PROPOSED CURRICULAR STRUCTURE FOR PART-II (2ND YEAR) OF THE FULLTIME DIPLOMA COURSE IN ENGINEERING & TECHNOLOGY.

WEST BENGAL STATE COUNCIL OF TECHNICAL EDUCATION
TEACHING AND EXAMINATION SCHEME FOR DIPLOMA IN ENGINEERING COURSES

COURSE NAME: LEATHER GOODS TECHNOLOGY
SEMESTER: THIRD
BRANCH CODE: LGT

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STUDENT CONTACT HOURS PER WEEK: 33 HRS.
THEORY & PRACTICAL PERIOD OF 60 MINUTES EACH.
L-LECTURE; TU- TUTORIALS; PR-PRACTICAL ; TW- TERM WORK ; TA-TEACHERS ASSESSMENT;
CT- CLASS TEST; ESE- END OF SEMESTER.
FUNDAMENTALS OF LEATHER GOODS TECHNOLOGY

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OBJECTIVE
1. To impart a knowledge about Leather Goods Technology, different types of tools used for its making with special emphasis to its preparatory processes.
2. To provide knowledge about leather specification for making various types of Leather goods.

EXAMINATION SCHEME

Internal Assessment - 30 Marks and End of Semester (ESE) - 70 Marks.
Distribution of Internal Assessment marks:
Teacher’s Assessment (TA) - 10 Marks; Class Test (CT) - 20 Marks.

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DETAIL COURSE CONTENT

• END OF SEMESTER

A. INTRODUCTION TO LEATHER GOODS TECHNOLOGY
   Definition and Function of Leather Goods.
   History and Evolution of Leather Goods.
   Classification of Leather Goods.
   Different components of Leather Goods.
   Board room of Leather Goods Making.

B. TOOLS USED FOR LEATHER GOODS MAKING

C. TOOLS PREPARATION AND MAINTAINANCE

D. MATERIAL OVERVIEW
E. STANDARDISATION OF LEATHER FOR MAKING VARIOUS TYPES OF LEATHER GOODS

Introduction; General guideline for standardization of leather for various types of leather goods like Solid Leather Trunks and Suitcases, Handbags, Shopping Bags, Traveling Bags, Documents Case & Brief Cases, Wallet, Bill-folds, Fancy Leather Goods.

F. BASIC TECHNIQUES FOR LEATHER GOODS MAKING

Introduction; Cutting, Beveling, Burnishing, Creasing, Turning over edges, Carving, Stamping, Thronging- Purpose and method for all operations.

F. PREPARATORY PROCESSES

a. Skiving, Splitting, Embossing, Perforation, Grooving, Channeling.
b. Edge Finishing: Raw edge finishing, Cut-edge finishing, Folding, Binding (French binding- Run-over binding, Hammer-over binding, English/channel/ Flat binding), Turned-edge finishing.
c. Gluing.

TEXT BOOKS


MATERIAL STUDY (LEATHER)

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<th>Subject Code</th>
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OBJECTIVE

1. To provide knowledge to the participants about different processes involved in manufacturing of leather.
2. To provide brief knowledge about different types of leather.

EXAMINATION SCHEME

Internal Assessment - 30 Marks and End of Semester (ESE) - 70 marks.
Distribution of Internal Assessment marks:
Teacher’s Assessment (TA) - 10 marks; Class Test (CT) - 20 marks.

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DETAIL COURSE CONTENT

• END OF SEMESTER

1. GENERAL INFORMATION ABOUT RAW HIDES AND SKINS

   Chemical constituents of hides & skins; Brief study of various fibrous & non- fibrous protein; Preservation Techniques – Principles involved in preservation techniques, short-term preservation techniques, Defects in hides & skins, Properties of raw hides & skins.
2. **A) PRE TANNING PROCESS**

   **B) TANNING PROCESS**
   Various types of Tanning materials, Principles involved in Vegetable & Cr Tanning, General properties & Differences between Vegetable & Chrome Tanning, Combination Tannage.

   **C) POST TANNING AND FINISHING PROCESS**
   Principles involved in Neutralization, Dyeing and Fat liquor - Various Drying techniques and Crusting operations; General classification of Leather Finishes.

