LD: Accessories Design

LD 101 — Accessories Design
2 credits; 1 lecture and 2 lab hours
For students not majoring in Accessories Design. Introduction to major areas of accessories design. Various types of shoes, handbags, and belts are analyzed in terms of materials, construction, and presentation. Students acquire hands-on techniques in all three phases.

LD 103 — Jewelry and Accessories Fabrication (Interdisciplinary)
2 credits; 1 lecture and 2 lab hours
This is an interdisciplinary course cross-listed with JD 103. This interdisciplinary course challenges students to combine jewelry and accessories aesthetics, materials and problem solving methodology to create a unique three-piece collection that may include but not limited to sandals, hats, handbags and belts.

LD 111 — Leather and Materials Technology
2.5 credits; 2 lecture and 1 lab hours
Processes in the development of leathers, reptiles, plastics, and other textiles are analyzed. Emphasis is on the function and utilization of each for handbags, footwear, and related accessories.

LD 112 — Decorative Leather Techniques
2.5 credits; 1 lecture and 3 lab hours
Studying such ornamentation techniques as trapunto, inlay, welting, pleating, and weaving, students learn how to apply them to leather apparel and accessories design. Basic patternmaking skills used in the construction of handbags, belts, and portfolios are taught.

LD 113 — Manipulating Leather: Volume and Texture
2 credits; 1 lecture and 2 lab hours
This course focuses on various decorative techniques to enhance the volume and texture of leather accessories. Students apply increasingly advanced techniques from decorative hand-stitching and embroidery to braiding and painting. Hand-quilting, gathering, ruffles, and patchwork techniques are also covered.

LD 121 — Accessories Design and the Human Anatomy
2 credits; 2 lecture hours
Students study the components of the foot, spine, and hand to understand the relationship between anatomical structure and the design of footwear, handbags, and gloves. Students learn to create functional and fashionable accessories that are anatomically and ergonomically correct.

LD 133 — Footwear Design I
3 credits; 1 lecture and 4 lab hours
The basic concepts of footwear design are introduced and the history and types of footwear are discussed. Students develop skills for working with a last and learn patternmaking, sewing, construction, and finishing techniques for closed shoes.

LD 134 — Footwear Design II
3 credits; 1 lecture and 4 lab hours
Students analyze last styles, leathers, and components in terms of functionality and design. They continue to develop patternmaking skills by designing and making mules and oxfords.
Prerequisite(s): LD 133.

LD 143 — Handbag Design I
3 credits; 1 lecture and 4 lab hours
The skills to design and produce handbags are taught. Students become familiar with patternmaking techniques, machinery and equipment, and the various styles in handbag design. They learn how to translate original concepts into finished products.

LD 144 — Handbag Design II
3 credits; 1 lecture and 4 lab hours
Patternmaking and sample making techniques are developed further as students design and construct frame and box bags.
Prerequisite(s): LD 143.

LD 165 — Sketching Accessories
2.5 credits; 1 lecture and 3 lab hours
For one-year Accessories Design students. This accelerated course introduces the various areas of accessory design, including handbags, gloves, shoes, hats, and belts. Students learn to draw and render current materials and textures applicable to today's market.

LD 181 — Ergonomics for Athletic Footwear
2 credits; 2 lecture hours
This in-depth study of the ergonomic requirements of footwear for myriad athletic activities focuses on integrating the anatomy and function of the human form with sport-specific design considerations. Injuries, sport surfaces and the evolution of athletic footwear within the several elemental genres are also discussed along with latest trends in materials and manufacturing.

LD 182 — Performance Materials for Athletic Footwear
2 credits; 2 lecture hours
Students learn about the different types of performance materials used in all aspects of athletic footwear construction.

LD 184 — Athletic Footwear Sketching
2.5 credits; 1 lecture and 3 lab hours
Students learn to hand sketch the components of performance athletic footwear and integrate sketch development, function, and technology into the footwear design.

LD 185 — Athletic Footwear Drafting
2.5 credits; 1 lecture and 3 lab hours
Students draft the components of an athletic shoe using both freehand and CAD. A history of the athletic footwear industry and the integration of technology in athletic footwear are introduced. Students make a model of an outsole design.

LD 227 — Introduction to Line Building
2 credits; 4 lab hours
Using a specific theme or season, students learn the principles and techniques of line building by designing and producing a collection of accessories. Emphasis is on workmanship, fabrication, and execution of designs.
Corequisite(s): LD 134 and LD 144.

LD 228 — Accessories CAD
2 credits; 1 lecture and 2 lab hours
This course introduces students to Adobe Illustrator, which is used as a CAD tool for designing accessories. Auxiliary software includes Adobe Photoshop.

LD 231 — Boot Design
2.5 credits; 1 lecture and 3 lab hours
Students design and construct three different boot types: cowboy, Chelsea, and thigh-high. Boot detailing, advanced patternmaking, grading, and lasting techniques are taught.
Prerequisite(s): LD 134.

