
Leather Goods Design and Developments Guideline

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Foreword

This Ethiopian Standard has been prepared under the direction of Technical Committee for Leather- and Leather products(TC 74) and published by the Ethiopian Standards Agency(ESA).

Draft of the standard has been presented by Ethiopian Leather Industry Development Institute.

Acknowledgment has been made for the organization for its concern to contribute to the effort of national standardization.

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Leather Goods Design and Developments Guideline

1. Scope

This Ethiopian standard specifies product design and development for leather goods.

2. Normative reference

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

3. Terms and Definitions

For the purposes of this document, the following terms and definitions shall apply.

3.1.

design

a process of originating a conceptual solution to a requirement and expressing it in a form from which a product may be produced.

3.2.

development

a process of transforming the solution into a fully working model.

3.3.

design brief

a statement or a group of statements which expresses the particular problems or need that would finally be solved or satisfied through the new design.

3.4.

validation

Confirmation, through the provision of objective evidence that the requirements for a specific intended use or application have been fulfilled.

3.5.

verification

Confirmation through the provision of objective evidence, that specified requirements have been fulfilled.

3.6. Materials selection

choose materials for bag to process, including materials and accessories.

4. Leather goods design and development guideline

The basic steps of the design process should be identified as; Research and inspiration, Concept and mood board preparation, Collection creation, material selection, develop sketch or design of the product, pattern preparation, Sample development and verification process and Design validation.

4.1. Research and inspiration

Anything visual can be a source of inspiration for a design. Designers are mainly interested in the visual appearance and connotations of the objects, and seldom in the conceptual integrity of the design. Different sources of inspiration can be combined in one bag: a designer bag, a Roman ornament, a piece of tree bark. An inspiration board is more specific and visual—a collection of visual references that are the starting point for elements that will eventually show up in the designed product.

4.2. Concept and mood board preparation

A great mood board presentation shows the concept in its completion, and after looking at it, there should be no question as to what the collection is about. A mood board can be a collage presented on one page

or it can take up a whole well covered in pictures and actual objects. Mood boards are not limited to visual subjects, but serve as a visual tool to quickly inform others of the overall 'feel' (or 'flow') that a designer is trying to achieve.

4.3. Collection creation

Describe What Collection creation is??



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4.4. Material Selection for the Design

After having a designing idea, the designers should be considering the materials selection. Because materials can not only annotate the character and style of bag, but also impact on the effect of design in the color and molded of bag.

