

# 3 Day Leather Technology Programme

## DAY 1

### Introduction – What is leather?

#### Raw Materials

- Sourcing hides and skins
- The supply chain from farm to tanner
- Hide and skin defects and causes

#### The Structure of Skin

- The role of collagen
- The areas of a hide
- Fibre structure variation (cow, sheep, goat and pig)

#### Preservation Techniques

- Salting
- Brining
- Chilling / Icing
- Drying

#### Process Vessels

- Drums
- Paddles
- Processors

#### Process Control Parameters

- pH
- Temperature
- Mechanical action
- Specific gravity

#### Beamhouse Processes (Preparation for Tannage)

##### Soaking

Function, process and control parameters

##### Liming and unhairing

Function, process and control parameters

END OF DAY 1

## DAY 2

### Brief Recap of Day 1

### Beamhouse Processes Continued

#### Fleshing and splitting operations

##### Delimiting

Function, process and control parameters

##### Bating

Function, process and control parameters

##### Pickling

Function, process and control parameters

##### Degreasing

Function, process and control parameters

### Tannage

- Purpose of tanning
- Selection of tanning material

#### Vegetable

Process and control parameters

#### Chromium and other mineral tannages

Process and control parameters

#### Aldehyde

Process and control parameters

#### Oil

Process and control parameters

#### Synthans and resins

Process and control parameters

### Mechanical Processes

- Samming
- Splitting
- Shaving

## END OF DAY 2

## DAY 3

### Brief Recap of Day 2

#### Post Tannage

##### **Neutralise**

Function, process and control parameters

##### **Retan**

Function, process and control parameters

##### **Dye**

Function, process and control parameters

##### **Fatliquor**

Function, process and control parameters

##### **Specialist treatments**

Function, process and control parameters

##### **Setting**

#### Drying Techniques

- Hang
- Toggle
- Paste
- Vacuum
- Other

##### **Condition**

Function, process and control parameters

#### Mechanical Processes

- Stake
- Buff and de-dust

#### Finishing

- Why do we finish?
- Formulation of finishes

##### **Application methods**

- Padding
- Spraying
- Roller coater

##### **Special effect leathers**

- Embossed
- Pull-up
- Antique
- Crackle
- Foils

Leather Types and Definitions – aniline, semi aniline, pigmented, suede, nubuck etc

Testing to Ensure 'Fitness for Purpose'

END OF COURSE