



WIKIPEDIA
The Free Encyclopedia

Navigation

[Main page](#)

[Contents](#)

[Featured content](#)

[Current events](#)

[Random article](#)

Interaction

[About Wikipedia](#)

[Community portal](#)

[Recent changes](#)

[Contact Wikipedia](#)

[Donate to Wikipedia](#)

[Help](#)

Toolbox

[What links here](#)

[Related changes](#)

[Upload file](#)

[Special pages](#)

[Printable version](#)

[WikiSysop](#) [Talk](#) [Preferences](#) [Watchlist](#) [Contributions](#) [Log out](#)

Article [Discussion](#)

View [Edit this page](#) [History](#)

Automotive design

Automotive design is the profession involved in the development of the appearance, and to some extent the **ergonomics**, of motor vehicles or more specifically road vehicles. This most commonly refers to **automobiles** but also refers to **motorcycles**, **trucks**, **buses**, **coaches**, and **vans**. The functional design and development of a modern motor vehicle is typically done by a large team from many different disciplines included in **automotive engineers**. Automotive design in this context is primarily concerned with developing the visual appearance or aesthetics of the vehicle, though it is also involved in the creation of the product concept. Automotive design is practiced by designers who usually have an art background and a degree in **industrial design** or transportation design.

Contents [hide]

- 1** Design elements
 - 1.1** Exterior design (styling)
 - 1.2** Interior design (styling)
 - 1.3** Color and trim design
 - 1.4** Graphic design
 - 1.5** History of automobile design in the US
- 2** Development process
- 3** See also
- 4** External links

Design elements [edit]

The task of the design team is usually split into three main aspects: exterior design, interior design, and color and **trim** design. **Graphic design** is also an aspect of automotive design; this is generally shared amongst the design team as the lead designer sees fit. Design focuses not only on the isolated outer shape of automobile parts, but concentrates on the combination of form and function, starting from the vehicle package.

The aesthetic value will need to correspond to ergonomic functionality and utility features as well. In particular, vehicular electronic components and parts will give more challenges to automotive designers who are required to update on the latest information and knowledge associated with emerging vehicular gadgetry, particularly **dashtop mobile** devices, like GPS navigation, **satellite radio**, **HD radio**, mobile TV, MP3 players, video playback and smartphone interfaces. Though not all the new vehicular gadgets are to be designated as factory standard items, but some of them may be integral to determining the future course of any specific vehicular models.



Designers at work in 1961. Standing by the scale model's left front fender is **Richard Teague**, a famous automobile designer at **American Motors Corporation** (AMC).

Article [Discussion](#)View [Edit this page](#) [History](#)

Automotive design [edit](#)

Automotive design is the profession involved in the development of the appearance, and to some extent the **ergonomics**, of motor vehicles or more specifically road vehicles. This most commonly refers to **automobiles** but also refers to **motorcycles**, **trucks**, **buses**, **coaches**, and **vans**. The functional design and development of a modern motor vehicle is typically done by a large team from many different disciplines included in **automotive engineers**. Automotive design in this context is primarily concerned with developing the visual appearance or aesthetics of the vehicle, though it is also involved in the creation of the product concept. Automotive design is practiced by designers who usually have an art background and a degree in **industrial design** or transportation design.

Contents [hide]

- 1 Design elements
 - 1.1 Exterior design (styling)
 - 1.2 Interior design (styling)
 - 1.3 Color and trim design
 - 1.4 Graphic design
 - 1.5 History of automobile design in the US
- 2 Development process
- 3 See also
- 4 External links

Design elements [edit](#)

The task of the design team is usually split into three main aspects: exterior design, interior design, and color and **trim** design. **Graphic design** is also an aspect of automotive design; this is generally shared amongst the design team as the lead designer sees fit. Design focuses not only on the isolated outer shape of automobile parts, but concentrates on the combination of form and function, starting from the vehicle package.

The aesthetic value will need to correspond to ergonomic functionality and utility features as well. In particular, vehicular electronic components and parts will give more challenges to automotive designers who are required to update on the latest information and knowledge associated with emerging vehicular gadgetry, particularly **dashtop mobile** devices, like GPS navigation, **satellite radio**, **HD radio**, mobile TV, MP3 players, video playback and smartphone interfaces. Though not all the new vehicular gadgets are to be designated as factory standard items, but some of them may be integral to determining the future course of any specific vehicular models.



Designers at work in 1961. Standing by the scale model's left front fender is **Richard Teague**, a famous automobile designer at **American Motors Corporation** (AMC).



WIKIPEDIA
The Free Encyclopedia

Navigation

[Main page](#)[Contents](#)[Featured content](#)[Current events](#)[Random article](#)

Interaction

[About Wikipedia](#)[Community portal](#)[Recent changes](#)[Contact Wikipedia](#)[Donate to Wikipedia](#)[Help](#)

Toolbox

[What links here](#)[Related changes](#)[Upload file](#)[Special pages](#)[Printable version](#)

Article Discussion

View Edit this page History

Go Search

Automotive design edit

Move the link next to the title and add an icon

Automotive design is the profession involved in the development of the appearance, and to some extent the **ergonomics**, of motor vehicles or more specifically road vehicles. This most commonly refers to **automobiles** but also refers to **motorcycles**, **trucks**, **buses**, **coaches**, and **vans**. The functional design and development of a modern motor vehicle is typically done by a large team from many different disciplines included in **automotive engineers**. Automotive design in this context is primarily concerned with developing the visual appearance or aesthetics of the vehicle, though it is also involved in the creation of the product concept. Automotive design is practiced by designers who usually have an art background and a degree in **industrial design** or transportation design.

Contents [hide]

- 1 Design elements
 - 1.1 Exterior design (styling)
 - 1.2 Interior design (styling)
 - 1.3 Color and trim design
 - 1.4 Graphic design
 - 1.5 History of automobile design in the US
- 2 Development process
- 3 See also
- 4 External links

Design elements edit

The task of the design team is usually split into three main aspects: exterior design, interior design, and color and **trim** design. **Graphic design** is also an aspect of automotive design; this is generally shared amongst the design team as the lead designer sees fit. Design focuses not only on the isolated outer shape of automobile parts, but concentrates on the combination of form and function, starting from the vehicle package.

The aesthetic value will need to correspond to ergonomic functionality and utility features as well. In particular, vehicular electronic components and parts will give more challenges to automotive designers who are required to update on the latest information and knowledge associated with emerging vehicular gadgetry, particularly **dashtop mobile** devices, like GPS navigation, **satellite radio**, **HD radio**, mobile TV, MP3 players, video playback and smartphone interfaces. Though not all the new vehicular gadgets are to be designated as factory standard items, but some of them may be integral to determining the future course of any specific vehicular models.



Designers at work in 1961. Standing by the scale model's left front fender is **Richard Teague**, a famous automobile designer at **American Motors Corporation** (AMC).



WIKIPEDIA
The Free Encyclopedia

Navigation

Main page

Contents

Featured content

Current events

Random article

Interaction

About Wikipedia

Community portal

Recent changes

Contact Wikipedia

Donate to Wikipedia

Help

Toolbox

What links here

Related changes

Upload file

Special pages

Printable version