

#### A FEW WORDS ABOUT THE BOOK

This book is written by Vangelis Doukakis with the aim of transferring the shoe design knowledge he acquired, during approximately forty years of factory production process. It is created entirely by himself, by using design, photo editing and paging software. Looking at the book cover, in addition to the synthesis he has created, the drawing diagrams, the digital photos and the designs, we can see one of his painting, in the lower left part. This artwork was carefully selected to remind us of his artistic origin.

The whole process of book creation was difficult. However, the combination of 4-5 different programs resulted in success and this is what makes the creator proud.

This book is addressed to every potential or experienced designer, to every craft industry or shoe factory. The detailed measurements, the illustrated tables, the exact calculations and the useful design tips, result of personal research and accumulated work experience, make this book an invaluable asset for shoe design.

Analyzing the contents of the book we must state that all the work has been done on the 37 women's size shoe. The multi-year experience of the designer sets rules that must be followed in order to have the appropriate design concerning lines, patterns and fit on the foot. Personal deposition of knowledge and data, not found in other books, make the strong characteristics of both the author and the book.

54 individual designs were created, for different types of shoes. They are classified into categories depending on the way and the particularity of their construction. For all of them, you can find the design bases in real dimensions, with all the distances and details, and the creation of all the pieces that compose the design, on a smaller scale though, due to space limitations.

## Main axis

We start the designing process from the very simple things so that a beginner can follow. The book provides many secrets that someone can master immediately, without waiting for years to discover; in some cases, this may never happen.

Vangelis Doukakis's method, is personal and it is based on transparent paper. Transparency is advantageous over cardboard because the inside and outside of all lines of the design is clearly visible. In this way, the pencil mark is easily traced on the cardboard. Then, the designer can cut the design pieces by hand. The next step is either grade them on cardboard to make the cutting knives, or cut the pieces through a special software and machinery, for those who work digitally. For the designers who work entirely digitally, all the details are given, regarding the axes -main and secondary- the rotations, the digital mirroring, etc. so that they make a proper shoe design.

In addition to the sections concerning the construction of patterns, there are two more sections:

A. Analysis and grading with the French, English, American as well as with his own Metric System, which he calls DOUK to be distinguished among the others. This system takes parameters from the existing Metric Systems, while it corrects and refines all of them.

B. Design with the general design software Adobe Illustrator and grade from the same program.

Finally, this book with about 500 pages and hundreds of photos and diagrams fully covers the designers who make children's or men's footwear and have to reduce or enlarge their designs accordingly, based on size 37 with the same rules, same axis distances and same margins.

## CONTENTS

### UNIT 1 - PUMP (pp.7-110)

Bottom and pump last measurements, design on the last, making a pump pattern on transparent paper. Tracing from transparent paper on cardboard, creating margins and cutting the pieces manually, with a blade knife. Development of eight pump designs with real size patterns and smaller scale pieces, as well as four heel designs.

### UNIT 2 - SHOE (pp. 111-253)

Bottom and last measurements, measurement table for shoes, design on the last, placement of masking tape and pattern design for shoes on transparent paper. Tracing from transparent paper on cardboard, creating folding margins and cutting the pieces with a knife, by hand. Development of sixteen detailed designs.

### UNIT 3 - SANDAL (pp. 254-300)

Last and bottom measurements, foot outline, measurement table for sandals, design on the last, making the base on transparent paper. Development of nine detailed designs, two of them for flip flops.

### UNIT 4 - SHOES WITH A CONTINUOUS VAMP - CRIMPING (pp. 301-333)

Crimping the middle of the piece on the machine, transfer of the crimping curve to the cardboard and use it as guide, second cutting procedure. Four designs and analysis.

### UNIT 5 - BOOTS (pp. 334-426)

Last and bottom measurements for zipper and no zipper boots, measurement table for both types of boots, real size calf measurements.

