

## Content

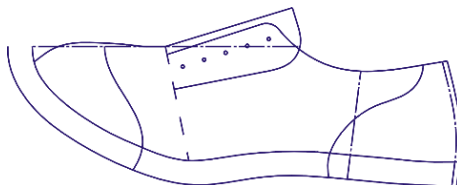
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### 4.1 Overview of interactive shoe types

In the shoe types, the upper is defined in more detail. From Version 12 onwards, a total of three interactive shoe types are available:

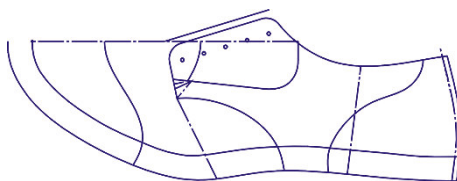
#### Shoe type 01

... is a basic style **for free style development** with or without tongue. It does not contain any prepared shaped style lines.



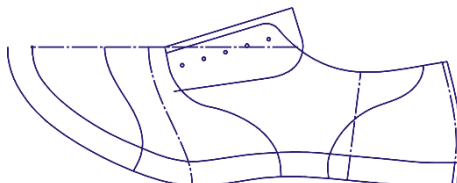
#### Shoe type 11

... is the progression of *Shoe type 10*. This module is intended for shoes **with open lacing, i.e. all forms of Derby styles**. *Shoe type 11* contains a number of prepared adjustment options for the style line, the vamp line, lacing, a bartack line at the heel and a collar for boots.



#### Shoe type 21

... is the progression of *Shoe type 20*. This module is intended for **closed lacing, in particular for vamp styles**. As in *Shoe type 11*, a number of varied prepared adjustment options are available for the style line, the vamp line, lacing, a bartack line at the heel and a collar for boots.



Calling shoe types

All interactive shoe types are connected by clicking a line of *Basic Shoe 10*. They adopt the shape contour and grading of the basic module. The toe cap line and upper opening or boot leg opening adjusted in *Basic Shoe 10* can be further developed and shaped in the shoe type. In this module the vamp line and the lacing are styled. The lacing can be drawn as a distance from the instep line and altered in length. Curves at the end points can be adjusted in three positions. The inner last can be adjusted independently.

Important lining lines, eyelet positions and the tongue can be adjusted here, as well as a collar or cuff at the boot leg.

Adjusting interactive shoe types

The following step-by-step guide applies to all interactive shoe types, Picture 4-1:

⇒ **Set options**

Under Options, the type of style line defining the design is selected. The corner options may be altered at the end of the process, ensuring that the lines which form the corners are adjusted in their original state.

⇒ **Basic adjustment outside** drag area

Adjustment of heel line, upper line, possibly instep line and adjustment of position or length of the lacing. If a boot leg is active, the transition between boot leg and last is adjusted.

⇒ **Basic adjustment inside** drag area

In case the inner last and outer last are to be adjusted differently, this can be done in this drag area.

⇒ **Styling outside** drag area

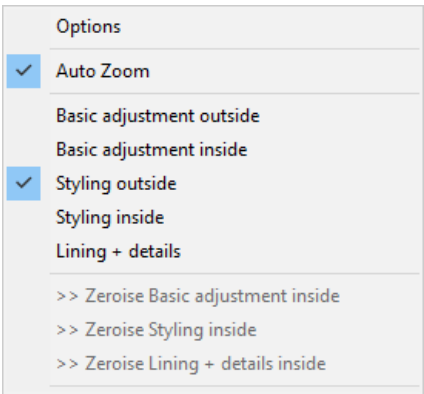
Adjust lacing, style line and tongue, see Picture 4-4.

⇒ **Styling inside** drag area

Adjust differences of the inner last.

⇒ **Lining + details** drag area

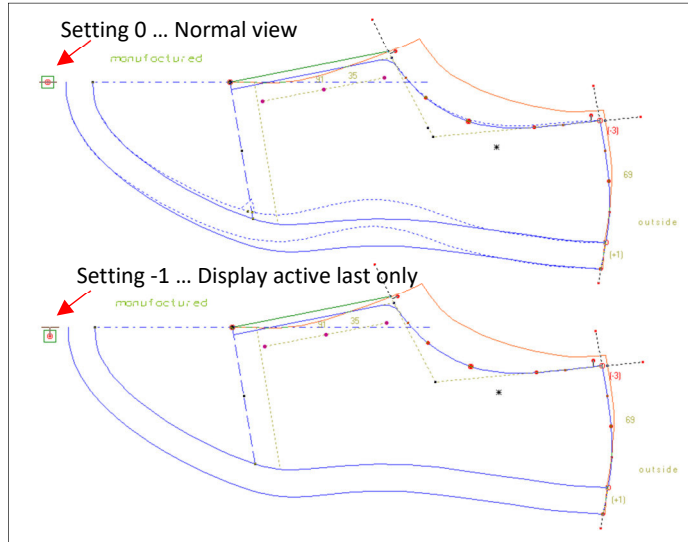
The lining lines, eyelets and fold of the heel can be adjusted. As these adjustments are inherently symmetrical and apply only to the lining, the corresponding line on the inner last cannot be regulated differently.