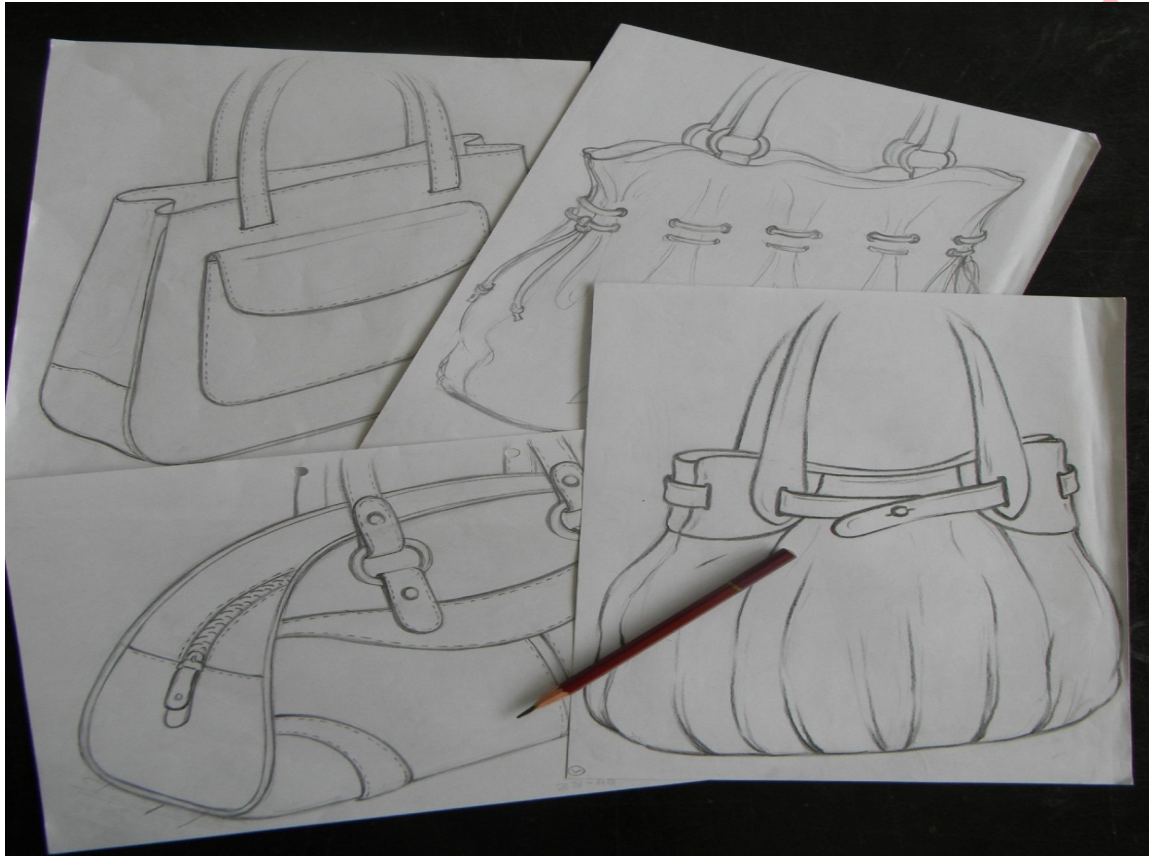
The suitable material should play a crucial role in the bag pattern-design. The development of special technical process brings designers more convenience and design-inspiration. If the designer attempts to integrate the material, the style and the color, and get great originality, they should consider the interrelationship among those factors and understand the whole production process of bag.

4.5. Develop sketch or design of the product

The design of the product should be development sheet, like a fashion sketchbook. It's a documentation of a designer's thinking process showing quick drawing skills and use of color, fabric, accessory ideas and makeup.

Sketch is a rapidly executed freehand drawing that is not usually intended as a finished work. A sketch may serve a number of purposes:

- it might record something that the artist sees,
- it might record or develop an idea for later use or it might be used as a quick way of graphically demonstrating an image, idea or principle





Back view

4.6. Pattern preparation

Pattern making is the process of converting the sketches or images or actual sample bags into different shapes of flat papers according to the provided dimensions. Pattern making for leather bags should basically depend on the type of the construction of bags. The construction type guides us from where we begin in the pattern making process.

