CLASSIC DRIVER

GTbyCITROËN on the Streets of London

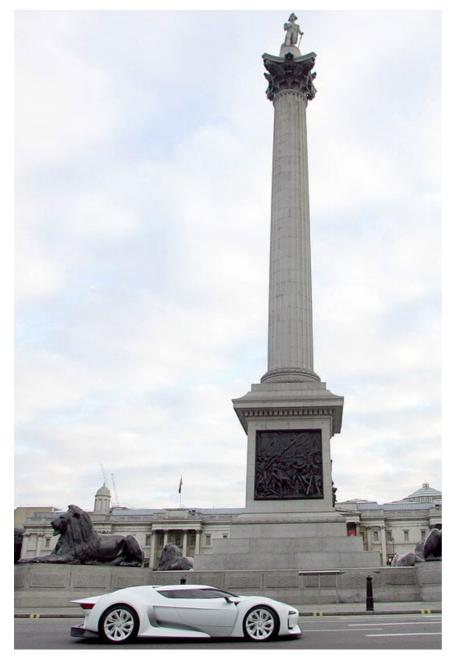


The fabulous concept supercar, the GTbyCITROËN, drew gasps of surprise when it took to the streets of central London this week - and little wonder. First, there are the obvious attractions of its daring and highly original styling, enthusiastically described by design consultant Chris Hrabalek in our review of the Paris motor show last October. Here, at last, was a chance to see it actually on the move.

And then there was the fact that this audacious supercar was originally created not for use on the road, nor even as a motor show concept, but as a virtual reality car in a computer game. The **GTbyCITROËN** is the product of an unusual partnership between Citroën and the chaps at **Sony Computer Entertainment** who created the **Gran Turismo** driving games for **PLAYSTATION®3**.







Gaming aficionados might even recognise the London backdrop through which the concept car was driven as part of the 'street circuit' featured in **Gran Turismo**. In the words of the promoters, the 'virtual-turned-reality supercar swapped pixels for Piccadilly', taking in such London landmarks as **Piccadilly Circus** and **Regent Street**, followed by a quick trip round **Trafalgar Square** and – of course – a cruise down the **Mall** past **Buckingham Palace**.

The real-life **GTbyCITROËN** concept is almost five metres long and just over a metre high, with wide air-intakes, rear air-diffuser, horizontal LED headlamps, gullwing doors and diamond-effect 21-inch aluminium wheels. The interior offers a 'refined racing experience', with copper, steel and black leather finishes. Whether on screen or in the metal, this supercar concept is a bold step for a volume brand – and public opinion is very firmly behind it.

There'll be another chance to see the GTbyCITROËN in action at the Goodwood Festival of Speed (3-5 July).

Text - Charis Whitcombe Photos - Citroën

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