Footwear and Accessories Design One-Year AAS Degree Program

http://fitnyc.edu/accessoriesdesign

SCHOOL OF ART AND DESIGN

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

The Footwear and 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 the entering class of fall 2024.

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

^{*}Fall 2024 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, FM 116, FM 324, FS 341, FS 451, GD 202, ID 121, ID 151, ID 158, ID 322, IL 127, IL 133, IL 181, IN 312, JD 101, JD 121, JD 219, ML 113, ML 115, ML 116, ML 123, ML 241, ML 243, PH 117, PH 118, PH 171, PH 201, SS 277, SS 376, TD 113, TS 111, TS 215, or TY 101

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

- Demonstrate the ability to identify, analyze, and elect appropriate materials for fabricating accessories.
- 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.
- Construct innovative designs in handbags, footwear, and belts from concept to finished sample.
- Develop critical thinking skills through research projects, design exploration, and presentations.
- Illustrate total design concepts from ideation to finished rendering, by hand and by computer.