### UNIT 6 - SLIP-ON LOAFER (pp. 427-465)

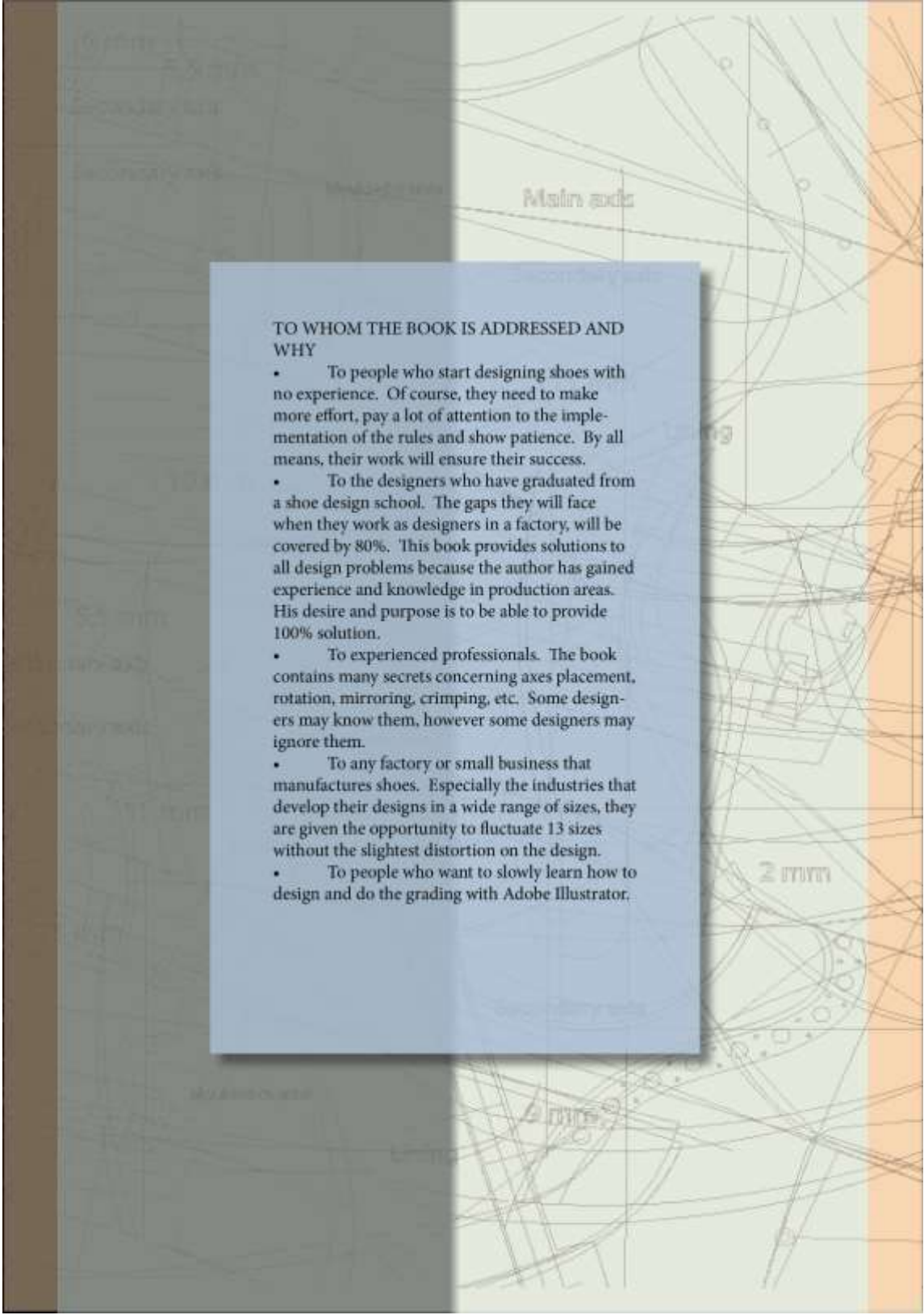
Last and bottom measurements, foot outline, measurement table for slip-on loafers, design on the last, masking tape placement, making of the base on transparent paper, design of the pattern, cutting on leather, sewing by hand, testing on the last. Three design analyses with many, few and even fewer pleats.

### UNIT 7 - METRIC SYSTEMS (pp. 466-479)

Metric systems analysis and corrections of the available metric systems with Vangelis Doukakis's personal metric system, DOUK.

### UNIT 8 - DESIGN - GRADE WITH ADOBE ILLUSTRATOR (pp. 480-504)

Making the design pieces, grade,



TO WHOM THE BOOK IS ADDRESSED AND WHY

- To people who start designing shoes with no experience. Of course, they need to make more effort, pay a lot of attention to the implementation of the rules and show patience. By all means, their work will ensure their success.
- To the designers who have graduated from a shoe design school. The gaps they will face when they work as designers in a factory, will be covered by 80%. This book provides solutions to all design problems because the author has gained experience and knowledge in production areas. His desire and purpose is to be able to provide 100% solution.
- To experienced professionals. The book contains many secrets concerning axes placement, rotation, mirroring, crimping, etc. Some designers may know them, however some designers may ignore them.
- To any factory or small business that manufactures shoes. Especially the industries that develop their designs in a wide range of sizes, they are given the opportunity to fluctuate 13 sizes without the slightest distortion on the design.
- To people who want to slowly learn how to design and do the grading with Adobe Illustrator.