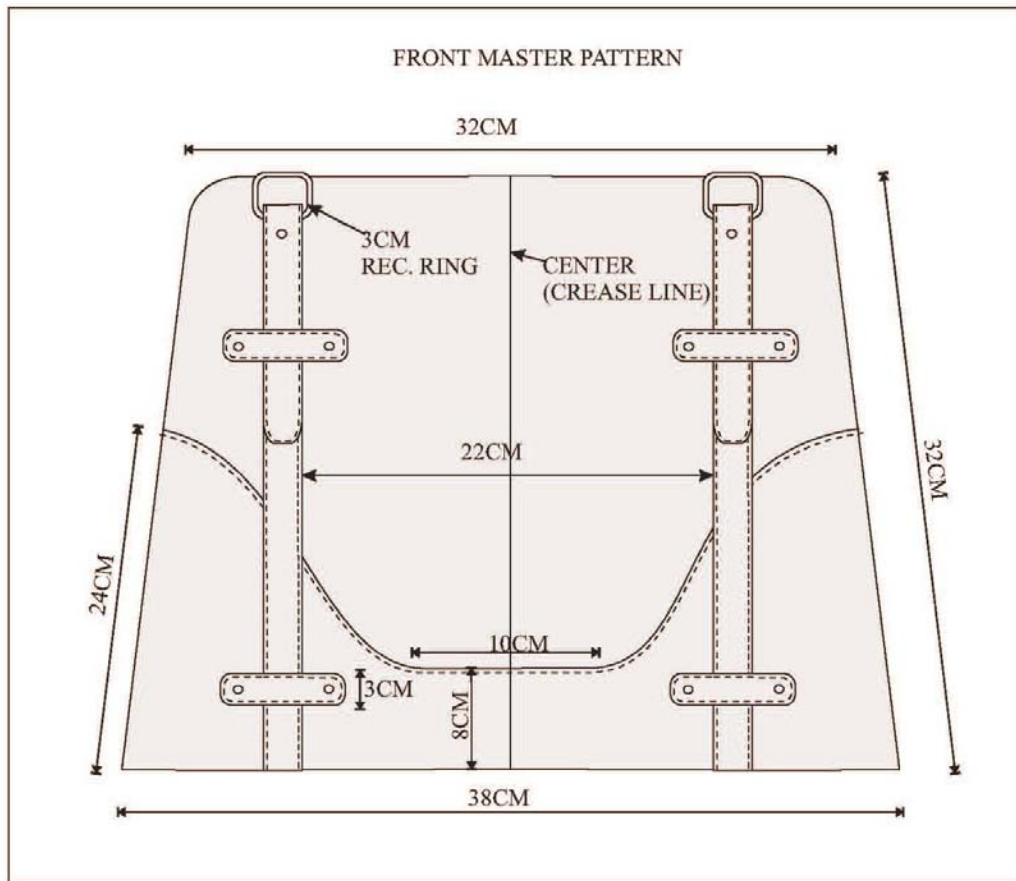
4.6.1. Types of patterns

In pattern development for leather goods, there are three types of patterns. They have their own respective functions, why we need them in the production process of leather goods. They are:

- I. Master patterns
- II. Exact/fixing patterns
- III. Cutting patterns

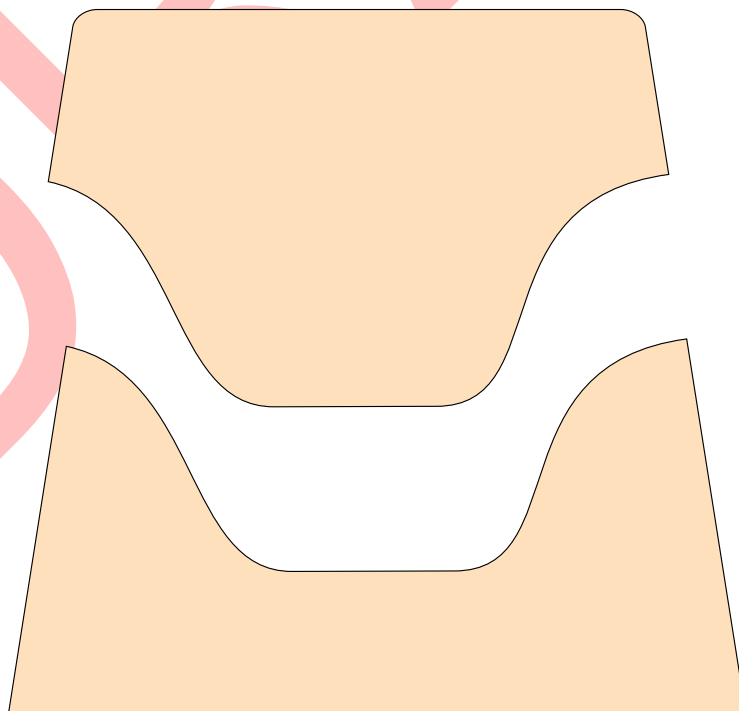
I. Master patterns

- Master patterns should be developed to show the details and all pattern components required to be extracted. It should also be helpful to use it during the construction as it clearly shows which parts should be assembled together.



II. Exact patterns

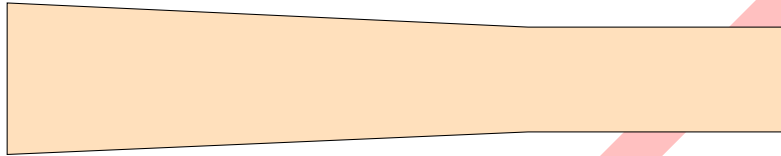
- Exact patterns should be extracted from the master patterns. They have the exact dimensions with the outermost dimension of each part on bag.



