

**PROPOSED CURRICULAR STRUCTURE FOR PART-II (2<sup>ND</sup> 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												
SL. NO.	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
1.	FUNDAMENTALS OF LEATHER GOODS TECHNOLOGY	3	3	1	-	10	20	30	70	-	-	100
2.	MATERIAL STUDY (LEATHER)	3	3	-	-	10	20	30	70	-	-	100
3.	ELEMENTS OF BASIC DESIGNING & PATTERN DEVELOPING	6 (3+3)	3	-	6	10	20	30	70	-	150	250
4.	LEATHER GOODS ACCESSORIES	3	3	-	-	10	20	30	70	-	-	100
5.	MATERIAL CLICKING TECHNIQUES	2	-	-	3	-	-	-	-	-	50	50
6.	CONSTRUCTION TECHNIQUES	3	-	-	6	-	-	-	-	-	150	150
7.	COMPUTER AIDED DESIGNING FOR LEATHER GOODS TECHNOLOGY 2D - PART- I	2	-	-	3	-	-	-	-	-	50	50
8.	PROFESSIONAL PRACTICE-I	2	-	2	-	-	-	-	-	50	-	50
<b>TOTAL</b>		<b>24</b>	<b>12</b>	<b>3</b>	<b>18</b>	<b>40</b>	<b>80</b>	<b>120</b>	<b>280</b>	<b>50</b>	<b>400</b>	<b>850</b>
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**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Lecture 1 Tutorial	100

### **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.**

S L N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
1.	FUNDAMENTALS OF LEATHER GOODS TECHNOLOGY	3	3	1	-	10	20	30	70	-	-	100

### **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**

- Introduction; Tools used- a. Work table b. Work board c. Square ruler and divider d. Punching Tools (Revolving Punch, Round Drive Punch, Arc Punch, Oblong Punch, Oval Drive Punch, Thronging Chisel) d. Hammer e. Cutting tools (Different types of Knives & Scissors) f. Sewing & Lacing tools (Scratch Awl, Hafd Awl, Automatic Awl, Stitching Grover and Needles) g. Miscellaneous Tools (Tracer Stripler, Outline Modeler, Roller, Filleting Wheel, Creasing Irons, Edge Beveller, Plough Gauge, Pricking Iron, Race).

#### **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**

1. The Leather Working Handbook - “A Practical Illustrated Source Book of Techniques and Projects” by *Valerie Micheal*. Cassell (Aug 01, 2006).
2. Leather Work - “A Manual of Techniques” by *Geoffrey West*. Crowood Press. New Edition (March 01, 2005).

**MATERIAL STUDY (LEATHER)**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Lecture	100

**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.**

S L N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
2.	MATERIAL STUDY (LEATHER)	3	3	-	-	10	20	30	70	-	-	100

**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**

Principles involved in Soaking, Liming, Deliming, Bating, Pickling, Depickling & Degreasing.

**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 liquoring-Variou s 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**

Historical 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**

1. “Introduction to the Principles of Leather Manufacture” (4<sup>th</sup> Edition) by *Prof. S.S. Dutta*. ILTA, Kolkata Publications.

2. “Theory & Practice of Leather Manufacture” by *K.T. Sarkar*. K.T. Sarkar (1965).

**ELEMENTS OF BASIC DESIGNING & PATTERN DEVELOPING**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Lecture 6 Practical	250 [100+150]

**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.**

S L N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
3.	ELEMENTS OF BASIC DESIGNING AND PATTERN DEVELOPING	6 (3+3)	3	-	6	10	20	30	70	-	150	250

### 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

1. The Leather Working Handbook- "A Practical Illustrated Source Book of Techniques and Projects" by *Valerie Micheal*. Cassell (Aug 01, 2006).

2. Leather Work- "A Manual of Techniques" by *Geoffrey West*. Crowood Press. New Edition (March 01, 2005).

## **LEATHER GOODS ACCESSORIES**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Lecture	100

### **OBJECTIVE**

- 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.**

S L  N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
4.	LEATHER GOODS ACCESSORIES	3	3	-	-	10	20	30	70	-	-	100

### **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.
2. "Industrial Chemistry" by *B.K. Sharma*. Goel Publishing House, Meerut.
3. "Manual of Shoe Making" (2nd Edition) by *Clarke*. Clarks Limited (1965).

## MATERIAL CLICKING TECHNIQUES

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Practical	50

### 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.**

S L  N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
5.	MATERIAL CLICKING TECHNIQUES	2	-	-	3	-	-	-	-	-	50	50

### 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

Dart Manipulation Methods-Pivot method, Slash method and Spread method- Moving, Dividing, Combining darts and Converting darts in Seam Lines and Measurement method-Dividing in same Seam Line.

