

Shoes & Accessories Design

Duration 1 academic year
Study mode Full-time, compulsory attendance
Location Milan
Language English

ACCADEMIA
DEL LUSSO

Entry requirements

- Upper secondary school qualification
- Suitable knowledge of English

Qualification

Final certification

Career prospects

Shoes & Accessories Designer, Chief Designer, Fashion Designer, Fashion Graphic Designer, Fashion Coordinator, Accessories and Material Buyer, Processing Technician, Product Manager

Introduction

Shoes & Accessories collections are a **core business** for most international fashion brands who are involved either in **clothing or sportswear design**, and more and more brands are approaching this area. In Italy, there are many companies who are highly specialised in the production of **leather goods** and whose methods include a winning combination of artisanal craftsmanship and high-tech industrial processes. Nowadays, the ever-more competitive market has a high level of demand for designers who are able to **create collections** that are both commercially viable and product-oriented, and that don't lack an original or innovative creative element. This course aims to provide all of the **professional tools** needed to shape students into experts who possess the technical, creative, and managerial skills needed to satisfy the current demands of the Shoes & Accessories system.

Teaching and learning

The teaching method at Accademia del Lusso is **dynamic and interdisciplinary**. The program of the Intensive Course in Shoes & Accessories Design includes various types of lessons and activities which differ in form and in educational objectives.

- **Classroom lessons:** traditional classroom teaching, which is compulsory to attend. Including classes based solely on theory, those based on practice, and some which combine both theory and practice.
 - **External visits:** guided visits to museums, showrooms, factories that will include the analysis of fashion and luxury locations.
 - **Seminars:** seminars to consolidate learning, with experts from the fashion and luxury industry.
 - **Work weeks and Workshops:** interdisciplinary educational workshops focused on developing an assigned project.
- The **limited class sizes** guarantee a high-standard of education and promote a student-teacher and student-student relationship that is solid, efficient, and personal.

Teachers

The Intensive Course in Shoes & Accessories Design is taught by expert higher education teachers who, as well as teach, also currently work in the luxury sector. This allows students to establish **a direct contact with the business world** right from the start of their course.

Placements

Accademia del Lusso reserves placements within fashion and luxury businesses for its eligible students, allowing them to consolidate their education on the field. The **Careers Office** is always in contact with important businesses and agencies: this allows 90% of our students to find relevant placement opportunities or to begin work within 6/8 months after finishing their course.

Assessment

Students are assessed through **periodical tests and exams**. At the end of the course, students must take a **final exam** and present their thesis before the Examination Committee.

Shoes & Accessories Design Curriculum

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Classroom lessons: module list	hrs
SHOES DRAWING & DESIGN	160
Trends & research Introduction to the concept of 'trend': how to find out what can be fashionable and where fashion is moving. The need and ability to forecast trends. The Trend Book. The cool- hunter.	
Design process The creative process and the professionals involved in the shoes industry. The relationship between style/image and brand communication.	
Planning and development of shoes The creation of a complete shoes collection: from the mood board to color cards, sketches to technical specifications.	
Shoes materials and technical specs A study of the materials used to create shoes and how to create technical specification sheets.	
Drawing & rendering Technical drawings and the final sketches of shoes. Adobe Photoshop and Adobe Illustrator.	
Merchandising & production Workshop: production of a shoe prototype. (100 hrs)	
PATTERNMAKING FOR SHOES	60
Introduction to the processing of shoes. Analysis of the basic blocks. Examination of the shoes manufacturing processes, with an insight into the materials and components used for production. Patternmaking of shoes in paper and cardboard. Material cutting and assembly of a prototype designed by the student. Development of a final project, which will be the design and assembly of a shoe.	
ACCESSORIES DRAWING & DESIGN	120
Design process The creative process and the professionals involved in the accessories industry. The relationship between style/image and brand communication.	
Planning and development of shoes The creation of a complete accessories collection: from the mood board to color cards, sketches to technical specifications.	
Accessories materials and technical specs A study of the materials used to create accessories and how to create technical specification sheets.	
Drawing & rendering Technical drawings and the final sketches of accessories. Adobe Photoshop and Adobe Illustrator.	
Workshop: production of an accessory prototype. (50hrs)	

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Classroom lessons: module list	hrs
PATTERNMAKING FOR ACCESSORIES	30
Introduction to the processing of accessories. Analysis of the basic blocks. Examination of the accessories manufacturing processes, with an insight into the materials and components used for production. Patternmaking accessories in paper and cardboard. Material cutting and assembly of a prototype designed by the student. Development of a final project.	
COMPUTER GRAPHICS FOR FASHION	60
Introduction to the main graphics software (Photoshop, InDesign) to create mood boards and color boards. 2D digital rendering techniques. Development of the final portfolio based on the personal collection.	
3D CAD & RENDERING (SHOES, ACCESSORIES, BAGS)	60
Use of the 3D software for the digital transposition of paper patterns and outlines and study of digital rendering techniques to create a realistic 3D model.	
MATERIAL TECHNOLOGY AND CERTIFICATIONS	30
Study of the main materials used in the shoes and accessories production. Analysis of the most important and update regulations and certification that guarantee a correct and sustainable use of materials, machineries and instruments dedicated to the production of shoes and accessories.	
HISTORY OF SHOES AND ACCESSORIES	30
The evolution of costume, fashion and accessories up until the 70's. Case study analysis.	