



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 II, sem. IV, full-time master's degree
ECTS credits	3 + 20 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 design problems and solve them professionally. Ability to gather and select materials and make

	<p>necessary research in the design process and during the making of the diploma work.</p>
<p>- personal and social competence</p>	<p>Student can work in team. Can observe the changes in their surroundings.</p>
<p>Course content</p>	<p>Design, search for new forms for the products in the area of automotive design. Sketches of the found forms. Choosing the design concepts. Realization of the selected idea in form of computer visualization, presentation drawing, imitation model.</p>
<p>Course form and number of course hours</p>	<p>Classes in a design studio: conversations and individual consultations, lectures, meetings, workshops.</p>
<p>Assessment methods and criteria</p>	<p>100% workshop skills, creative invention and design method. Visual presentation of the project (or a model presentation).</p>
<p>Assessment type</p>	<p>Public defense of the diploma work</p>
<p>Literature</p>	<p>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”</p>
<p>Teaching aids</p>	
<p>Language of instruction</p>	<p>Polish; communication in English, French or Russian possible</p>