

Media Information

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McLaren Automotive looks to the future with breath-taking Ultimate Vision Gran Turismo car in partnership with PlayStation 4 video game *Gran Turismo Sport*

- McLaren Ultimate Vision Gran Turismo car created to feature exclusively in new *Gran Turismo Sport* video game for the PlayStation 4
- Created in response to call for unique, visionary GT cars by legendary Gran Turismo creator, Kazunori Yamauchi - who in turn helped to develop the McLaren Ultimate Vision Gran Turismo
- Demonstrates McLaren design thinking, focus on technological excellence and continued commitment to putting the driver first through to 2030 and beyond
- Carbon fibre construction with Integrated Active Aero features, pioneering central, prone driving position and 1,150 horsepower hybrid powertrain

An extreme McLaren Gran Turismo racing car is today confirmed as an exclusive choice for gamers in the hugely anticipated PlayStation 4 title, *Gran Turismo Sport*, which will be available starting October 17, 2017.

The McLaren Ultimate Vision Gran Turismo was designed in response to a call from game creator, Kazunori Yamauchi, for vehicle manufacturers to design 'visionary GT cars' to compete in *Gran Turismo Sport*. While not a prototype for any future McLaren model, the Ultimate Vision Gran Turismo showcases the kind of car that McLaren could produce beyond 2030. Players will be able to choose from three liveries: Performance, Ulterior and Noir.

Designing for the virtual world and unburdened by production car constraints, the team that created the McLaren Ultimate Vision Gran Turismo pushed the boundaries of McLaren design well beyond current realities, while remaining true to inherent principles.

The design form of the McLaren Ultimate Vision Gran Turismo follows its function, meaning every single line and detail has a purpose. Just like McLaren's road cars, the teardrop cabin and extensive glazing ensure exceptional visibility. And being single-minded in putting the driver first, meant an innovative approach to seating – the driver is positioned not just forward and centrally in the chassis, but lying on their front, with the rest of the car 'shrink wrapped' around them.

"We wanted to break new ground and to innovate and the McLaren Ultimate Vision Gran Turismo does exactly that. It puts the driver absolutely at the centre of the action, delivering a sensory overload with incredible sound and awe-inspiring acceleration. From the game player's point of view, the driving experience in this car will be like nothing else: the amazing glass cockpit and the motorcycle-like driving position – with your head far forward, almost right above the front axle – combine to allow you to see exactly where the apex of the corner is so you can shave vital milliseconds off each lap. More than anything though, the McLaren Ultimate Vision Gran Turismo is a stunning looking car. The design form communicates exactly what the car's mission is and what its intentions are: it's the ultimate expression of the McLaren design pillars and principles we have already established, futured into the 2030s."

Rob Melville, Design Director, McLaren Automotive

McLaren pioneered the use of carbon fibre in Formula 1 and the strong, yet lightweight material forms the chassis of all McLaren road cars. Featured extensively in the upper structure and body of the McLaren Ultimate Vision Gran Turismo as well as in the chassis, carbon fibre helps to deliver a virtual kerb weight of just 1,000 kg.

The McLaren Ultimate Vision Gran Turismo features ultra-advanced active aerodynamic technology. Called Integrated Active Aero, it works by opening tiny aperture covers around air inlets on key surfaces during cornering to create drag and generate downforce, rather than moving the surfaces altogether. This gives the handling benefits of active aerodynamics with a reduced number of moving parts that benefits both complexity and weight. Centrally mounted carbon-ceramic disc brakes reduce unsprung mass and the driver is also able to monitor brake temperatures during racing.

Power comes from a break-through hybrid drivetrain. A twin-turbo, 4.0-litre McLaren V8 engine drives the rear wheels, while high output electric motors are housed in each of the front wheel 'pods.' Game players will be able to call upon maximum power of 1,150 PS, with 1,275 NM of torque available instantly from launch, thanks to the electric propulsion and all-wheel traction. Capturing

the essence of the spine-tingling sound experienced when driving a McLaren at full throttle was a critical part of the McLaren Ultimate Vision Gran Turismo brief and as such, the exhaust system and hybrid drive work together to generate a unique thrill for the ears, even in the cabin.

