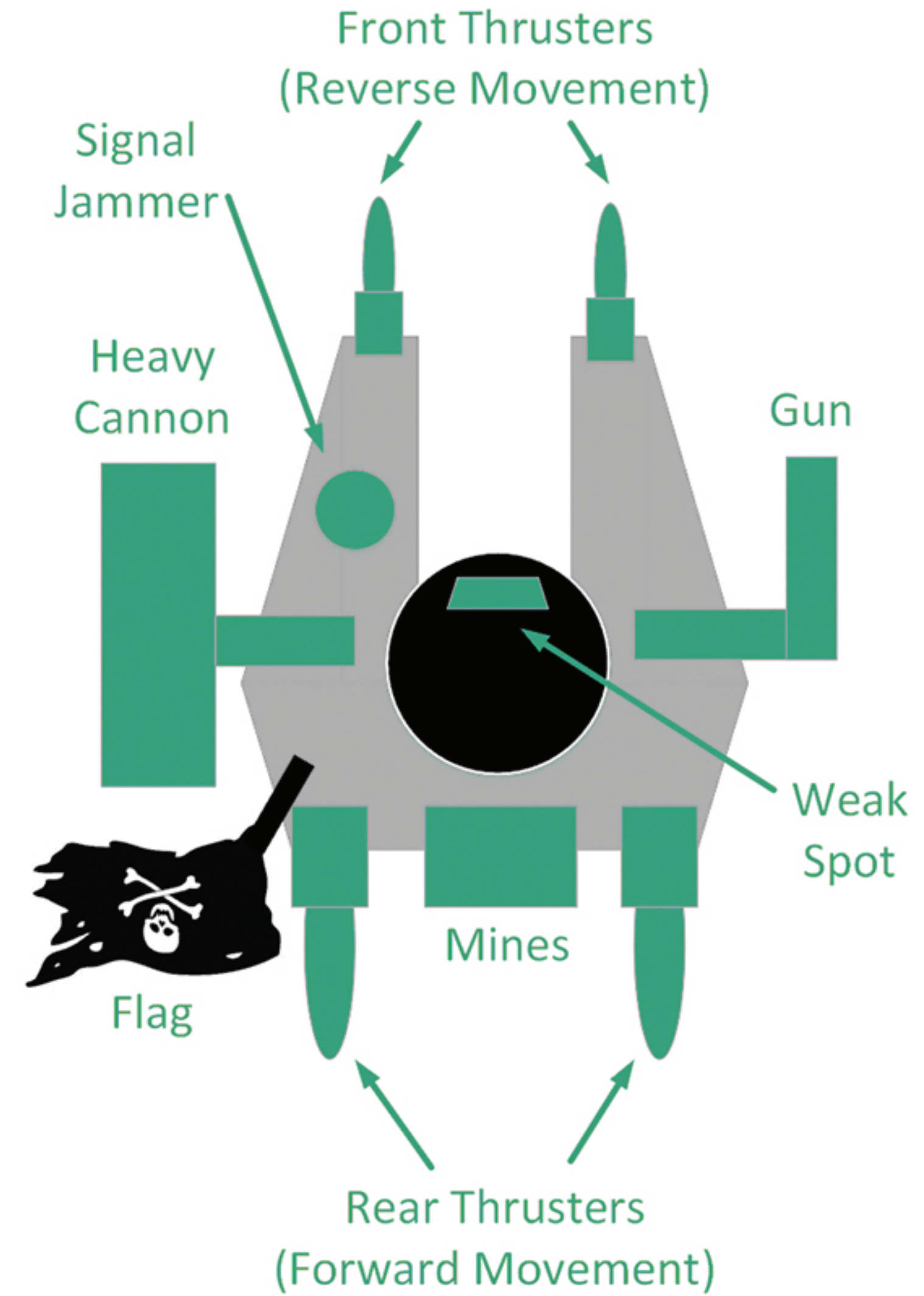Sailing the galactic currents in search of fresh cargo ships to plunder can require lots of weapons and tactical equipment. When vessels refuse to raise the white flag, player's should consider it a hostile signal that needs to be met with aggression.

Front Thrusters
(Reverse Movement)

Signal
Jammer

Heavy
Cannon

Gun

Weak
Spot

Mines

Flag

Rear Thrusters
(Forward Movement)

I probably wasn't clear enough about this in the video: the goal isn't always to 'hide' design elements. Aiming for simplicity is the goal, and silhouettes are a great way to assess simplicity. It's easy to add elements & details, but streamlining takes discipline.

Cars are a great subject for studying 'curve alignment'. Look at any modern car and you'll find graceful sweeping lines that extend from one end of the form to the other. A metal panel line might extend into the top of a tail light, or the grill might make an imaginary continuation of a character line from the body. Though we think of cars as heavy & mechanical, their skin is often sculptural and elegant.