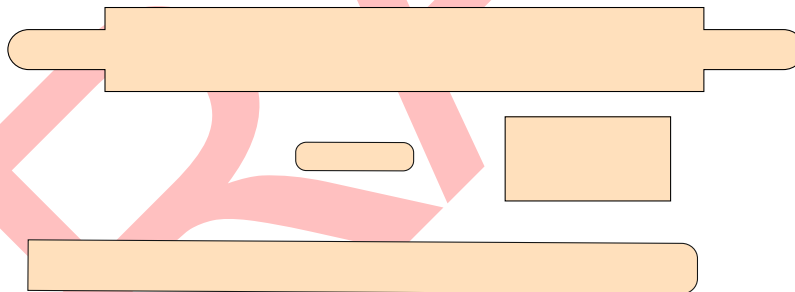
Front and back exact pattern



Base exact pattern



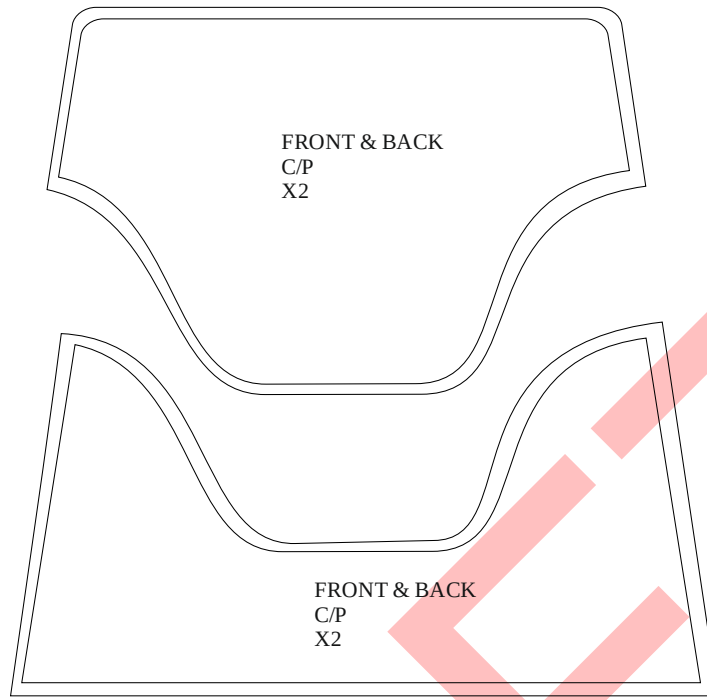
Gusset and facing exact pattern



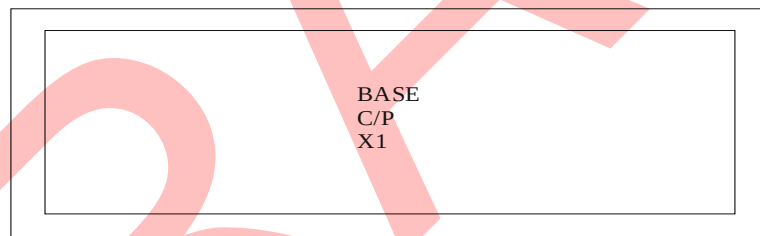
Handle patterns

III. Cutting patterns

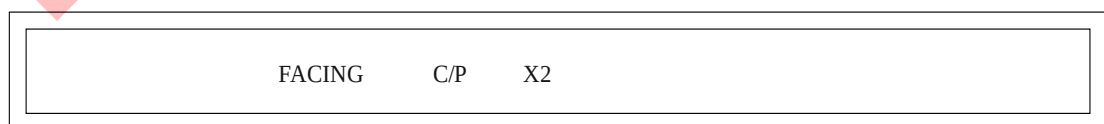
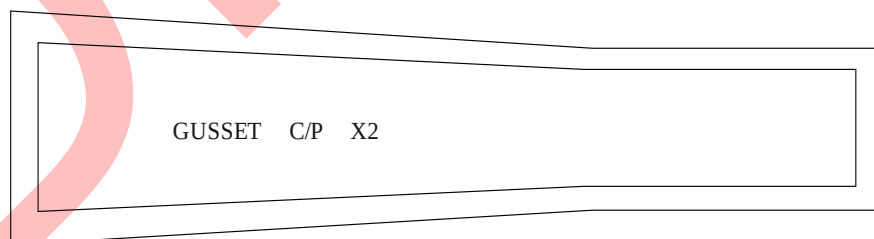
- Cutting patterns should be used to cut leather or fabric. They should be derived from exact patterns by adding allowances (seam allowance and folding allowance).