Picture 4-1

### Visibility switch and moveable comparison contour

A visibility switch with two or three settings is available for all interactive shoe types, see Picture 4-2. Setting 0 is the normal view. In setting -1, only the active last is displayed; in the drag area of the outer last, the inner last is hidden and vice versa.

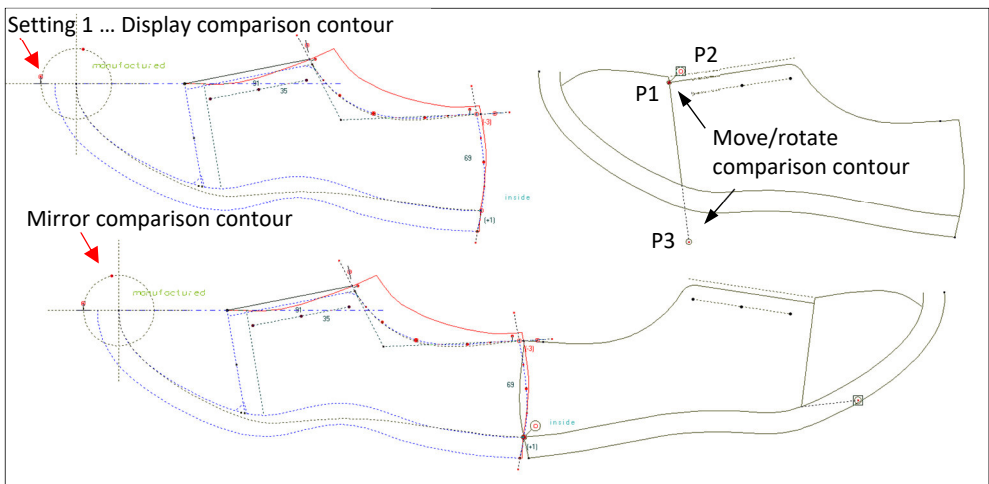


Picture 4-2

In the drag areas of the inner last, a third

setting, setting 1 is available, which displays a comparison contour of the outer last, see Picture 4-3. The comparison contour can be moved and rotated with the three drag cursors P1 to P3; the comparison contour can also be mirrored.

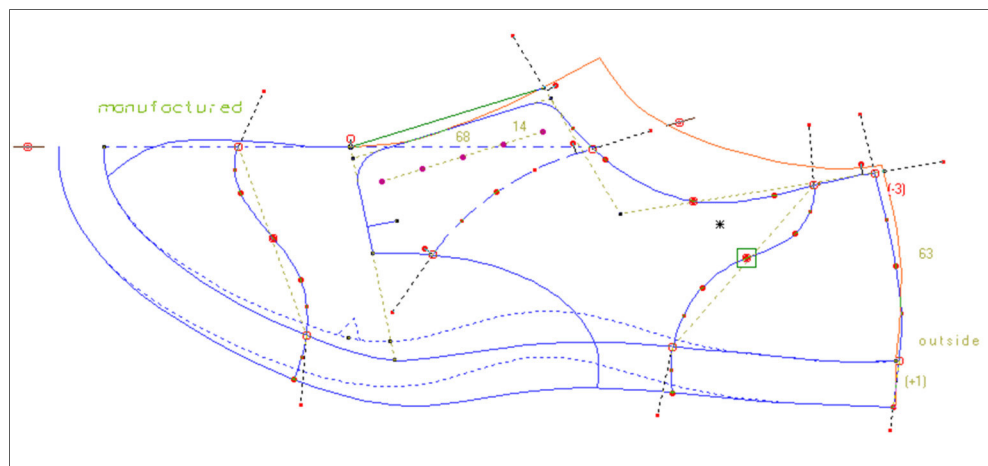
For targeted positioning of P1 to P3, *+Magnet* should be switched on. First, you drag P1 to the attachment point of the outer last/ comparison contour. Then, drag the outer last/ comparison contour to the desired position at the inner last with P2. The preferred points are highlighted with a small arrow. With P3, the outer last/ comparison contour can be rotated about P1.



