

FOOTWEAR DESIGN PROJECT III

Code: 333081

Main Scientific Area: Textile and footwear design

Lecturer: Ana do Carmo Soeiro Moreno

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 120h Total Workload: 120h

ECTS: 10,0

Objectives

Develop the ability of observation and investigation of the surrounding reality, as a way to support creativity and project development.

Understand the shoe as a set of different parts that must work together, and make sense as a single artifact.

Understand a shoes collection as a coherent and dynamic set of artefacts.

Develop a final prototype with its technical datasheet.

Search for diferente materials and meet diferente suppliers.

Learn and develop the design process, from the research to the final product, as a sequential, continuous, consistent and necessary process.

Encourage the planning of the whole process.

Promote the individual and collective work.

Learning Outcomes

- Know the different components of a shoe.
- Know, in a comprehensive perspective, the materials used for each component of a shoe.
- Understand, plan and apply the different project phases.
- Know how to develop a “moodboard” and a chromatic palette.
- Learn to combine different materials and be aware of the possible variables.
- Develop a small collection of shoes models coherent between them and with the brand for which the work is being done.
- Know how to build a shoe model drawing in the last and using different materials to the drawing in shape.
- Develop a technical data sheet and understand its importance.
- Know how to develop a shoe prototype.
- Develop a promotion image.

Course Contents

Sole Selection

Research and selection of sole/heel to be used in the collection.
Last development
Development of the last according to the selected sole/heel.
Models selection
Selection of the best models that together organize a small coherent collection.
Drawing on the last
Drawing of the selected models on the last, to better understand the volumetry of the same, and bring it closer to the final result.
Model
Development of shoe models using different materials.
Vectorization
Elaboration of the vector drawings of the collection models.
Materials selection
Selection, organization and presentation of possible materials to be used in the final prototype.
Elaboration of the technical sheet
Development of the technical sheet of the model to be prototyped
Prototype Construction
Development of the collection final prototype.
Elaboration of the promotion image concept
Development of an image concept to promote the select model, and material collection for the photographic tests.
Promotional image tests and final image.
Photographic essays, analyse and final image.
Final presentation of the collection

Final presentation of the final work: concept, name, moodboard, chromatic palette, models collection, formal exploration process, selected model, technical sheet, and promotional image. This presentation will features elements developed in the previous semestre to better understand the entire project.

Recommended Bibliography

- Choklat, Aki - Footwear Design. Laurence King, 2012.
- Schaffer, Jane; Saunders, Sue - Fashion Design Course: Accessories: Design Practice and Processes for Creating Hats, Bags, Shoes and More. Thames Hudson, 2012.
- Seivewright, Simon - Basics Fashion Design 01: Research and Design. Bookman, 2015
- SHOE DESIGN - A Handbook for Footwear Designers. Fashionary
- FASHIONARY SHOES EDITION. Fashionary
- Lau, John - Basics Fashion Design 09: Designing Accessories: Exploring the design and construction of bags, shoes, hats and jewellery. AVA Publishing, 2012.
- Miller, Steven Thomas - Drawing Fashion Accessories. Laurence King, 2012.
- Cox, Caroline - Shoe Innovations: A Visual Celebration of 60 Styles. Firefly Books, 2012.

- Wintour, Anna e Talley, André Leon - Manolo Blahník Drawings. Thames and Hudson Ltd, 2013.
- Blahník, Manolo Blahník e Menkes, Suzy - Manolo's New Shoes. Thames and Hudson Ltd 2010.
- MacDonnell, Nancy - The Shoe Book. Assouline, 2014.
- Faramah, Patrice – For the love of shoes. teNeues Verlag GmbH + Co KG,2013.
- Steele, Valerie - Shoe Obsession. Yale University Press, 2013
- Louboutin, Christian - Christian Louboutin. Rizzoli International Publications, 2011.
- Mellon, Tamara - Jimmy Choo: Icons. Rizzoli International Publications, 2012.
- Mouzat, Virginie Mouzat - Roger Vivier. Rizzoli International Publications, 2013.
- Rochell, Hannah - En Brogue: Love Fashion, Love Shoes, Hate Heels, Saltyard Books, 2014.
- Fujiwara, Hiroshi Hiroshi Fujiwara. Rizzoli International Publications, 2014

Learning and Teaching Methods

The programmatic contents for the UC of PDC3 correspond to the development phases of the project. For each of these phases there will be a series of contents and skills that students should acquire. Each program content will be in accordance with the current phase, being essential for the transition to the next phase.

Assessment Methods

The evaluation is continuous and will always have a formative intentionality, contributing effectively to the teaching and learning process and to the necessary plan of correction processes.

Taking into account the pandemic situation already registered in the previous semester, in this current semester two collection will be developed simultaneously. In this context, each evaluation will be identical for each collection:

Formulas for calculating rating

1st Project = 42,5% of the final grade

Prototype model and respective panel corresponds to 10% of the final grade

Technical sheet corresponds to 2,5% of the final grade.

Vector illustrations of all models selected for the collection corresponds to 7,5 of the final grade.

Prototype and material selection corresponds to 12,5% of the final grade.

Concept exploration and final prototype photography corresponds to 5% of the final grade.

Final project presentation corresponds to 5% of the final grade.

2nd Project = 42,5% of the final grade.

Prototype model and respective panel corresponds to 10% of the final grade
Technical sheet corresponds to 2,5% of the final grade.
Vector illustrations of all models selected for the collection corresponds to 7,5 of the final grade.
Prototype and material selection corresponds to 12,5% of the final grade.
Concept exploration and final prototype photography corresponds to 5% of the final grade.
Final project presentation corresponds to 5% of the final grade.

TOTAL: 1st e 2nd projects corresponds to 85% of the final grade.

Commitment and autonomy corresponds 5% of the final grade.

Attendance corresponds to 10% of the final grade.

Formulas for calculating rating (worker student)

1st Project = 45% of the final grade

Prototype model and respective panel corresponds to 10% of the final grade
Technical sheet corresponds to 2,5% of the final grade.
Vector illustrations of all models selected for the collection corresponds to 7,5 of the final grade.
Prototype and material selection corresponds to 15% of the final grade.
Concept exploration and final prototype photography corresponds to 5% of the final grade.
Final project presentation corresponds to 5% of the final grade.

2nd Project = 45% of the final grade.

Prototype model and respective panel corresponds to 10% of the final grade
Technical sheet corresponds to 2,5% of the final grade.
Vector illustrations of all models selected for the collection corresponds to 7,5 of the final grade.
Prototype and material selection corresponds to 15% of the final grade.
Concept exploration and final prototype photography corresponds to 5% of the final grade.
Final project presentation corresponds to 5% of the final grade.

TOTAL: 1st e 2nd projects corresponds to 90% of the final grade.

Commitment and autonomy corresponds to 10% of the final grade.

In the case of distance classes, the student must have in his possession the possible greatest number of materials for the execution of the work.

Regarding the evaluation moments, preferably all should be in person, in case of impossibility, the intermediate deliveries can be online, with the exception of the final presentation.