



LEATHER GOODS TECHNOLOGY, FASHION AND DESIGN

COORDINATION
THOMASSET, AGNÈS

ACADEMIC YEAR
2023-2025

SUBJECT GENERAL INFORMATION

Subject name	LEATHER GOODS TECHNOLOGY, FASHION AND DESIGN			
Code	3SEM-SUB2			
Typology	3rd semester. Continued evaluation.			
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	<i>Degree</i>	<i>Course</i>	<i>Character</i>	<i>Modality</i>
	<i>Joint Master Degree in Leather Technology</i>	<i>1</i>	<i>Compulsory</i>	<i>Blended learning</i>
Coordination	THOMASSET, AGNÈS			
University	ITECH			
Language	English			

LEARNING OBJECTIVES

1. Understand all the manufacturing phases of a leather goods article, from its conception to its industrialization: method and industrialization approach
2. Identify the different steps of product design in leather goods manufacturing.
3. Understand and create a technical file in leather goods manufacturing.
4. Analyse technical data in leather goods manufacturing.
5. Develop the manufacturing timeline in leather goods manufacturing.
6. Know how to read and write specifications and conclude on the right glue to use for bonding leather.
7. Understand the main textiles materials used for leather goods and shoes manufacturing.
8. Understand the luxury market and the fashion collectioning process.

LEARNING OUTCOMES

Basic

CB7 That students have the learning skills that allow them to continue studying in a way that will be largely self- directed or autonomous.

General

G02. Technically and economically manage projects, facilities, plants, companies and technology centres.

Specific

CE1 Analyse the different raw materials, intermediate and final products in the leather manufacturing process.

CE2 Analyse, apply and project the main unit operations and the systems that make up the leather manufacturing process.

CE4. Apply theories and principles of leather engineering in order to analyse complex situations and make decisions using engineering resources.

CE6. Broadly identify the main markets of origin and supply of raw leather and the main destinations of finished leather.

CE8 Apply the main mechanisms of organic reactions of macromolecules and polymers to their synthesis and application in industry.

SUBJECT CONTENT

1. ADVANCED LEATHER GOODS: LEATHER GOODS PROCESSING

1.1. Manufacturing files

- Definition
- Specifications and data sheets
- Example of a data sheet
- Example of specifications

1.2. Structure of a cost price

- Cost of raw materials
- Operational costs
- Structure costs

1.3. Materials and components of an article

- Top materials: characteristics and prices
- Surface calculus methods
- Bottom materials: characteristics and prices

1.4. Understanding time delays

- Administrative role
- Commercial role
- Technical role

1.5. Operational ranges

- Definition
- Operations
- Operating modes

1.6. Units of time

- Division modes / Table of conversion. Pros and cons

1.7. Time measuring processes

1.8. Various systems

- BTE / 75-100/ BEDAUX

1.9. Timing

- On the fly / with consideration of the rate
- Calculus of elementary values
- Particular operations
- Verifications

1.10. LAWS

- Laws: Shoes
- Making up a law
- Trimming laws
- Case study

2. LEATHER GOODS MANUFACTURING PRACTICALS

2.1. Introduction of handmade patternmaking

2.2. Mounting timeline development

2.3. Operating range editing

2.4. Making of 3 drafts illustrating different types of mounting, assembly and finishing techniques used in leatherwork while following instructions on an operating range

2.5. Use of preparing machines (splitting, skiving)

2.6. Use of sewing machines

2.7. Operating range editing for each draft

3. BONDING LEATHERS**3.1. Bonding generalities**

- Definitions
- Principle
- Advantages & disadvantages
- Kind of settings
- Water-based & solvent base adhesives / Hot Melt / reactive adhesives

3.2. Adhesives families

- Polyurethanes
- Polychloroprene
- Polyamide

3.3. Preparations and operating modes

- Time characteristics
- Surface preparation
- Operating modes
- Particular case: thermo-bonding interlining

3.4. Adhesives and Bonding Characteristics**4. OTHER LEATHER GOODS MATERIALS: LEATHER GOODS AND SHOES TEXTILES****4.1. Introduction**

- What is textile and where is it on leather goods and Shoes?

4.2. Raw materials

- Natural raw material
- Synthetic raw material
- Materials identification

4.3. Yarns

- Fibbers and yarns processing
- Primary yarns & Elaborated yarns
- Focus: sewing thread

4.4. Raw surfaces

- Weaving
- Knitting
- Nonwovens

4.5. Finished surfaces

- Dying
- Printing
- Coating

4.6. Textiles characterisation and specifications**5. FASHION AND DESIGN****5.1. Luxury leather goods and collectionning****5.2. Collectionning process**

- market positioning
- fashion collection balance
- materials and colours ranges
- collection plan

5.3. Iconic products

- Hermès: Kelly, Birkin
- Chanel: 2.55, Classique
- Louis Vuitton: Neverfull, Alma, Speedy
- Dior: Lady, Saddle
- Fendi: Baguette, Peekaboo
- Longchamp: Pliage

METHODOLOGY**THEORY CLASSES**

Expository lectures: by the teacher, with the explanation of concepts, materials and work plan.

Support material: Course notes and relevant bibliography.

EXERCISES AND SELFSTUDY

General description: Individual exercises, self-learning and individual study.

Support material: Course notes and relevant bibliography.

PRACTICES IN THE LEATHER GOODS WORKSHOP

General description: Practice all the manufacturing phases of a leather goods article, from its conception to its industrialization: method and industrialization approach.

Support material: Practices are held at the leather goods workshop. The scripts of the processes will be provided by the teacher in charge of monitoring practices.

Deliverable: At the end of these practices the student shall deliver the practices report, which will content note of all the data, calculations, incidents, and observations.

EVALUATION

Exercises	10%
Practices	20%

Exam 1 35%

Exam 2 35%
