

Footwear & Accessories Design One-Year AAS Degree Program

School of Art and Design

Applications accepted for fall only. NYSED: 84201 CIP: 50.0407

The Footwear & Accessories Design major provides the knowledge and skills to prepare students for positions in design, product development, merchandising, and pattern- and sample making. Curriculum below is for entering class of fall 2020.

Semester 1		Credits
MAJOR AREA	LD 111 - Leather and Materials Technology	2.5
	LD 121 - Accessories Design and the Human Anatomy	2
	LD 133 - Footwear Design I	3
	LD 143 - Handbag Design I	3
	LD 165 - Sketching Accessories	2.5
	LD 228 - Accessories CAD	2
Semester 2		
MAJOR AREA	LD 134 - Footwear Design II	3
	LD 144 - Handbag Design II	3
	LD 227 - Introduction to Line Building	2
	LD 243 - Belt Design	2.5
	LD 293 - Developing a Successful Portfolio	3
RELATED AREA	choice - see Requirements*	2
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	28.5
	RELATED AREA	2
	Total Credits:	30.5

***Fall 2020 Requirements:** See below.

Related Area Elective(s): 2 credits (minimum)

CHOICE of one of the following: AC 111, AC 114, AC 141, AR 115, CD 113, CD 123, CD 235, CG 121, CG 214, DE 101, FA 101, FA 104, FA 106, FA 107, FA 113, FA 114, FA 116, FA 203, FD 231, FD 341, FD 475, FF 341, FM 116, FM 212, FM 324, FS 341, FS 451, GD 202, ID 121, ID 151, ID 158, ID 322, IL 127, IL 133, IL 181, IN 201, IN 312, JD 101, JD 121, JD 213, JD 219, PH 117, PH 118, PH 171, PH 201, SS 277, SS 376, TD 111, TD 113, TS 111, TS 215, or TY 101

Students who successfully complete the Footwear & Accessories Design AAS degree will be able to:

1. Demonstrate the ability to identify, analyze, and elect appropriate materials for fabricating accessories.
2. Identify the anatomy of the foot and hand and apply ergonomics to the design of handbags and footwear.
3. Illustrate technical specification for handbags, footwear, and belts.
4. Construct innovative designs in handbags, footwear, and belts from concept to finished sample.
5. Develop critical thinking skills through research projects, design exploration, and presentations.
6. Illustrate total design concepts from ideation to finished rendering, by hand and by computer.