"I created the Vision Gran Turismo project to give car manufacturers the opportunity to design something that has all of the characteristics of their brand, and will live on as a playable vehicle in Gran Turismo. Many of the cars have become legendary in their own right, continuing to shine for years and attracting players from different eras. For me, a car needs to be an extension of the driver; I am focused not just on the appearance, but on the handling, the sound of the engine, and the feeling you get when you are racing. So, it was an honour to work with McLaren to bring the Ultimate Vision Gran Turismo to life, and to put such a car on the circuits of Gran Turismo Sport for players to enjoy driving at the limit."

Kazunori Yamauchi, *Gran Turismo* creator, President of Polyphony Digital Inc.

Gran Turismo Sport, which will be available starting October 17 of this year, is the latest release in the world-renowned *Gran Turismo* series for the Sony PlayStation. *Gran Turismo Sport* gives players the opportunity to choose their preferred car from a range of production and concept vehicles and compete at one of 17 locations, including the Nürburgring 24 Hour circuit, Brands Hatch and other world-class circuits. Designed exclusively for the game, the McLaren Ultimate Vision Gran Turismo will join real-life McLaren models such as the McLaren 650S Coupe and 650S GT3.

Ends

Notes to Editors:

A selection of high resolution images accompanying this release is available to download from the McLaren Automotive media site - cars.mclaren.press

About McLaren Automotive:

McLaren Automotive is a British manufacturer of luxury, high-performance sports and super cars, located at the McLaren Technology Centre (MTC) in Woking, Surrey. For the past 30 years, McLaren has pioneered the use of carbon fibre in vehicle production and since introducing a carbon chassis into racing and road cars with the 1981 McLaren MP4/1 and 1993 McLaren F1 respectively, McLaren has not built a car without a carbon fibre chassis.

Following the global launch of McLaren Automotive in 2010, the groundbreaking 12C was revealed in 2011, the 12C Spider in 2012, and the limited-run McLaren P1™ went into production in 2013. In keeping with its plan to introduce a new model

each year, the company unveiled the 650S, in Coupé and Spider form in 2014, while 2015 proved to be a year of unprecedented growth of the product portfolio with five new models launched across the full range. The strictly limited edition 675LT Coupé premiered at the Geneva Motor Show alongside the track-only McLaren P1™ GTR which, with 1,000PS, became the most powerful model ever produced by the brand. The much-anticipated Sports Series became the third – and final – model tier in the McLaren range with the 570S Coupé and 540C Coupé debuting in New York and Shanghai respectively, less than one month apart. The end of 2015 saw the launch of the fifth model, the 675LT Spider, which was as a direct response to customer demand. The year also saw the end of production for the first model in the Ultimate Series as the 375th McLaren P1™ was completed, closing what had become a defining year for the British brand. 2016 continued where 2015 had left off with the introduction of the 570GT - a second bodystyle for the Sports Series and the most luxurious car McLaren has ever built, as well as the 570S GT4 and 570S Sprint track variants. 2016 also marked the introduction of the company's new business plan, Track22, which sees the company investing £1B in Research and Development to deliver 15 all new cars or derivatives by the end of 2022, of which at least 50% will feature hybrid technology. The uplift in sales in 2016 also saw the launch of the second shift at the McLaren Production Centre as well as the company's third year of profitability in just six years of trading. In March 2017, the second-generation Super Series was introduced at the Geneva Motor Show with the global premiere of the McLaren 720S. The first convertible model in the Sports Series, the 570S Spider, was revealed in June 2017 and made its public debut at the Goodwood Festival of Speed.

McLaren Automotive Partners

To support the development, engineering and manufacture of its range of innovative and highly acclaimed sports cars, McLaren Automotive has partnered with world leading companies to provide specialist expertise and technology including, AkzoNobel, Kenwood, Pirelli, Richard Mille and SAP.

Visit cars.mclaren.com for more details.

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