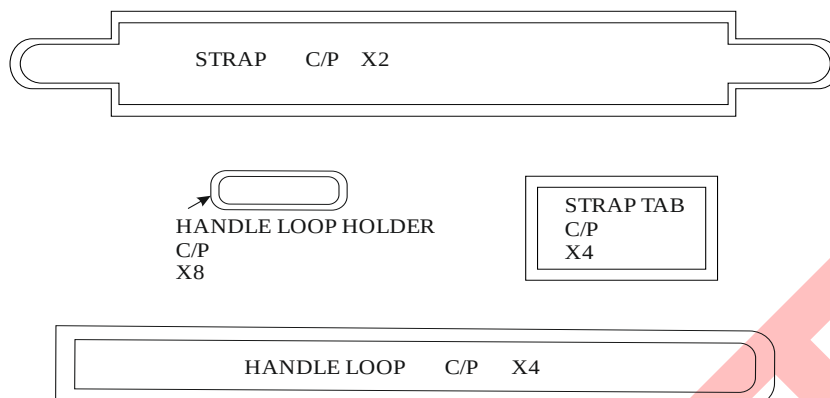
Front and back cutting pattern



Base cutting



Gusset cutting pattern



Handle cutting pattern

4.7. Sample development

It should be a model of what the bulk production is going to be done. Leather Goods sampling should be a very important task in leather bags product manufacturing because it gives the satisfaction of the customer with respect to the product being manufactured. This is in turn important because if the buyer is not satisfied by the samples, this puts the following at risk:

- a) Placement of the order
- b) Acceptance of the some or the entire quantity of garments produced.

4.7.1. Purpose of Sampling

- a) To allow the buyer to judge the production capabilities of the manufacturer.
- b) To provide a means for making revisions in the bulk production process.
- c) To let the manufacturer estimate the leather, thread and fabric/lining consumption, and develop cost quotations.

4.7.1.1. The details attached to the leather goods sample

After the confirmation of order, each sample sent to the buyer should have the following details attached to it, with the help of a tag. It should contain the details of both, what the buyer has demanded and what the supplier fabric/trim etc they have used.

- Ref no.
- Color
- Leather & Fabric
- Composition
- Description
- Quantity
- Style no/ Size
- Store

4.7.2. Sampling Process

The process of sample development varies continuously, and the development process will cover a wide range of unique products.

There are different phases of sampling;

- The first phase covers the development of the initial concept or design idea and getting the approval by the customer.
- The second phase covers the process after getting acceptance of the first prototype sample and carry out the functions of sourcing and ordering component, testing the product and carry out trials once the finalized sample specifications have been drawn up.
- The third and final phase includes a range of activities that are carried out before large scale or bulk production capacity outside the producer/developers if this is needed.

4.7.3. Sampling Types

The following sample types should be sent to customers for conformation and approval.

- Proto samples or fit samples
- Photo shoot samples
- Salesmen samples or promotional samples
- Size set samples
- Pre-production samples
- Online sample
- Shipment sample
- Counter samples or reference samples

4.8. Verification process

Stages should be determined in the development phase at which verification can be carried out most economically. Test equipment and facilities needed to carry out the verification activities should be determined.

The verification process should provide:-

- Test specifications that define the features and characteristics that should be verified,
- Test plans that define the sequence of tests, the responsibilities for their conduct the location of the tests and test procedures should be used.
- Test procedures that describe how the tests specified in the test specification should be conducted together with the tools and test equipment to be used and the data to be recorded.
- Test reviews should be held before tests commence to ensure that the product, the facilities, tools, documentation and personnel are in a state of operational readiness for verification,
- Test activities should be conducted in accordance with prescribed specifications, plans and procedures,
- Records of the results of all tests and conditions under which they were obtained, deviation, and remedial action records.
- when the product is to be subjected to re-verification prior to continuing with the tests, and tests reviews which confirm that sufficient objective evidence has been obtained to demonstrate that the product fulfils the requirements of the test specifications

