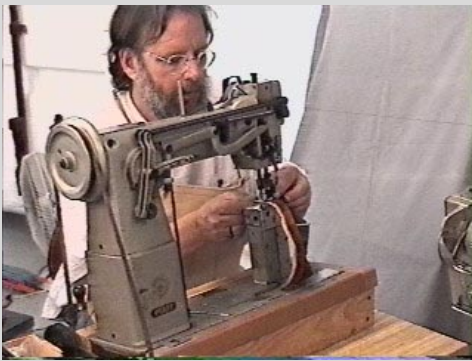


The Handcrafted Shoe Book

Companion Guide to “The Shoemaker Movie”



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This publication is an attempt to preserve the ancient & venerable craft of shoemaking. There are many methods, styles, techniques of crafting footwear, this is just one way. Years of experience, personal skill and vision form the basis for this and any true art or craft. We hope this program shows the skill, time and energy that goes into a pair of handcrafted shoes. The Industrial Revolution replaced the village shoemaker with machine-filled factories and workers knowing only one operation of the process of shoemaking. Here we present the process step-by-step with simple hand tools and a treadle- powered sewing machine.

Thank you for your curiosity and interest in the art of shoemaking.



Alan Zerobnick



Jayne Woodward

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Section 1 *Introduction*

Program Overview
Leather Selection
Identifying Pattern Pieces



Section 1 *Introduction*

Program Overview

Starting with a custom shoe last, a walking shoe pattern that was designed for that last, a few simple hand tools and one sewing machine, follow the handcrafting of a pair of shoes. The shoe last, the solid form the shoe is formed over, was custom made for the craftsman's foot. The walking shoe pattern was developed for that specific shoe last. The sewing machine is a foot-powered "treadle" machine that does not require electricity.



From the Craftsman's studio...



with these simple hand tools...



this pattern for a Walking Shoe...



a custom made Shoe Last...



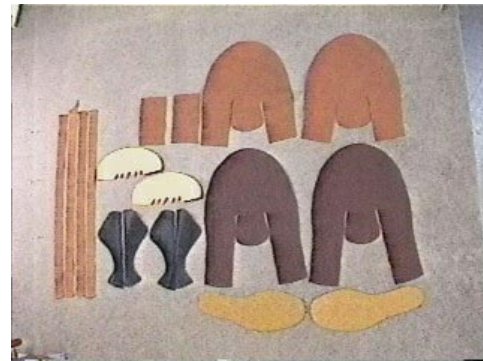
and a Treadle Sewing Machine...



follow the making of this pair of shoes.

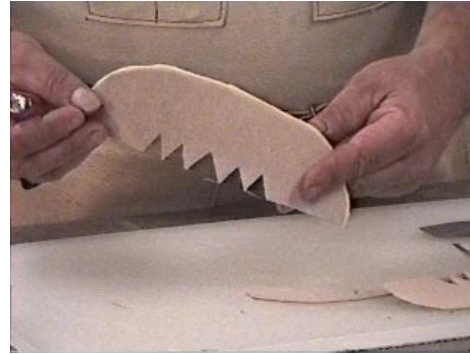
Section 2 Cutting

*Quarter
Vamp
Lining
Heel Lining
Binding
Heel Counter
Insole*



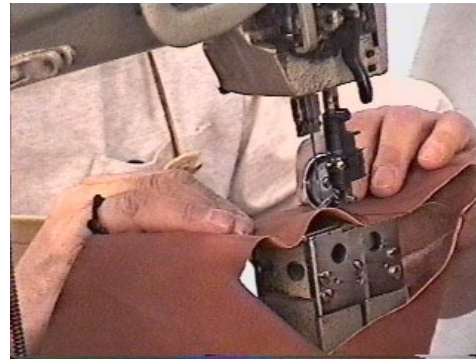
Section 3 *Sub-Assembly*

Skiving Heel Counter
Molding Heel Counter
Skiving Leather Pieces
Prepare Lining for Stitching



Section 4 *Stitching*

Stitching Lining & Binding
Prepare for Folding
Top Stitch Binding to Quarter
Attach Quarter to Vamp
Stitch Quarter to Vamp



Section 5 Findings

*Hardware: Rivets, Eyelets
Speed-Lacing
Final Step Sub-Assembly
Remove Molded Heel Counter*



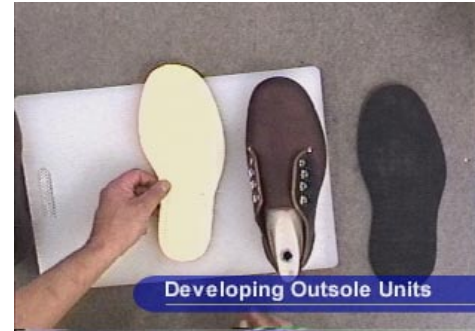
Section 6 Hand Lasting

*Cement Construction
Position Heel Counter
Mold Toe Cap
Final Steps Cement Construction
Pulling Upper
Hand Lasting Completed*