LD 242 — Advanced Handbag Construction
2.5 credits; 1 lecture and 3 lab hours
Using such techniques as the pillow gusset/bottom and strip construction, students explore new handbag designs. Advanced patternmaking skills are taught. Emphasis is on detailing.
Prerequisite(s): LD 144.

LD 243 — Belt Design
2.5 credits; 1 lecture and 3 lab hours
The exploration of the design of the belt as a fashion and functional accessory is presented. Students acquire the skills needed to make several different kinds of belts.
Prerequisite(s): LD 111 and LD 121.

LD 252 — Small Leathergoods for Men
2.5 credits; 1 lecture and 3 lab hours
Learning how to design and construct a variety of small leather goods, students focus on the patternmaking and sample-making techniques required to produce a billfold, agenda, and travel kit for men.
Prerequisite(s): LD 143.

LD 261 — Sketching Accessories
2.5 credits; 1 lecture and 3 lab hours
Students are introduced to the concept of three-dimensional sketching and how it relates to accessories design. Concentrating on design detail, they learn to sketch the basic shapes in footwear, handbags, personal leather goods, and belts.

LD 262 — Technical Drawing for Accessories
2 credits; 4 lab hours
Students learn black line graph techniques and develop specification sheets suitable for industry. Students sketch original and existing accessories designs, draw major core silhouettes of shoe lasts, and develop templates.

LD 263 — Rendering for Accessories
2.5 credits; 1 lecture and 3 lab hours
Students learn to design accessories such as handbags, shoes, belts, hats, and gloves. They draw and render materials and textures appropriate for today's accessories market. Students become familiar with current trends and utilize research for sources of inspiration.
Prerequisite(s): LD 262.

LD 293 — Developing a Successful Portfolio
3 credits; 2 lecture and 2 lab hours
Working with industry design critics, students learn the fundamentals of assembling a professional portfolio for employment in the accessories industry. Using Adobe Photoshop and Adobe Illustrator, they explore marker rendering, theme pages, and print work. Areas of specialization are showcased.
Prerequisite(s): LD 111, LD 121, and LD 165.

LD 299 — Independent Study in Accessories Design
1-3 credit
Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

LD 331 — Athletic Footwear Design
3 credits; 2 lecture and 2 lab hours
Students learn the aspects of athletic footwear in order to design and construct original products. Emphasis is on the variety of categories including running, basketball, and tennis.
Prerequisite(s): LD 134.

LD 332 — Theatrical and Character Footwear
3 credits; 2 lecture and 2 lab hours
Students design period shoes for the theater by learning about the history of footwear, design, and construction.
Prerequisite(s): LD 134.

LD 333 — Nontraditional Footwear Design
2.5 credits; 1 lecture and 3 lab hours
Students design and execute experimental and nontraditional footwear based upon their prior patternmaking and construction knowledge. Discussion of innovative design ideas is emphasized, as well as the use of unconventional materials and methods to create new concepts in footwear design.
Prerequisite(s): LD 134.

LD 341 — Unconventional Handbag Techniques
2.5 credits; 1 lecture and 3 lab hours
Innovative, nontraditional handbags are designed and constructed using a variety of classic patternmaking styles. Emphasis is on use of unconventional materials and methods to create new concepts in handbag design.
Prerequisite(s): LD 144.

LD 342 — Zippered Handbags Design
2.5 credits; 1 lecture and 3 lab hours
Students expand their handbag patternmaking and construction skills by incorporating hardware such as zippers into more contemporary and functional designs. Emphasis is on new sewing and assembly techniques.
Prerequisite(s): LD 143.

LD 371 — Accessories that have Changed Fashion

2.5 credits; 2 lecture and 1 lab hours

In every decade there has been at least one accessory, albeit a shoe, belt, handbag or hat that has changed the way we look at fashion. Students explore designs that have made an impact on fashion as they survey various accessories from the 1800's to the present and beyond.

LD 451 — Sports-Specific Bags and Carrying Gear

2.5 credits; 1 lecture and 3 lab hours

The types of bags and carrying gear necessary for specific sports activities and technological gear are studied. Students learn how to develop the appropriate patterns and product while focusing on materials, proper fit, and protection of equipment.

Prerequisite(s): LD 144.

LD 471 — The Accessories Industry

2.5 credits; 2 lecture and 1 lab hours

This course provides a general overview of the industry: the history of accessories; import, export, and domestic manufacturing; developing a collection for a specific target market; and writing a business plan.

LD 491 — Accessories Design Senior Project

3 credits; 6 lab hours

This capstone course provides students with the opportunity to select a design project in a specific accessories category. Mastery of research techniques, design construction, and oral presentation is considered.

Prerequisite(s): LD 471 and LD 492.

LD 492 — Portfolio Development

3 credits; 6 lab hours

Using elements of their senior projects, students develop portfolios by working with black line sketches and Adobe Illustrator and Adobe Photoshop. Spec sheets, concept pages, and mood boards are included for professional presentation.

Co-requisite(s): LD 471.

LD 499 — INDEP STUDY ACCESSORIES DESIGN

1-3 credit