Picture 4-3

## 4.2 Interactive Shoe type 11


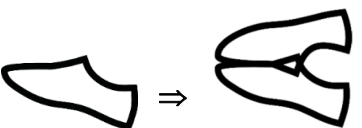
The module *Shoe type 11* (Picture 4-4) is intended for shoes with **open lacing**, i.e. **all forms of Derby styles**.



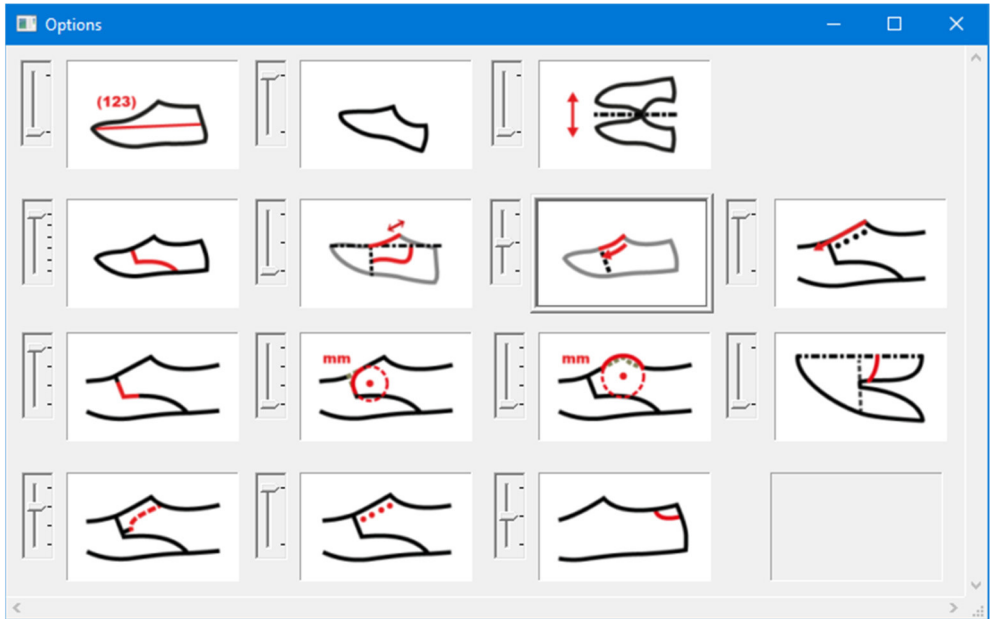
Picture 4-4

Calling shoe types and the step-by-step guide for adjusting shoe types is described in section 4.1.

### Options of Shoe type 11

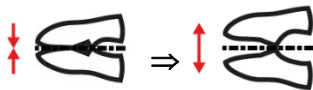
<p><b>Display measurements</b></p> 	<p>These options work in the same way as the options for <i>Last 10</i>, see Section 2.5.</p>
<p><b>Mirrored adjustment</b></p> 	

In addition to these options, further options are available...



Picture 4-5

### ***Distance between outer and inner last***



With this option the inner and outer last can be separated. This is particularly useful if a number of lines overlap and offers a better overview when inserting into another part.

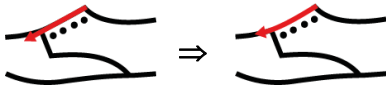
At the end of the styling process / detailing, this option should be de-activated. It is envisaged as a tool during composition of a style.

### ***Lacing types...***



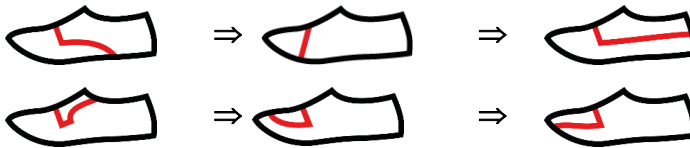
With this option the shaping of the instep line can be determined. This will influence the lacing and the extension of the lacing.

- In the first setting, the shape of the instep line is exactly as adjusted in the *Last 10* module.
- Setting 2 allows for a completely new shaping of the instep line and the dependent lacing shape.
- Setting 3 connects the upper opening and the break point with a straight line.

