

CONTENTS

FOREWORD by Ralph Gilles & Freeman Thomas	8
INTRODUCTION Book Introduction History of Vehicle Architecture In Design	10
Chapter 01 GETTING STARTED Design Process Overview Systems & Market Segments Anatomy of the Package Quick Step-by-Step Process Sections Grid & Ground Lines Main Package Hard Points Package Logic Drawings	20
Chapter 02 FUNCTIONS & SEGMENTS Setting Functional Objectives Market Segments	46
Chapter 03 PACKAGE IDEATION Sketching Conceptual Packages	60
Chapter 04 SIZE & PROPORTION Introduction to Size & Proportion Setting Up the Length, Width & Height Key Dimensions Product Benchmarking	70
Chapter 05 OCCUPANT PACKAGING Occupant Manikin Introduction Manikin Anatomy Manikin & Occupant Environment Set-Up	86
Chapter 06 INTERIORS & CARGO Introduction To Interior System Instrument Panel & Control Basic Set-Up Seat Design Interior Volumes & Cargo Storage	96

Chapter 07 POWERTRAINS	114
Powertrain Anatomy	
Selecting a Powertrain	
Layouts & Configurations	
Fuel Storage	
Chapter 08 WHEELS & TIRES	136
Tire and Wheel Size	
Brake Packaging	
Tire Envelopes & Spare Packaging	
Wheel-to-Body Relationships	
Steering	
Chapter 09 SUSPENSION & CHASSIS	150
Suspension Introduction	
Suspension Systems	
Chapter 10 BODIES	164
Type of Structures and Load Paths	
Crash Regulations	
Materials	
Closures, Apertures and Vision Studies	
Designing with Sections	
Aerodynamics Basics	
Lighting, Bumpers & Glazing	
License Plates	
MOBILITY	204
Introduction	
DESIGN EXERCISES	208
Ten Exercises to Help Build a Package	
ABOUT THE AUTHORS	218
GLOSSARY	220
INDEX	222