Section 7 Bottom Work

*Cementing Cork Filler
Developing Outsole Units
Attach Midsole to Shoe
Remove Shoe from Shoe Last
Attach Outsole*

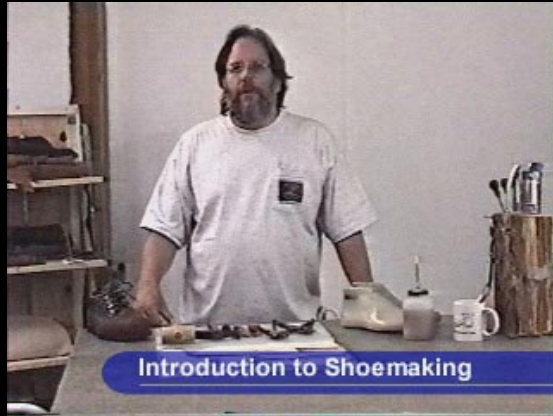


Section 8 *Finishing*

Sanding
Apply Finish to Leather
Insert Foot Bed & Lacing
Finished Shoes
Shoemaker's "Apron Resume"



Section 1 *Introduction*



Introduction to Program

Program Overview
Leather Selection
Identifying Pattern Pieces

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**Section 2
Cutting**

**Section 3
Sub Assembly**

**Section 4
Stitching**

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Note: For Optimum Viewing , Zoom Document to 100%

Section 2 *Cutting*



Laying Out Leather for Cutting

Quarter

Vamp

Heel Lining

Binding

Heel Counter

Insole

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Section 1
Introduction

Section 3
Sub Assembly

Section 4
Stitching

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Section 3

Sub-Assembly



Preparation for Sub-Assembly

Skiving Heel Counter

Molding Heel Counters

Skiving Leather Pieces

Prepare Lining for Stitching

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Section 4 *Stitching*



Stitching Lining & Binding

Stitching Lining & Binding
Prepare for Folding
Top Stitch Binding to Quarter
Attach Quarter to Vamp
Stitch Quarter to Vamp

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Digital Video Theater



The Digital Video Theater is an Interactive User Interface with standard digital video controls:

- ... Pause - Stop
- ... Fast Forward & Replay
- ... 2 x Double Speed
- ... Volume Up & Down

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[Click Here To Enter Theater](#)

The Digital Theater is a Windows Compatible Program, and is not accessible on Mac OS.

About the Authors

Alan Zerobnick

has a lifetime of experience as a Self-employed Designer, Master Leather Craftsman, Lastmaker, Technology Developer, and Teacher. His work as a “Shoe Artisan” has been featured in art museums, trade shows, craft fairs, television documentaries, national and international publications.

His career in footwear began in 1960, at the age of 14, selling shoes in a retail store, featuring women’s dress shoes and leather accessories. His career as a Leather Craftsman began in 1970.

In 1981, Alan founded the Tenderfoot ShoeSchool, and began conducting hands-on workshops in order to preserve and share the skills and knowledge of the Ancient Craft of Hand Made Shoes. In 1996 the name was changed to ShoeSchool.com, and people from all parts of the world began attending the “Introduction to Shoemaking Workshops”.

In 1997, Alan’s dream of producing Custom Shoe Lasts using 3D CAD/CAM Technology became a reality. The 12 year technology development project ended in success and DigiLast was born.

Alan’s vision for the future: to see the Craft of Shoemaking prosper in the 21st Century.

Jayne Woodward

grew up in New England, once the shoe manufacturing capital of the US. In 1981, with no market for her teaching degree, Jayne entered the footwear industry as a customer service representative with the Timberland Company. Her interest and enthusiasm moved her up through the ranks to Director of Design - Women’s Footwear.

That 11 year period was followed by positions with GH Bass, shoe manufacturer and retailer with 250 company stores, based in Maine, and in Seattle with Weaver International, private label sourcing office for the Shoe Carnival 90 store retail chain. In both organizations her capacity was product development manager responsible for line building, design and material development, and fitting trials for men’s, women’s and children’s footwear.

Jayne joined ShoeSchool in 1995, and continues to share her knowledge and experience in the hope that she can help others further their own successful careers in footwear design and manufacturing.



This Digital Video Publication was Produced by and in the Video Studio of :
ShoeSchool Communications

For further information on the Art and Craft of Shoemaking and the
complete *Distance Learning Program* go to:
www.ShoeSchool.com

Video Production	Alan Zerobnick
Video Editing	
Music	
Interactive Programming	
CD ROM Authoring & Production	
Book Layout & Design	Jayne Woodward
Cover Designs	
Video Camera	
Concept Development & Script	Alan Zerobnick & Jayne Woodward
Set Design	
Photography	

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