Footwear and Accessories Design 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.

Semester 1		Credits
MAJOR AREA	LD 111 - Leather and Materials Technology	2.5
	LD 113 - Manipulating Leather: Volume and Texture	2
	LD 121 - Accessories Design and the Human Anatomy	2
	LD 133 - Footwear Design I	3
	LD 143 - Handbag Design I	3
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 2		
MAJOR AREA	LD 134 - Footwear Design II	3
	LD 144 - Handbag Design II	3
	LD 262 - Technical Drawing for Accessories	2
RELATED AREA	PH 272 - Photoshop I for Photographers	2
ART HISTORY	choice - see Requirements*	3
GENERAL EDUCATION	choice - see Requirements*	3
Semester 3		
MAJOR AREA	LD 231 - Boot Design	2.5
	LD 243 - Belt Design	2.5
RELATED AREA	IL 321 - Digital Sketching and Comping for the Illustrator	1.5
	choice - see Elective*	2
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	LD 228 - Accessories CAD	2
	LD 242 - Advanced Handbag Construction	2.5
	LD 263 - Rendering for Accessories	2.5
RELATED AREA	choice - see Elective*	2
GENERAL EDUCATION	choice - see Requirements*	6
TOTAL CREDIT REQUIREMENTS		
	ART HISTORY	6
	GENERAL EDUCATION	18
	MAJOR AREA	32.5
	RELATED AREA	7.5
	Total Credits:	**64**

***Fall 2024 Requirements:** See below.

FIT's Liberal Arts Requirements for Associate Degree Programs: 24 credits total

- Three (3) credits EN 131 meets SUNY GE: Communication-Written (COMW) and Communication-Oral (COMO)
- Three (3) credits of any 200- or 300-level English literature or speech course
- Three (3) credits SUNY GE: Mathematics (and Quantitative Reasoning) (MATH)
- Three (3) credits SUNY GE: Natural Science (and Scientific Reasoning) (NSCI)
- Three (3) credits SUNY GE: Diversity: Equity, Inclusion and Social Justice (DVRS) **excluding History of Art (HA) courses**.
- Three (3) credits any 100-level History of Art (HA) course
- Three (3) credits any History of Art course
- Three (3) credits from SUNY General Education courses in any of the following areas **excluding History of Art (HA) courses**.
  - SUNY GE: The Arts (ARTS)
  - SUNY GE: World History and Global Awareness (GLBL)
  - SUNY GE: Humanities (HUMN)
  - SUNY GE: Social Science (SOCS)
  - SUNY GE: US History and Civic Engagement (USCV)
  - SUNY GE: World Languages (WLNG)

See list of Gen Ed approved courses under NEW FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

Certain majors require specific courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

Related Area Elective(s): 4 credits
CHOICE of any two to three courses (for which prerequisites have been met) totaling 4 credits: AC 111, AC 114, AC 141, AR 115, CD 113, CD 123, CD 235, CG 121, CG 214, DE 101, DE 102, FA 101, FA 104, FA 106, FA 107, FA 113, FA 114, FA 116, 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, 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, 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.