The results of the verification and any required actions should be recorded. These comprise of:-

- a) The criteria used to determine acceptability,
- b) Data testifying the standard of the design being subject to verification,
- c) The verification methods,
- d) Data testifying the conditions, facilities and equipment used to conduct the verification,
- e) The measurements,
- f) Analysis of the differences between planned and achieved results, and
- g) Actions to be taken on the differences

4.9. Design validation

- To confirm that the resulting product should be capable of fulfilling the requirements for the specified application or intended use, samples of developed products should be sent to retail shops. Customers comments on the developed product should be collected and communicated to design section
- The results of the validation and subsequent follow – up actions should be recorded Final design review
- Final design review should be conducted to establish that the design fulfils the requirements of its development specification before preparation for its production.
- Design Release: The design should be released to production after ascertaining that the product meets all design criteria and should be capable of production in qualities required without unacceptable variation, production shall be supplied with all the necessary information.
- Control of design and development changes

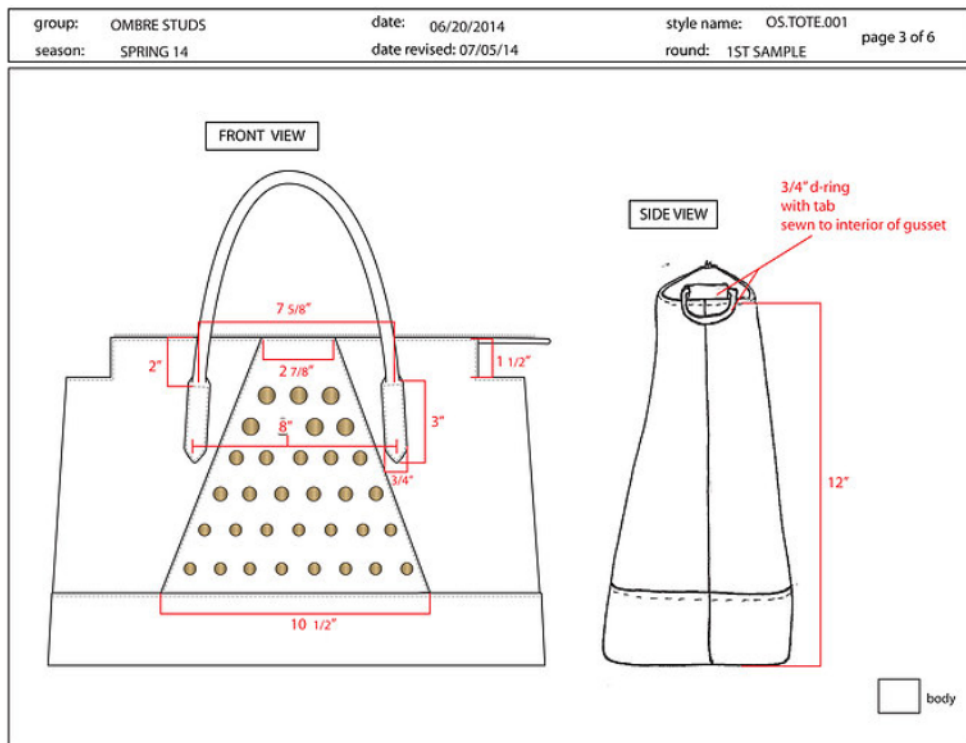
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Develop sample for the following dome-stud tote bag tech pack

