

# INDUSTRY DESIGN - SNEAKER

## SYLLABUS

### COURSE DESCRIPTION

Students will learn how design thinking for footwear gains awareness into principals of creating, researching, design processing and innovation. In this class students will learn paper techniques for visualizing innovative footwear (sneakers or shoes) to deconstruction/dissection of shoes leading to a final pair of sculptural footwear art. This course is art and design centric with insight into how top footwear designers gain inspiration and build a story around their shoes leading to each students own footwear story for their portfolio.

### STAGES OF DEVELOPMENT

#### Curriculum

4 Weeks

#### Week 1: 1st Prototype- playing with footwear

- Collage
- Anatomy of Footwear

#### Week 2: Forecasting trends (guest speaker), field trips

- Building Footwear inventions on paper

#### Week 3: Business of Sneakers: Sneaker design & manufacturing

- Footwear University Educational opportunities

- Footwear Careers
- Using up-cycled materials for footwear sculpture

**Week 4:**

- 2nd Prototype- innovation concepts
- Building processes of design

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