3. **CLASSIFICATION OF LEATHER**

4. **BRIEF KNOWLEDGE ABOUT CHARACTERISTICS OF LEATHER FOR LEATHER GOODS**

5. **FIBRE STRUCTURE AND BASIC KNOWLEDGE OF PHYSICAL PROPERTIES**
   Histological characteristics of hides & skins – Cow, Ox, Cow Calf, Buffalo, Buff Calf, Goat Kid, Sheep etc. Basic knowledge of physical properties of Leather like Strength, Color Fastness, Feel etc.

**TEXT BOOKS**

**ELEMENTS OF BASIC DESIGNING & PATTERN DEVELOPING**

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**OBJECTIVE**
1. To provide the participants with a general awareness of fashion and the ability to express this in a graphical format.
2. To impart the necessary craft ability required for the production of model patterns.
3. To develop the ability to control line and production.
4. **Practical:** To provide the participants with the knowledge and to impart the skills and techniques necessary for Leather Goods designing and pattern developing.

**EXAMINATION SCHEME**

Internal Assessment - 30 marks; End of Semester (ESE) - 70 marks and Practical - 150 marks.
Distribution of Internal Assessment marks:
Teacher’s Assessment (TA) - 10 marks; Class Test (CT) - 20 marks.
Practical-150 Marks
Internal Assessment - 100 marks.
Distribution of Internal Assessment marks:
Periodic Assignment (Designing and Pattern Developing) - 40 marks; Practical Examination (Designing and Pattern Developing) - 40 marks; Practical Note Book - 20 marks.
External Assessment - 50 marks.
Distribution of External Assessment marks:
Practical Examination (Designing and Pattern Developing) - 40 marks. Viva-voce – 10 marks.
**DETAIL COURSE CONTENT**

- **END OF SEMESTER**

**A. INTRODUCTION TO LEATHER GOODS DESIGNING**

**B. CONCEPT OF DESIGNING**
Its Utility, Fashion, Trend etc.

**C. INTRODUCTION TO BASIC DESIGNING**
Definition.
The basis of Designing.
Functions of a Designer.
Quality of Good Designer.
Articles- A Designer should carry.

**D. BASIC DESIGNING**
Different types of Gussets (One Piece Cut Edge gusset, Three Piece Cut Edge gusset, U-shaped Cut Edge gusset, U-shaped Bound Edge gusset).
Different types of Pockets (Flat pockets, Gusseted pockets- Three-piece gusset, Pleated gusset, Hanging pockets).
Different types of Straps (Shoulder strap, Watch strap).
Different types of Handles (Round handles-Butt Stitched, Saddle Stitched and Flat handles).

**E. MATERIAL SELECTION, TOOLS REQUIRED AND SEQUENTIAL OPERATION FOR MAKING THE FOLLOWING ITEMS**
  a. Key case
  b. Coin pouch
  c. Spectacle case
  d. Pen holder
  e. Card holder
  f. Passport case.

- **PRACTICAL**

**PATTERN TECHNOLOGY**
Introduction: Development of Base Model from Sample; Pattern developing of the following items:
  a. Key Case
  b. Coin Pouch
  c. Spectacle Case
  d. Pen Holder
  e. Card Holder
  f. Passport Case.

**TEXT BOOKS**

LEATHER GOODS ACCESSORIES

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OBJECTIVE
1. To provide a basic knowledge of the structure, characteristics and properties of a wide range of materials used in Leather Goods Manufacture and to examine their uses and limitations in relation to Leather Goods Design and Production.

EXAMINATION SCHEME
Internal Assessment - 30 marks and End of Semester (ESE) - 70 marks.
Distribution of Internal Assessment marks:
Teacher’s Assessment (TA) - 10 marks; Class Test (CT) - 20 marks.