Step1. Develop Sketch



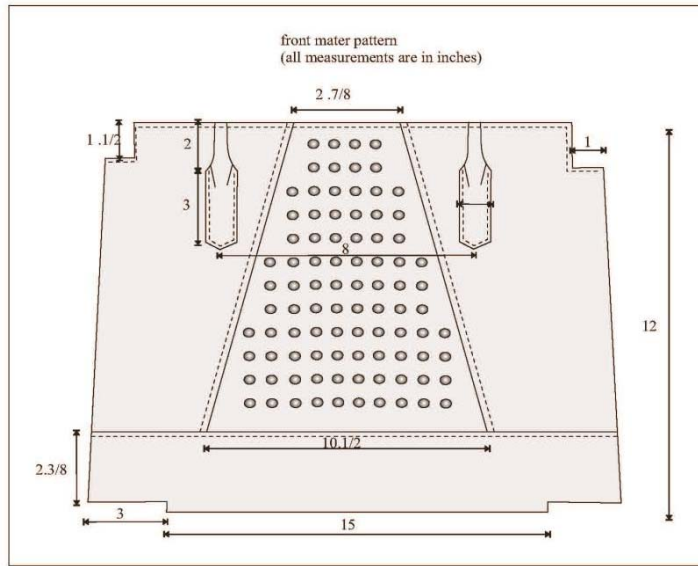
tech pack for dome stud tote



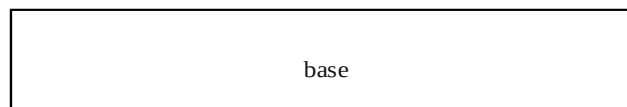
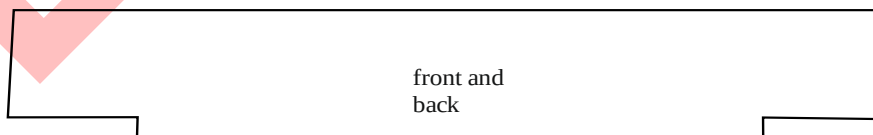
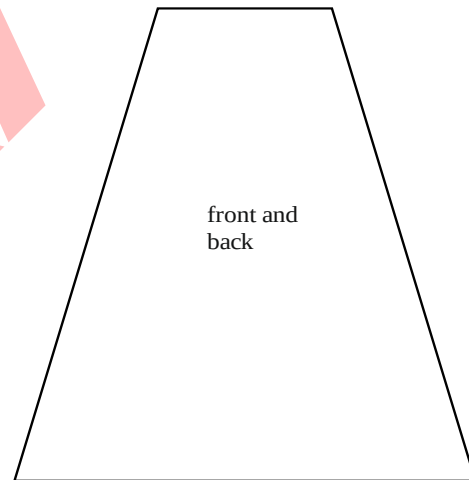
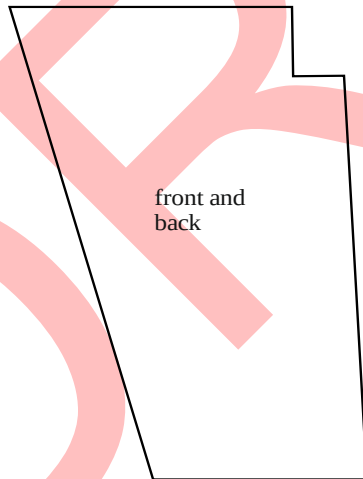
tech pack for dome stud tote