### 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

Principles of Pattern Grading, Types-Draft Grading: Two Dimensional and Three Dimensional, Track Grading and Advantages. Method of Grading various Garments.

### F. MARKER PLANNING

Pattern Layout: Types- Open, Lengthwise, Crosswise, Double layout, Combination layout, Principles laying various patterns on different types of Fabrics. Marker planning: Planning, Drawing and Reproduction of the Marker- the Requirements, Efficiency, Method of 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

1. "Pattern Making for Fashion Technology" by *Helen, Josep and Armstrong*. Prentice Hall, New York, 2004 (Fourth Edition).
2. "Grading for the Fashion Industry" by *Patrick Taylor & Janett Rice*. Stanley Thomas (Publishers) Ltd.1990.

## **CONSTRUCTION TECHNIQUES**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	6 Practical	150

### 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.**

S R  N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
6.	CONSTRUCTION TECHNIQUES	3	-	-	6	-	-	-	-	-	150	150

### 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; Eyeletting; Stitching on different machine; Trimming; Cleaning; Finishing etc.

##### **C. MANUFACTURING TECHNIQUES**

Practicing the manufacturing of the following items:

a. Key case b. Coin pouch c. Spectacle case d. Pen holder e. Card holder f. Passport case.

#### TEXT BOOKS

1. The Leather Working Handbook- “A Practical Illustrated Source Book of Techniques and Projects” by *Valerie Micheal*. Cassell (Aug 01, 2006).

2. Leather Work- “A Manual of Techniques” by *Geoffrey West*. Crowood Press. New Edition (March 01, 2005).

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

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	3 Practical	50

#### 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.**

S L  N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
7.	COMPUTER AIDED DESIGNING FOR LEATHER GOODS TECHNOLOGY 2D - PART- I	2	-	-	3	-	-	-	-	-	50	50

### 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**

Opening an existing file – Concept of Object – Object selection methods: Pick by box, Window selection, Crossing Selection, All, Fence, Last, Previous, Add, Remove – Erasing objects: OOPS command, UNDO / REDO commands – ZOOM command – PAN command, Panning in real time – Setting units – Object snap, running object snap mode – Drawing circles.

##### **DRAW COMMANDS**

ARC command – RECTANG command – ELLIPSE command, elliptical arc – POLYGON command (regular polygon) – PLINE command – DONUT command – POINT command – Construction Line: XLINE command, RAY command – MULTILINE command

##### **EDITING COMMANDS**

MOVE command – COPY command – OFFSET command – ROTATE command – SCALE command – STRETCH command – LENGTHEN command – TRIM command – EXTEND command – BREAK command – CHAMFER command – FILLET command – ARRAY command – MIRROR command – MEASURE command – DIVIDE command – EXPLODE command – MATCHPROP command – Editing with grips: PEDIT.

##### **DRAWING AIDS**

Layers – Layer Properties Manager dialog box – Object Properties: Object property toolbar, Properties Window – LTSCALE Factor – Auto Tracking – REDRAW command, REGEN command.

##### **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**

AREA – DIST – ID – LIST – DBLIST – STATUS – DWGPROPS

### **EDITING DIMENSIONS**

Editing dimensions by stretching – Editing dimensions by trimming & extending – Editing dimensions: DIMEDIT command – Editing dimension text: DIMTEDIT 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**

PLOT command – Plot Configuration – Pen Assignments – Paper Size & Orientation Area – Plot Rotation & Origin – Plotting Area – Scale.

### **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 3<sup>rd</sup> Semester.

### **TEXT BOOKS**

1. “Mastering AutoCAD 2010 and AutoCAD LT 2010” by *George Omura*. Sybex (1<sup>st</sup> Edition, June 22, 2009).

## **PROFESSIONAL PRACTICE - I**

Subject Code	Course offered in	Course Duration	Contact Period Per Week	Full Marks
	2 <sup>nd</sup> Year 1 <sup>st</sup> Semester	17 Weeks	2 Tutorial	50

### **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.**

S L N O	SUBJECT	CREDITS	PERIODS			EVALUATION SCHEME						
			L	TU	PR	INTERNAL SCHEME			ESE	TW	PR	TOTAL MARKS
						TA	CT	TOTAL				
8.	PROFESSIONAL PRACTICE-I	2	-	2	-	-	-	-	-	50	-	50

## DETAIL COURSE CONTENT

### • TERM WORK

#### Module – I

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

#### Module – II

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