

ACCESSORY DESIGN AND TECHNOLOGY 2019/2020 COURSE DESCRIPTIONS

(COURSES SUBJECT TO CHANGE)

FALL SEMESTER:

FTADHC330 Handbag Construction Techniques, 3 Credits.

Description: In this course, students learn the basic skills related to the design and production of handbags. Students will become familiar with the use of patternmaking machines and equipment, construction techniques, as well as the analysis of various styles in handbag design. Student projects will be transformed into a finished product by the end of the course. This class includes experiential learning with CEMI.

FTADAS360 Accessory Studio Experiential Learning, 6 Credits.

Description: This course introduces the concept of three-dimensional sketching and how it relates to accessories design. By concentrating on design detail, students learn how to sketch the basic shapes used in footwear, handbags, personal leather goods, hats, and belts. The course provides students with the opportunity to select a design project in a specific accessories category. Mastery of research techniques, design construction, and project presentation are fundamental for the successful completion of this course. This course includes experiential learning hours with our Community Engagement Member Institutions (CEMI). CEMI are dynamic learning environments created to foster learning through a structured interaction with the community. In addition to regular lecture hours, students will be involved in learning by doing through real projects and integration with the local population and territory in order to remove cultural and learning barriers as well as to develop a strong likelihood for success in life. The experiential learning hours are fully supervised by instructors who track students step by step during their learning experience, monitor and advise according to student needs, and support student initiative. This unique learning model allows students to benefit from an all-encompassing educational experience based on theory and practice in real enterprises, learning of comprehensive operational processes, problem-solving, leadership, and management. *Prerequisites: Sketching and Rendering Accessories or equivalent.*

FTADFW315 Footwear Design and Construction, 3 Credits.

Description: In this course, students are introduced to an advanced level of footwear design and production. Italy is a

market leader in design for the footwear industry, and students will analyze past and recent styles, leathers, and components in terms of functionality and design. Students will continue to develop patternmaking skills by designing and making prototypes of basic footwear and related accessories. This class includes experiential learning with CEMI.

FTADTE348 Traditional and Experimental Headwear, 3 Credits.

Description: This course presents the basic patternmaking skills that allow students to work on accessories such as a stylized beret, cloche, and fabric hat. Students are introduced to the basic elements of millinery and design for both traditional and experimental headwear from conception to construction including how to make a frame, block, and pattern specifically for hat making. This class includes experiential learning with CEMI.

FTADLD370 Line Development for Accessories, 3 credits.

Description: This course focuses on the process of transforming an accessory design concept into reality. The course will provide a basic understanding of supply chain management and a framework for analyzing how it can be adapted to best support an individual design concept. Students will learn about materials, color, pattern choices, sourcing, and surface design options. Development topics include prototypes, samples, and systems for ensuring quality and fit. Students will experiment with timelines for line development according to the market, seasonality, production cost and pricing factors, and merchandising. Students will draft designs for a capsule collection according to the factors related to line development. This class includes experiential learning with CEMI. *Prerequisites: Sketching and Rendering Accessories.*

SPRING SEMESTER:

Course Descriptions Coming Soon!

- Accessory Collection Design and Production Experiential Learning
- Fashion Styling
- Decoration and Finishing Techniques for Accessories
- Portfolio Development
- Fashion Show Production, Coordination, and Promotion