



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 III, sem. V, full-time bachelor's degree
ECTS credits	10 pts ECTS
Academic tutor	Prof. Wilhelm Semaniszyn, ass. tutor Wojciech Wesolek, ass. tutor Grzegorz Rozwadowski
Aim of the course	Teaching the skills necessary to consciously design cars, considering their form and function, market tendencies and time perspective. Learning the habit of conscious verification and correction of one's concepts at every stage of design process.
Prerequisites	Precised interest in questions of automotive design, basic skills in presenting one's own concepts in form of a hand drawing and using a 3D computer software (for example 3D Max) and determination in constantly improving one's skills.
Learning outcomes:	
- knowledge	Student gains knowledge of methods of working on concept cars. Learns about subsequent stages of making a project and ways of its verification and judgement. Student is conscious at which stage and why to use a specific form of presentation and how detailed should it be. Students are equipped with basic knowledge about the specific aspects of designing objects for computer games, technologies used and methods of preparing projects, as well as the

	ways of building computer models.
- skills	Developing basic abilities of designing a car using different forms of hand drawing (also using a tablet and graphic software) and using 3D computer software. Developing basic skills in working on object design, preparing drawings for a basis to computer models.
- personal and social competence	Student can work in team. Can observe the changes in their surroundings.
Course content	Students learn to design a utilitarian car. The design activities begin with deep analysis of its functions, including ergonomics aspects. Based on the analysis, students design a car in a possibly optimal manner by fulfilling the expectations of modern style trends. During the semester students also realize a few clause tasks which aim to shape the ability of quickly responding to a large amount of initial concept designs and ability to choose from them.
Course form and number of course hours	Classes in a design studio: conversations and individual consultations, lectures, meetings, workshops.
Assessment methods and criteria	30% executing assignments / activity during classes / working reviews 30% clause tasks 40% open critique of works
Assessment type	Graded pass
Literature	Rychter Witold - "Dzieje samochodu", Wyd. Komunikacji i Łączności, Warszawa 1987 Rychter Witold - „Moje dwa i cztery kółka”, Wyd. Komunikacji i Łączności, Warszawa 1987 Gierczak Józef, "Fenomen auta w przestrzeni", Oficyna Wydawnicza Politechniki Wrocławskiej, Wrocław 1994 Wicher Jerzy "Bezpieczeństwo samochodów i ruchu drogowego" Wydawnictwa Komunikacji i Łączności WKŁ, Rok wydania: 2004 Zieliński Andrzej "Konstrukcja nadwozi samochodów osobowych i pochodnych", Wydawnictwa Komunikacji i Łączności WKŁ, Rok wydania: 2003 Zieliński Andrzej "Polskie konstrukcje motoryzacyjne 1947 – 1960" Wydawnictwa Komunikacji i Łączności WKŁ, Rok wydania: 2005 Praca zbiorowa "Samochody od A do Z" Wydawnictwa Komunikacji i Łączności WKŁ, Warszawa 1961 oraz wydania późniejsze uzupełnione Auto&Design – dwumiesięcznik – wydawca: Auto & Design S.r.l. www.cardedesignnews.com

Teaching aids

Language of instruction

Polish; communication in English possible