**Extension lacing straight/shaped**

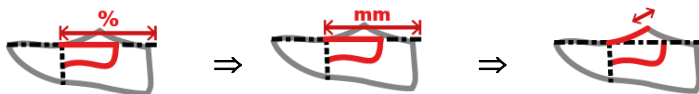
This option determines how the lacing runs beyond the break point.

- Setting 1 extends the lacing straight into the vamp.
- Setting 2 aligns the lacing with the shape of the last.

**Shoe types**

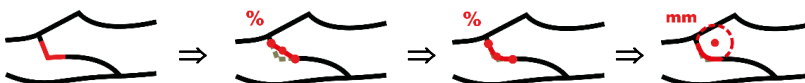
This is where the style line / vamp line is selected. It always starts directly at the lacing and divides the upper pattern into vamp and quarter, thus defining the shoe design.

If a derby is to be created, select setting 1, for a blucher, select setting 3.

**Tongue grading in %/mm**

This option defines the grading of the tongue. In this module, the tongue is constructed across the mirror line.

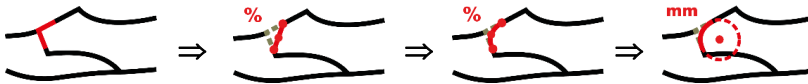
- With setting 1 the tongue is constructed via a percentage value relating to the length of the mirror line from the break point. As this line increases from size to size, the tongue is graded automatically.
- With setting 2, the tongue is not graded automatically. It has to be graded by the user via break sizes. Group size grading is equally possible.
- With setting 3, the tongue length is equivalent to the lacing length. Notwithstanding this, a distance can be set, guaranteeing that the tongue remains at the correct length throughout all sizes. This is particularly advisable for boot legs.

**Corner styling at ball line**

This option determines the shape of the corner ball line / style line.

- With setting 1 no change applies.
- With setting 2, an angled corner can be set.
- With setting 3, a rounded corner can be set.
- With setting 4, a rounded corner can be set via a circle arc. This is the only corner which is not graded automatically; the radius remains constant throughout all sizes.

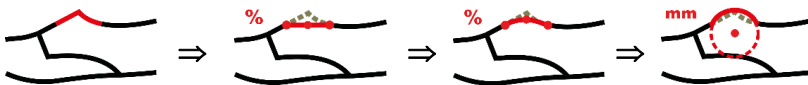
### **Corner styling lacing bottom**



This option determines the shape of the corner instep line / ball line.

The settings of the options are analogous to the settings of **Corner styling at ball line**. Here also, the radius of the rounded corner is not graded!

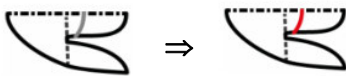
### **Corner styling lacing top**



This option determines the shape of the corner upper line / instep line.

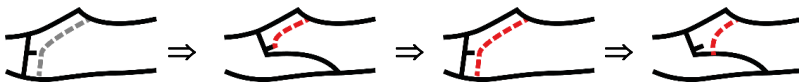
The settings of the options are analogous to the settings of **Corner styling at ball line**. Here also, the radius of the rounded corner is not graded!

### **Separate tongue**



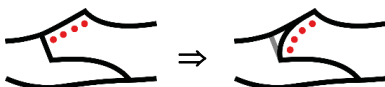
This option adjusts the separation of the tongue.

### **Stitch types for lacing ...**



This option can activate lacing stitching. It is shaped in the first two drag areas. Settings 2 to 4 determine at which line the stitching ends: at the bar tack, the insole edge or the style line.

### **Eyelet types...**



This option alters the orientation of the eyelets.

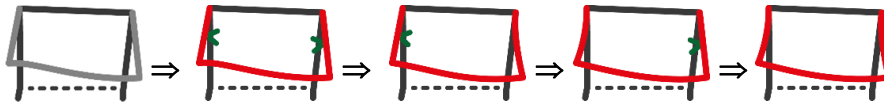
- With setting 1, the eyelets are aligned according to the instep line.
- With setting 2, the eyelets are aligned along the lacing.

### **Heel styles**



By activating this option, a fold line or a curve can be adjusted, defining the upper at the heel section.

### **Collar types**



This option is only visible if a boot leg was selected in the basic shoe. In this case, a collar or cuff can be activated. The different options determine the line to be used as a fold line. The green tick mark in the option image indicates that the line is active as a fold line.

The fold lines are straight so that inner and outer collar can be butt-jointed accurately.

The shaped lines follow the same directions at the top as the boot leg lines to ensure a continuous transition. If the collar / cuff is to be cut onto the boot leg, they can simply be mirrored upwards.