

ACCESSORY DESIGN (ACCE)

ACCE 110 Sewing Technology for Accessory Design (5 Credits)

This course introduces students to the industry practices involved in producing accessories. Students also are introduced to decorative ornamentation techniques while applying these techniques to accessory design. Basic patternmaking skills are taught and provide the foundation for future courses in accessory design.

Prerequisite(s): Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 120 Materials and Processes for Accessory Design (5 Credits)

This course introduces students to core materials used in the implementation of accessory design products. By exploring the qualities and properties of traditional materials, students learn the basics of traditional and nontraditional materials. Students explore a variety of techniques related to accessory design with leather, from tanning to production. This course also explores alternative materials used in accessory products such as rubber, synthetics, woods and metals, as well as cements. This course requires experimentation culminating in a final project which explores individualized processes and material manipulation.

Prerequisite(s): ACCE 110.

Attributes: Studio Elective Requirement

ACCE 153 Introduction to Fashion Eyewear Design (5 Credits)

Eyewear serves as an integral component of the fashion industry, blending style, functionality, and innovation to meet the diverse needs and preferences of consumers. In this course, students explore the fusion of fashion and style with technical skills to design stylish and innovative eyewear. Within the context of modern fashion, students develop eyewear designs based on practical issues related to comfort, fit, and functionality while enhancing skills for career opportunities within the fashion, medical, and industrial sectors.

Attributes: Studio Elective Requirement

ACCE 203 Sketching and Rendering for Accessory Design (5 Credits)

This course introduces students to the 2D concepts of accessory design. Students learn sketching, technical drawing skills and rendering as applicable to the accessory design industry. Students develop course portfolios consisting of handbags, footwear, belts, millinery styles, gloves and small leather goods.

Prerequisite(s): (DRAW 200; DRAW 230; FOUN 230 or FOUN 230).

Attributes: Studio Elective Requirement

ACCE 205 Introduction to Fashion Accessory Design (5 Credits)

This course presents an overview of personal and historical antecedents of the visual forms familiar in the contemporary fashion market. Students discuss and analyze the forms within a contemporary, user-centered context and apply various design methodologies and tools in realizing studio projects.

Prerequisite(s): JEWL 120; JEWL 102; MTJW 102; FASH 110; FIBR 160; ACCE 203; SDES 213; IDUS 213; FURN 232 or IDUS 231; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 300 Computer-aided Design for Accessory Design (5 Credits)

This course provides the opportunity for students to integrate their accessory design development with computer-aided systems. The emphasis is on innovation and concept design exploration enhanced by computer applications.

Prerequisite(s): ACCE 120 and ACCE 203 and (DIGI 130 or CMPA 110).

Attributes: Studio Elective Requirement

ACCE 362 Handbag Design I: Introduction to Design and Construction (5 Credits)

This course explores the dynamics and principles of handbag design. By understanding historically relevant models, students interpret the design of these accessories within a contemporary context. Sketching, rendering, model-making and concept presentation are stressed and precede finished prototypes.

Prerequisite(s): ACCE 120 and ACCE 205; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 363 Innovative Eyewear Design: Advanced Concepts and Industry Practices (5 Credits)

Discover the future of eyewear design by integrating fashion, technology, and sustainability. In this course, students explore ergonomic design, material innovation, digital prototyping, and smart wearable features within eyewear. Through hands-on projects and industry insights, students create market-ready eyewear designs and develop a professional portfolio showcasing innovative concepts and prototypes.

Prerequisite(s): ACCE 300.

Attributes: Studio Elective Requirement

ACCE 364 Footwear Design I: Introduction to Design and Construction (5 Credits)

This course provides an opportunity for students to focus on developing conceptual footwear designs using a variety of material resources. It also provides an opportunity to work in an interdisciplinary environment with students from a range of majors.

Prerequisite(s): ACCE 120 and ACCE 205; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 372 Handbag Design II: Advanced Patternmaking and Design Technique (5 Credits)

This course explores the dynamics and principles of advanced handbag design. By understanding historically relevant models, students interpret the design of these accessories within a contemporary context. Patternmaking, technical sketching, rendering and concept presentation are stressed and precede finished prototypes.

Prerequisite(s): ACCE 362; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 373 Functional Design for High-Performance Eyewear (5 Credits)

For athletes and those with active lifestyles, eyewear must withstand rigorous demands to ensure safety and enhance performance. In this course, students explore advanced materials, ergonomic principles, and cutting-edge technologies to create functional, comfortable, and durable eyewear suitable for wear in various sports and extreme activities.

The course bridges creativity with practical application, preparing students to design eyewear that supports vision, safety, and peak athletic performance. Students develop a professional portfolio showcasing innovative performance eyewear concepts and prototypes.

Prerequisite(s): ACCE 363.

Attributes: Studio Elective Requirement

ACCE 374 Footwear Design II: Advanced Patternmaking and Design Technique (5 Credits)

This course explores the dynamics and principles of advanced footwear design. By understanding historically relevant models, students interpret the design of these accessories within a contemporary context. Patternmaking, technical sketching, rendering and concept presentation are stressed and precede finished prototypes.

