



Course name	Automotive Design
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Design
Course type	Core / obligatory
Year of study / semester, type of studies	Year I, sem. I, full-time master's degree
ECTS credits	10 pts ECTS
Academic tutor	Prof. Wilhelm Semaniszyn, ass. tutor Wojciech Wesolek, ass. tutor Grzegorz Rozwadowski
Aim of the course	To gain deeper knowledge in the area of automotive design; realization of an individual theme for a diploma work.
Prerequisites	Having the introductory classes completed: basics of design, presentation techniques, computer assisted design, hand drawing as a form of communication. Ability to notice design problems in human surroundings; ability to search for, and use sources of inspiration.
Learning outcomes:	
- knowledge	Advanced knowledge in the area of automotive design, especially design of passenger cars and trucks. Consequently validating the knowledge through experimentation, persistence and readiness to learn from mistakes. Achieving the balance between science, art, logics and imagination. Systematic thinking.
- skills	Advanced knowledge of workshop techniques: hand drawing (sketching), knowledge of computer design software. Ability to find inspiration in the surrounding world, e.g. science, technology, art, etc.

- personal and social competence	Student can work in team. Can observe the changes in their surroundings.
Course content	Design, searching for new forms for products in the area of transportation. Analysis of naturally shaped forms (found in nature). Drawing transformation of the found forms. Selecting final concepts. Realization of a chosen design idea in form of computer visualization.
Course form and number of course hours	Classes in a design studio: conversations and individual consultations, lectures, meetings, workshops.
Assessment methods and criteria	20% executing assignments / activity during classes / working reviews / individual student's work on developing their personality 50% open review 30% workshop skills / creativity / design methods
Assessment type	Graded pass
Literature	Michael Gelb, „Myśleć jak Leonardo” Jerzy Ginalski, Marek Liskiewicz, J. Seweryn, „Rozwój nowego produktu” Quentin Willson, „Cars a celebration” Warco Ruiz, „Encyklopedia Samochodów” Serge Bellu, „500 Voitures Extraordinaires” Gierczak Józef, „Fenomen auta w przestrzeni”
Teaching aids	
Language of instruction	Polish; communication in English, French or Russian possible