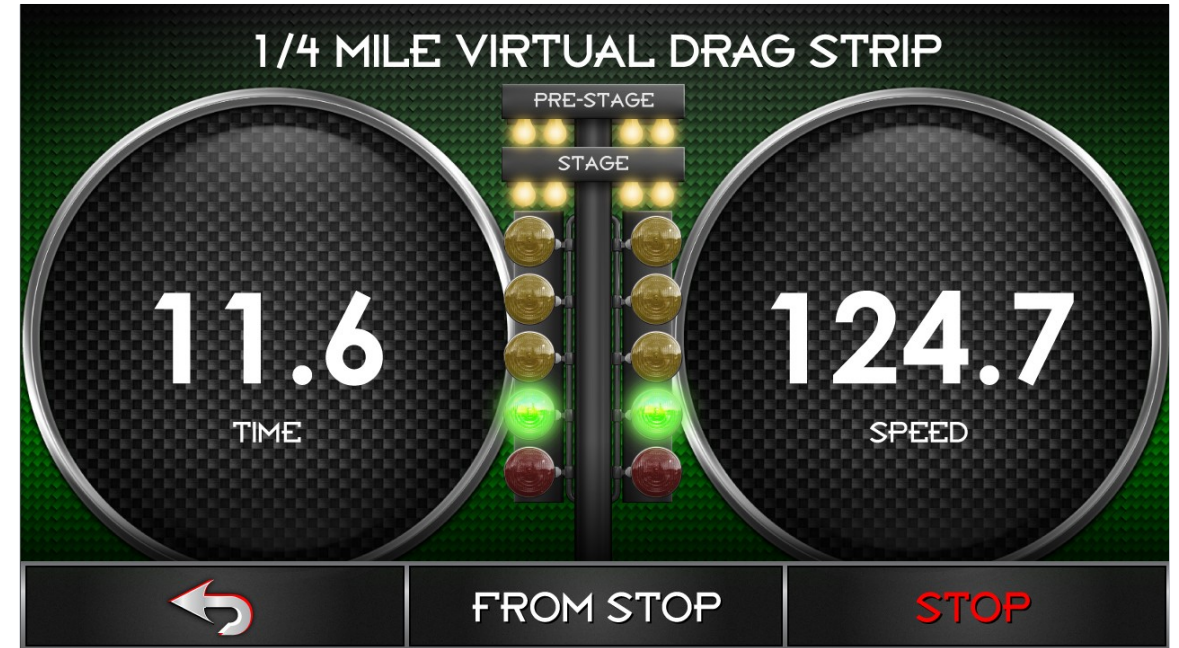
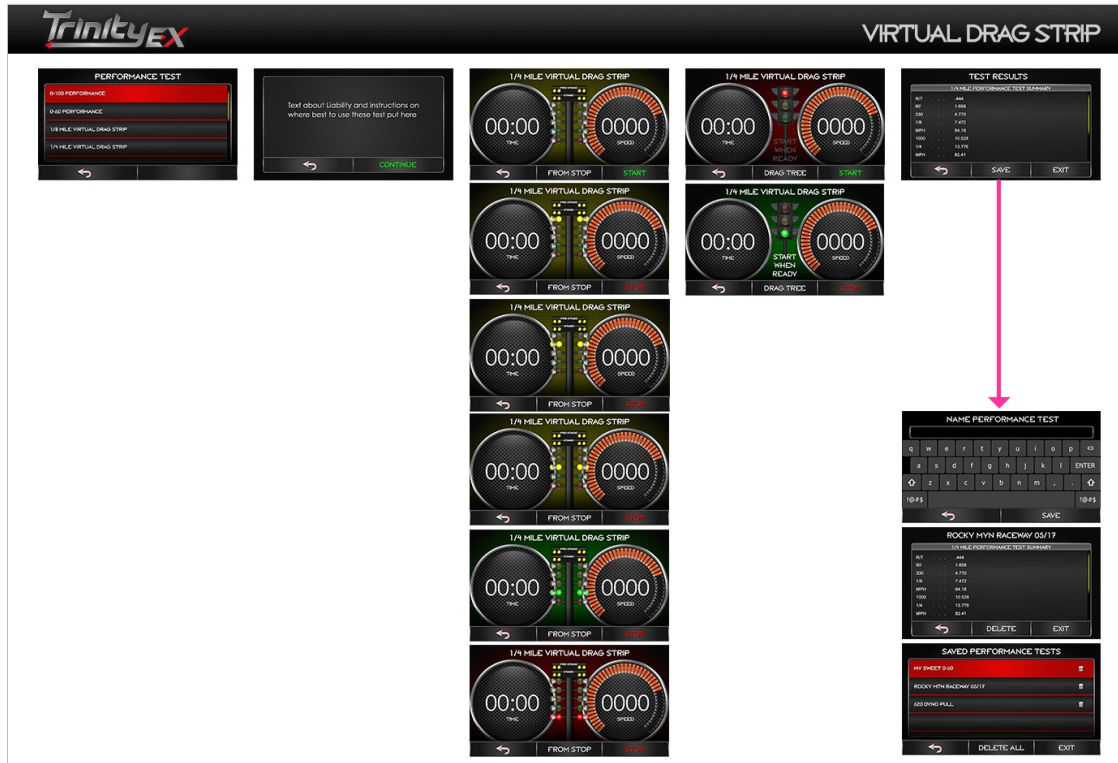
A dominant metric supports quick reading while secondary values remain available.



INFORMATION-DENSE VIEW

A multi-gauge composition gives advanced users a broader performance picture.

Virtual Drag Strip turned data into an experience



The feature connected setup, staging, live timing, and results into a focused performance flow.

Product identity connected startup and daily use



I helped create the Trinity 2 logo and supported an interface language that stayed unmistakably connected to DiabloSport.

LOGO + STARTUP
BRAND + NAVIGATION

Design leadership shifted as development accelerated

EARLY PHASE

Lead design direction

I participated in two focus groups and developed foundational interface concepts, flows, visual systems, and logo direction.

FINAL DEVELOPMENT

Kevin Foutz led final development

Kevin assumed the lead near the end of development and completed the remaining UI. Working from Ogden made close collaboration with engineering more practical.

AFTER LAUNCH

Continued product support

I continued creating release graphics, campaigns, web assets, and video work for the Trinity 2 over the following years.

The work continued beyond the interface

After the product moved into market, I continued supporting Trinity 2 across the customer journey.

- 01 Release graphics
- 02 Campaign creative
- 03 Web graphics
- 04 Product videos



A foundational design role that carried from research to launch

The Trinity 2 project strengthened my ability to translate complex automotive technology into a clear, branded touchscreen experience while collaborating across product, engineering, and marketing.

Brendan Bachmann / Senior Multidisciplinary Designer