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DETAIL COURSE CONTENT

• END OF SEMESTER

A. LINING
Introduction; Purpose of use; Different types of lining used in Leather Goods Making.

B. REINFORCEMENT
Introduction; Purpose of use; Different types of Reinforcement used in Leather Goods Making.

C. ADHESIVES
Adhesive and Adhesion; Classification of adhesive according to its origin; Principles of adhesion; Principal adhesives used in Leather Goods Making – Their quality and nature; Uses of Adhesive.

D. THREADS
Introduction; Different types of Fibers used as Thread Materials [natural, organic, inorganic]; Thread Manufacturing Process [Basic outline] [different Twist-s, z]; Characteristics of Threads; Thread Numbering System [Length, Weight basis]; Factors governing the selection of thread; Standardization of Thread to Needle.

E. DYES
Introduction; Sensation of color; Color constitution; Classification of dye according to the a. Chemical Composition and b. Mode of application.

F. FINISHES & POLISHES
G. DIFFERENT TYPES OF FITTINGS, FINDINGS AND THEIR TOOLS

Metal fittings: Rivets and Rivet-setter; Eyelets, Grommets, Snaps, Zippers, Buckles, Loops, Dees, Rings, Keepers, Frames, Handles, Corner Fittings, Locks, Studs, Wires, Wheelers.
Non-Metal Fittings: Elastic, Decorative items.

TEXT BOOKS
1. “Comprehensive Footwear Technology” by Somnath Ganguly. ILTA, Kolkata Publications.

MATERIAL CLICKING TECHNIQUES

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<td>3 Practical</td>
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OBJECTIVE
1. To provide the participants with a general awareness of Material Clicking Techniques.

EXAMINATION SCHEME

Internal Assessment - 25 marks.
Distribution of Internal Assessment marks:
Practical Note Book - 5 marks; Periodic Assignment (Job Performed) - 10 marks; Practical Examination (Job performed) - 10 marks.

External Assessment - 25 marks.
Distribution of External Assessment marks:
Practical Examination (Job Performed) - 15 marks; Viva-voce - 10 marks.

DETAIL COURSE CONTENT

• PRACTICAL

A. INTRODUCTION
Pattern Engineering, Material Clicking.

B. PRINCIPLE OF CLICKING
Principle of Cutting Components, Cutting Direction, Quality region, Individual Component wise Discussion, Match marking, Manipulation defects, Economic clicking (Interlocking of Patterns); Hand Clicking and Machine Clicking (Principle and Tools, Economic aspects of different methods).
C. FLAT PATTERN TECHNIQUES

D. PATTERN ALTERATIONS
  Importance of Altering Patterns, Principles of Pattern Alterations, Pattern Alterations in various Garments, Alterations of Patterns for Irregular Figures.

E. PATTERN GRADING

F. MARKER PLANNING

G. SPREADING AND CUTTING
  Spreading: Factors to be considered in Knitted and Woven Fabrics, Lay Formation, Requirements, Methods, Types of Fabric Packages: Cutting Objectives, Fabric Preparation, Methods.

TEXT BOOKS


CONSTRUCTION TECHNIQUES

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OBJECTIVE
1. To learn all the operations of Leather Goods making manually and mechanically.

EXAMINATION SCHEME

Internal Assessment - 100 marks.
Distribution of Internal Assessment marks:
Periodic Assignment (Job Performed) - 40 marks; Practical Examination (Job Performed) - 40 marks; Viva-voce -20 marks.

External Assessment - 50 marks.
Distribution of External Assessment marks:
Practical Examination (Job Performed) - 40 marks; Viva-voce - 10 marks.
DETAIL COURSE CONTENT

• PRACTICAL

A. CLICKING TECHNOLOGY
   Introduction; Method; Material selection; Pattern Interlocking; Splitting; Skiving (Hand & Machine); Strap Cutting etc.

B. FABRICATION TECHNOLOGY
   Introduction; Gluing; Folding; Edge coloring; Eyeleting; Stitching on different machine; Trimming; Cleaning; Finishing etc.

C. MANUFACTURING TECHNIQUES
   Practicing the manufacturing of the following items:

TEXT BOOKS


COMPUTER AIDED DESIGNING FOR LEATHER GOODS TECHNOLOGY
2D – PART - I

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OBJECTIVE
1. On satisfactory completion of the course, the students should be in position to solve design problems by being able to use Leather goods CAD commands to make 2D drawing, make pattern, edit pattern. They will also be able to plot drawings, nesting and cutting pattern.

