![Shoemaster QS logo]

CAD/CAM solutions for footwear design, development and manufacture

Engineer the shoe upper

torielli®

Shoemaster^{QS} Power, Classic and Esprite

Three products that allow you to develop a complete shoe upper using either;
- Full 3D development including an advanced last flattening system
- 2D shell development and grading
- Simple piece grading

Equipment:
- 2D digitisers
- 2D scanners
- 3D manual digitisers
- 3D automatic digitisers
- Pattern and leather cutters
- Windows compatible printers
- Digital cameras

Other related products:
- Shoemaster^{QS} Creative
- Tooling Modules
- e-Learning
- e-Last
- PDM^{QS} (For material consumption and information management)

Standard features:
- Multi-views and customisable user interface
- Multi-language user interface
- On line Help with FAQ's
- Plug-in Macros
- Control software for cutter/plotters
- Import e-Lasts from last makers
- Advanced import/export in standard formats
- Expert systems

Product benefits:

General
- Grade with any rules no matter how complex.
- Make changes at any stage with almost no rework required.
- Emulate complex manual processes in a fraction of the time.
- Easily transfer shoes to new last shapes.

Power benefits
- Create the design directly onto the 3D last.
- Immediately see the effect of 2D changes on the 3D style.
- Develop uppers at the same time as lasts.
- Accurately control last flattenings (including Moccasin, boots, stitch down, strobel etc).
- Reduce leather wastage.
- Use expert systems to assist you to get the correct result.

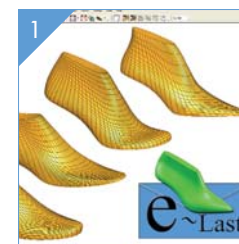## Shoemaster^{QS} Power

Power specifically meets modern shoemaking needs by using simultaneous 3D/2D design and pattern engineering. Digital e-Lasts are downloaded in seconds directly from the last makers and graded, if required, using a simple wizard. 3D lasts are translated into 2D using a simple but comprehensive "flattening wizard". Designs are imported from Shoemaster^{QS} Creative or created directly on the 3D Last or 2D Shell. The styles are then fully engineered for production using powerful 3D/2D pattern and styling functions.

Power also has all features available in Esprite and Classic.

Results:
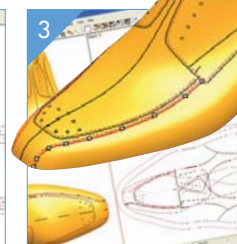All the results of Esprite and Classic plus:
- 3D shoe styling on lasts.
- Accurate last flattening for all constructions.
- Accurate last bottom flattening.
- 3D graded lasts.
- Adjustments to existing last shapes.

1 e-Last import
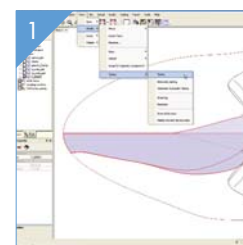
2 Advanced flattening system
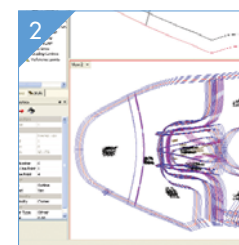
3 Simultaneous 2D and 3D styling

Shoemaster^{QS} Classic

Classic is the most traditional form of CAD/CAM technology for shoemakers. Starting from existing shoe standards, production quality patterns are engineered then graded. Classic easily emulates complex manual procedures such as pattern springing and deadening, moccasin constructions and allowances. Shoes are engineered in a fraction of the time taken manually. A powerful Style Transfer system allows the transfer of styles and production patterns from one standard to another, significantly reducing development time.
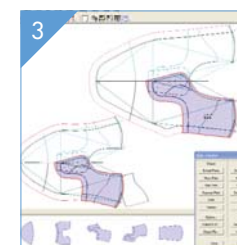
Classic also has all features available in Esprite.

1 Pattern engineering and advanced pattern springing

2 Shell grading

3 Style transfer with proportion adjustment

Results:
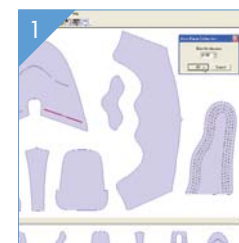All the results of Esprite plus:
- Style data linked to multiple patterns.
- 2D graded shells and patterns.
- 2D tooling layouts (optional module).
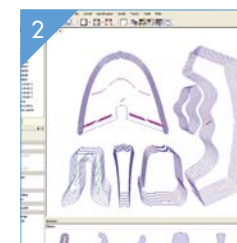
Shoemaster^{QS} Esprite

Shoemaster^{QS} Esprite contains all the functionality required to automatically generate a set of patterns from a 2D digitised group of pattern outlines. The perfect piece grading solution, Esprite provides a full range of grading facilities including coordination, groups and fittings. Esprite features an intuitive and easily understood user interface, and is fully compatible with all cardboard and leather cutting machines.
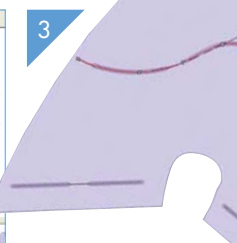
Results:
- Engineered and graded patterns.
- Press punch designs.
- 2D files in standard formats for cutting machines.
- Material consumption (optional module).

1 Auto piece collection with marker creation

2 Full grading system

3 Pattern modification and adjustment