Step2. Prepare patterns as per the given sketch and size of the bag

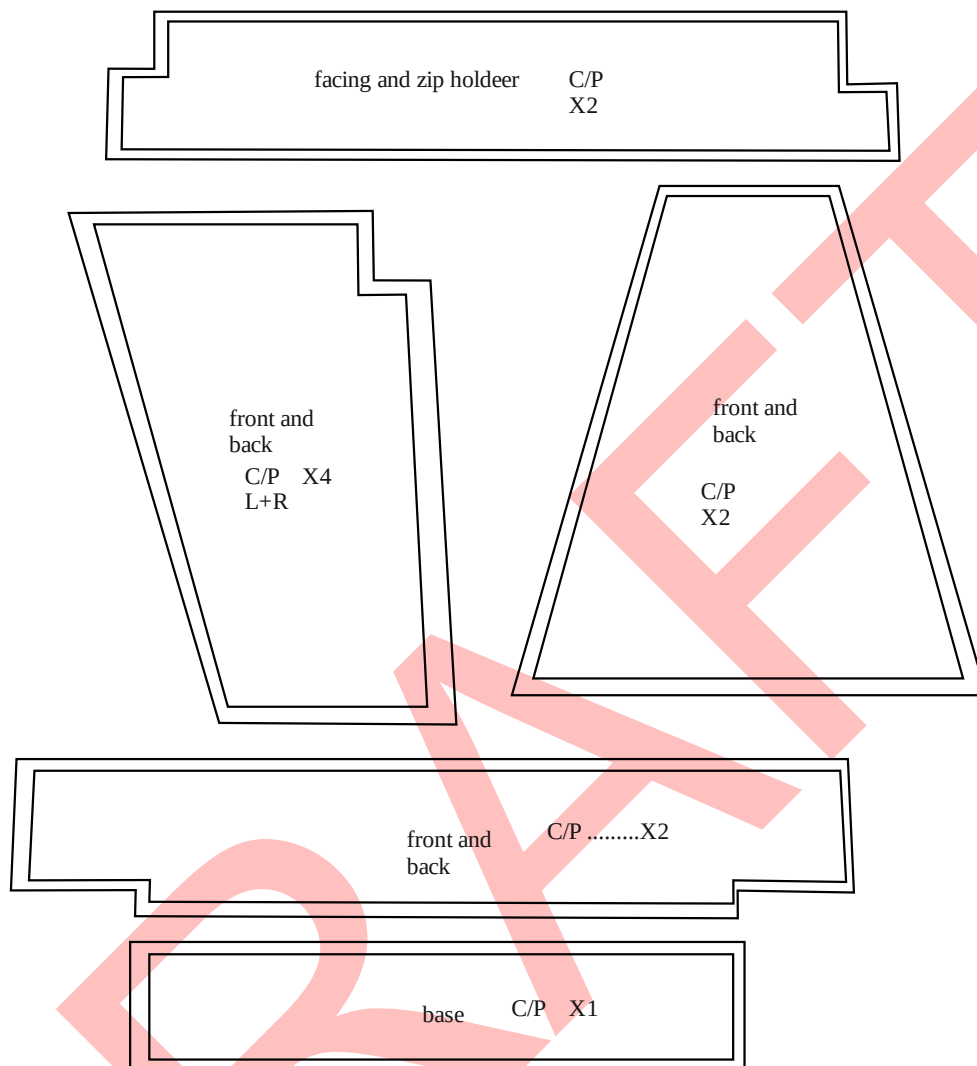
1. Make the Master patterns



2. Exact patterns



3. Cutting patterns



Step3. Cut leather, lining and reinforcement material as per the given pattern

- Cut 2x Leather for center front and back
- Cut 2x Leather for front side
- Cut 2x Leather for back side
- Cut 2x Leather for bottom front and back
- Cut 2x Leather for facing with zip holder
- Cut 1x Leather for base
- Cut 2x Main lining
- Cut 1x Pu- foam for base

Step4. Assembling and stitching process of sample design

Setp5. Finishing operation of sample design

Step 6. final product sample

Organization and Objectives

The Ethiopian Standards Agency (ESA) is the national standards body of Ethiopia established in 2010 based on regulation No. 193/2010. ESA is established due to the restructuring of Quality and Standards Authority of Ethiopia (QSAE) which was established in 1998.

ESA's objectives are:-

- ❖ Develop Ethiopian standards and establish a system that enable to check whether goods and services are in compliance with the required standards,
- ❖ Facilitate the country's technology transfer through the use of standards,
- ❖ Develop national standards for local products and services so as to make them competitive in the international market.

Ethiopian Standards

The Ethiopian Standards are developed by national technical committees which are composed of different stakeholders consisting of educational institutions, research institutes, government organizations, certification, inspection, and testing organizations, regulatory bodies, consumer association etc. The requirements and/or recommendations contained in Ethiopian Standards are consensus based that reflects the interest of the TC representatives and also of comments received from the public and other sources. Ethiopian Standards are approved by the National Standardization Council and are kept under continuous review after publication and updated regularly to take account of latest scientific and technological changes. Orders for all Ethiopian Standards, International Standard and ASTM standards, including electronic versions, should be addressed to the Documentation and Publication Team at the Head office and Branch (Liaisons) offices. A catalogue of Ethiopian Standards is also available freely and can be accessed in from our website.

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International Involvement

ESA, representing Ethiopia, is a member of the International Organization for Standardization (ISO), and Codex Alimentarius Commission (CODEX). It also maintains close working relations with the international Electro-technical Commission (IEC) and American Society for Testing and Materials (ASTM). It is a founding member of the African Regional Organization for standardization (ARSO).

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