

ShoeMaker Pro

3D Concept Design, Modelling and Grading

ShoeMaker Pro is the design tool for creating realistic 3D concept designs for commercial approval.

ShoeMaker Pro incorporates the upper and sole design plus sole unit engineering within a single environment.

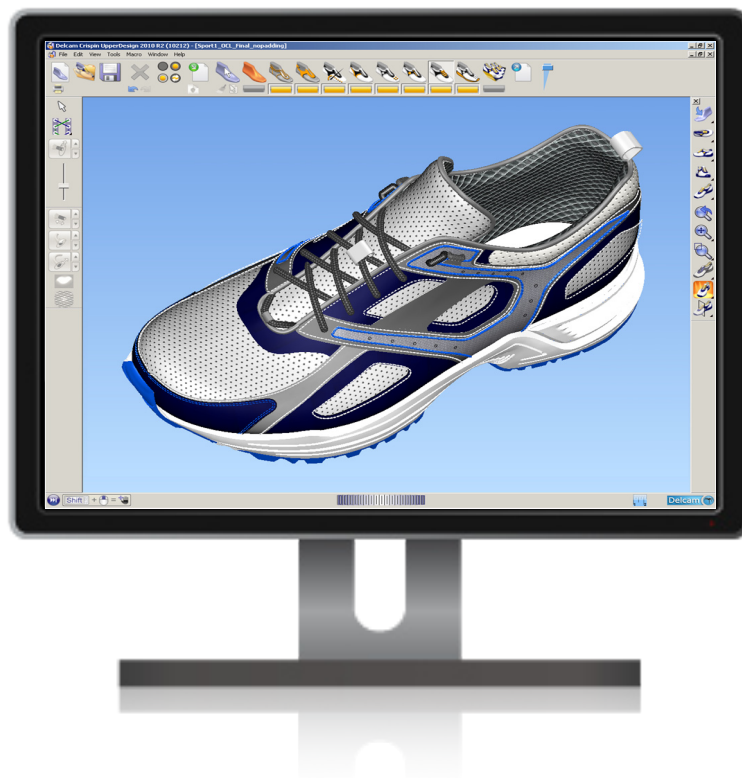
These combined tools allow you to quickly and easily produce 3D concept designs that can be rendered or prototyped.

With Delcam CRISPIN ShoeMaker Pro you can:

- Import digital lasts from your last manufacturer or scanning software.
- Wrap a design stencil around the 3D last
- Sketch style lines using a graphics tablet, or draw lines directly on the 3D last
- Define upper component shapes with a single click then add material texture, thickness and padding
- Design a 3D sole for visualisation, or produce a 3D engineered sole unit in the same program.
- Render the finished design for additional realism

Key Benefits

- ShoeMaker Pro is very intuitive, extremely easy to learn and simple to use.
- Design oriented tools mirror your current working practice to ensure familiarity and flexibility.
- The digital creation process dramatically reduces the time cycle for a design from initial sketch to completed product.
- Both upper and sole components are designed and modelled within a single environment.
- Creating a digital design portfolio eliminates the need to produce samples for each style. Designs can be viewed by your customers anywhere in the world using the free Delcam CRISPIN 3D Viewer.
- The last, upper and sole can be graded together in 3D to eliminate any mis-matches between the sole and upper
- The final model is a full solid model (not faceted as with other models), so is easily exported to other software
- Pattern development time is greatly reduced, once a 3D design is complete, the initial 2D patterns are automatically available for cutting samples, or for detailed 2D pattern development with Delcam CRISPIN Engineer Pro



Key Features

- Detailed help pages and tutorial
- 3D sketching using a digital pen
- Stencil wrapping onto the 3D last
- Single click upper component definition
- Material textures, thickness and padding
- Accessories (buckles, trims,) and soles can be modelled using conventional solid modelling techniques, or imported via IGES, X_T etc.
- Apply stitching, eyelets, lacing and perforations
- Upper component edge treatments
- Interactive sectioning of the upper and sole
- Support for Offset Concept Lasts
- Sole design and sole unit engineering
- Last, upper and sole grading in 3D
- Built in rendering package