Prerequisite(s): ACCE 364; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 415 Senior Collection I: Research and Design Development (5 Credits)

This is the first in a three-quarter sequence of courses in which the student focuses on conceptualizing an original 2D collection specializing in accessory design. With a focus on line-building in accessory design, students explore identifying customer profiles, researching major areas of specialization, sources of inspiration and fabrication selection. Students develop portfolio-ready technical sketches, illustrations, flats, storyboards, color storyboards and fabric swatches in preparation for the Senior Collection II course.

Prerequisite(s): ACCE 372 and ACCE 374; Liability waiver is required.

Attributes: Business-focused elective; Studio Elective Requirement

ACCE 420 Senior Collection II: 3D Prototype and Development (5 Credits)

This is the second in a three-quarter sequence of courses in which the student focuses on conceptualizing an original 2D collection specializing in accessory design. Students in this course develop skills necessary to create advanced sample accessories. Emphasis is placed on the production of the first sample prototype through the application of advanced patternmaking techniques. Presentations of final prototypes are critiqued prior to the development of final accessories.

Prerequisite(s): ACCE 415; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 422 Accessory Portfolio Presentation (5 Credits)

From sketches and research to completed pieces, the accessory designer's portfolio must emphasize their career goals and specialized skillsets. In this course, students refine their past works, create self-promotional materials and assemble an industry-ready portfolio.

Prerequisite(s): FASH 410; FASH 317; ACCE 415 or FASM 420.

Attributes: Business-focused elective; Studio Elective Requirement

ACCE 430 Senior Collection III: Final Collection (5 Credits)

This is the final in a three-quarter sequence of courses in which the student focuses on conceptualizing an original 2D collection specializing in accessory design. Advanced accessory design students have the opportunity to produce a senior collection of distinctive fashion accessories. Industry-standard construction techniques are applied in the execution of the student's final collection. Portfolio-quality presentation boards support the collection.

Prerequisite(s): ACCE 420.

Attributes: Studio Elective Requirement

ACCE 479 Undergraduate Internship (5 Credits)

Internships offer students valuable opportunities to work in a professional environment and gain firsthand experience to help them prepare for careers. In an approved internship setting, a student typically spends one quarter working with an on-site professional supervisor and a faculty internship supervisor to achieve specific goals and objectives related to the program of study.

ACCE 501 Accessory Design and Development (5 Credits)

This course introduces students to the working relationship between materials, design and 3D products. It is intended to give incoming accessory design students an opportunity to assess and improve their technical ability in both 2D and 3D design.

Attributes: Studio Elective Requirement

ACCE 711 Methodologies in Accessory Design (5 Credits)

This course is designed to evaluate and improve creative and technical development in the processes of materials used in the specialty areas of accessory design. Students explore and experiment with technical and practical construction skills as applied to processes that lay the conceptual groundwork for future design work.

Attributes: Studio Elective Requirement

ACCE 715 Presentation Methods I: Portfolio Development (5 Credits)

This course combines illustration and graphic representation techniques for use in the field of accessory design. By developing 2D skills while working in various media, students examine material culture and marketing strategies.

Attributes: Studio Elective Requirement

ACCE 720 Presentation Methods II: Marketing a Personal Aesthetic (5 Credits)

This course incorporates and builds upon skills and techniques already developed into subject-specific assignments targeted to address the student's portfolio needs. Through the use of professional practices, promotion and marketing skills, students examine and analyze the criteria used by industry professionals to evaluate portfolios.

Prerequisite(s): ACCE 715.

Attributes: Studio Elective Requirement

ACCE 725 Computer-aided Design for Accessories (5 Credits)

This course provides students the opportunity to integrate computer-aided design tools and applications to develop accessory collections and visual presentations. Emphasis is placed on both technical and aesthetic mastery of computer-aided design.

Attributes: Studio Elective Requirement

ACCE 730 Accessory Studio I: Collection Conceptualization (5 Credits)

In this intensive studio course, students realize a theme grounded in thorough research and process. This course is the first phase in designing and producing an accessories collection in which conceptual groundwork is developed and translated into prototypes. Emphasis is placed on the development of technical and creative skills.

Prerequisite(s): ACCE 711; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 740 Accessory Studio II: Production Planning and Execution (5 Credits)

This course is the second phase of the graduate studio experience, in which students design and produce a collection in an area of their choice that demonstrates the mastery of both technical and aesthetic skills while maintaining a unique identity as a designer.

Prerequisite(s): ACCE 730.

Attributes: Studio Elective Requirement

ACCE 749 Accessory Design M.A. Final Project (5 Credits)

Master of Arts degree-seeking students in accessory design are required to develop and complete a final project that represents the culmination of the program.

Prerequisite(s): ACCE 730 and minimum score of 5 in 'Graduate Prerequisite Test'; Liability waiver is required.

Attributes: Studio Elective Requirement

ACCE 779F Graduate Field Internship (5 Credits)

Students in this course undertake a field assignment under the supervision of a faculty member.

ACCE 779T Graduate Teaching Internship (5 Credits)

Students in this course undertake a teaching assignment under the supervision of a faculty member.