## **CLASSIC DRIVER**

## Fisker Coachbuild, LLC.



NEWPORT BEACH, Calif. Jan. 17, 2005: Henrik Fisker and Bernhard Koehler announce the opening of a new luxury car company, FISKER COACHBUILD, based in Southern California to appeal to the global market.

The objective of **FISKER COACHBUILD** is to combine beautiful design with existing world-class engineering. The focus will be on designing and manufacturing exclusive high-end sports cars, which will be limited to 150 units per design.

These high-end sports cars will be designed and produced in Southern California with world-wide distribution. The designs will boast all of Fisker's creative efforts over the past 15 years in the auto industry and will incorporate a number of dynamic elements. Koehler's 25 years of expertise in 3D development and product quality will guarantee a smooth stream between the design and manufacturing process.

The first public unveiling of the new designs will be scheduled towards the end of 2005. Prospects will be called together at various events in order to gauge interest with production to commence during the second quarter 2006.

"We are excited to finally be able to practice and apply our expertise and car design knowledge with finely engineered product," explained Henrik Fisker, CEO of **FISKER COACHBUILD**. "We hope to bring a unique addition to the luxury sports car market by providing distinctive sports cars through our designs. For **FISKER COACHBUILD** it is all about emotion and design excellence".

**FISKER COACHBUILD** is a privately owned company with the majority held by the founders Henrik Fisker (Chief Executive Officer) and Bernhard Koehler (Chief Operating Officer). Financial support was received through a group of international investors.

Text: FISKER COACHBUILD

Photo: Classic Driver

ClassicInside - The Classic Driver Newsletter Free <u>Subscription!</u>

Gallery

Hide gallery
Hide gallery
Source URL: https://www.classicdriver.com/en/article/fisker-coachbuild-llc
© Classic Driver. All rights reserved.