EXAMINATION SCHEME

Internal Assessment - 25 marks.
Distribution of Internal Assessment marks:
Drawing sheets - 20 marks; Lab Notebook - 5 marks.
External assessment - 25 marks shall be held at the end of the semester on the entire syllabus: One job per student from any one of the jobs done is to be performed. Job is to be set by lottery system.
Distribution of External Assessment marks:
Drawing sheets - 10 marks; Practical Job (On Spot) - 10 marks; Viva-voce - 5 marks.
**DETAIL COURSE CONTENT**

**PRACTICAL**

**GETTING STARTED – I**
Starting AutoCAD – AutoCAD screen components – Starting a drawing: Open drawings, Create drawings (Start from scratch, Use a template & Use a wizard) – Invoking commands in AutoCAD – Drawing lines in AutoCAD – Co-ordinate systems: Absolute co-ordinate system, Relative co-ordinate system – Direct distance method – Saving a drawing: Save & Save As – Closing a drawing – Quitting AutoCAD.

**GETTING STARTED – II**

**DRAW COMMANDS**

**EDITING COMMANDS**

**DRAWING AIDS**

**CREATING TEXT**
Creating single line text – Drawing special characters – Creating multiline text – Editing text – Text style

**BASIC DIMENSIONING**
Fundamental dimensioning terms: Dimension lines, dimension text, arrowheads, extension lines, leaders, centre marks and centerlines, alternate units – Associative dimensions – Dimensioning methods – Drawing leader

**INQUIRY COMMANDS**
EDITING DIMENSIONS
Editing dimensions by stretching – Editing dimensions by trimming & extending – Editing dimensions: DIMEDIT command – Editing dimension text: DIMALIGN command – Updating dimensions – Editing dimensions using the properties window – Creating and restoring Dimension styles: DIMSTYLE.

HATCHING
BHATCH, HATCH commands – Boundary Hatch Options: Quick tab, Advance tab – Hatching around Text, Traces, Attributes, Shapes and Solids – Editing Hatch Boundary – BOUNDARY command

BLOCKS
The concept of Blocks – Converting objects into a Block: BLOCK, _BLOCK commands – Nesting of Blocks – Inserting Blocks: INSERT, MINSERT commands – Creating drawing files: WBLOCK command – Defining Block Attributes – Inserting Blocks with Attributes – Editing Attributes

PLOTTING DRAWINGS IN AUTOCAD

PRACTICING WITH COMPLETE LEATHER GOODS DRAWING (2D)
Each student is required to prepare a basic leather goods base and make 2d pattern as per designing syllabus in 3rd Semester.

TEXT BOOKS

PROFESSIONAL PRACTICE - I

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<td>2 Tutorial</td>
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OBJECTIVE
1. To acquire information from different source.
2. To prepare notes from given topic.
3. To present given topic in seminar.
4. To interact with peers to share thoughts.
5. To prepare a report on industrial visit, expert lecture.

EXAMINATION SCHEME
Internal Assessment - 50 marks.
Distribution of Internal Assessment marks:
Internal Assignment - 25 marks; Seminar Presentation - 15 marks; Industry Visit Report - 10 marks.

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**DETAIL COURSE CONTENT**

**• TERM WORK**

**Module – I**

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<th>A. Identification of Hide and Skin of Cow, Buffalo, Goat, Sheep.</th>
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<td>B. Identification of different types of Defects.</td>
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<td>C. Gradation of Leather according to Defects.</td>
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<td>D. Identification of different types of Finished Leather.</td>
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<td>E. <strong>INDUSTRY VISIT</strong> - Visit to a Tannery.</td>
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**Module – II**

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<th>A. Identification of different types of Lining.</th>
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<td>B. Identification of different types of Reinforcement.</td>
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<td>C. Identification of different types of Adhesives.</td>
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<td>D. Identification of different types of Thread.</td>
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<td>E. Identification of different types of Fitting Tools.</td>
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