
A Study Of Modern Methods Of Designing Children's Shoes.

Homidjonov Abrorjon Olimjon ogli

Namnangan Institute of Engineering Technology Uzbekistan

axomidjonov1990@gmail.com

Urmanov Azam Anvarjon ogli

Tashkent Institute of Textile and Light Industry Uzbekistan

urmanovazam9@gmail.com

Nabijonov Mirabbos Gayrat ogli

Tashkent Institute of Textile and Light Industry Uzbekistan

mirnabijanov92@gmail.com

ABSTRACT: Currently, the focus is on small businesses and private entrepreneurship. Nowadays, children's shoes are one of the most topical issues and are of great importance. Therefore, the purpose of this scientific innovation is to design children's shoes on the basis of modern models, to develop technological processes using modern equipment that processes the upper and bottom details at different stages on the basis of the requirements for shoes.

KEYWORDS: shoes, construction, leather, sole, design

INTRODUCTION

Great importance is attached to the increase of quality consumer goods, including leather products, which meet the high requirements for the future development of the people of our independent state.

In order to meet the needs of the population in leather goods, it is necessary to further increase the volume and quality of production in the footwear industry. This includes increasing the efficiency of enterprises, increasing labor productivity, achieving competitive, modern products.

Leather goods, until the last century, were used only for consumer goods made of leather, such as footwear and leather goods. Despite the fact that today, in addition to leather, there are many synthetic and artificial materials, shoes, suitcases, gloves and other perishable products are briefly called leather goods.

A special place in the production of these products is given to shoe factories, which will further improve the important tasks of shoe modeling, design and production technology, organization and automation of production processes, development of assortment groups, improving the quality of shoes.

The following basic information is required from the designer to learn how to create leather products, is shoe devices, how to design it:

1. History of the development of leather goods devices
2. Constructive description of modern leather goods
3. Information on foot anatomy, physiology, anthropometry and biomechanics
4. Information on the work of details, their constructive description and the set of joints
5. Hygienic and physical properties of shoes
6. Technical and economic characteristics of leather goods

In the footwear industry, the creation of a model of a new type of shoe is called the drawing of a model with the help of a sketch, and then the preparation of templates for tailoring details.

As a result of sewing and processing of cut details, a shoe of a new design is created. Robert Kneffel, a Viennese ethicist (Austria), was the first to create a graphic method for designing the upper parts of shoes in 1876.

In this method, the design of the shoe is based on the size of the toe or mold. These measured values are plotted in the form of auxiliary lines, using certain angles and regularities. It should be noted that the angles and dimensions formed were based on the long experience of Robert Kneffel and varied for different sizes of shoes (Figure 1).

Figure 1. Construction of a model of children's boots on the graphic method.

The details of the model are drawn inside the resulting contour, then the width of the gravitational field is added. According to the drawing; worker, that is, templates with additions for sewing and processing of visible threads are prepared.

When designing shoes in a graphic way, the shape and size of the exact patterns are not taken into account, so its details are prepared several times and corrections are made. This cost a lot of time and materials.

After the merger of small shoe-making workshops and the formation of large enterprises, there was a need for new methods of shoe design.

By the nineties of the XIX century, Keller (Germany) created a new method, taking into account the shape and structure of the molds. It is based on conditional copies taken from the side and tag surfaces of the molds. Thanks to the replicas, the shape, appearance, shape (form) of the molded shoe began to reflect the ball. This new method is called the copy method.

A graphic-copying method was then created by placing a conditional copy of the template on Kneffel's auxiliary lines. This method is also called the Keller-Kneffel method. By developing a

graphical copying method, Trafers makes a copy of all the drawings on its own, without placing the copies on the coordinate axes. Although the graphic-copying method was not a perfect design method, it was the first step in the design of shoes. This method was improved based on production experience and corrected. This method is still widely used in some countries (Czech Republic, Slovakia, Bulgaria, Hungary, Germany, Italy, etc.).

Comparing the cost of materials for a pair of shoes.

The name of the material			The average area of leather			Navi		Percentage of material use	
Cost of material (sum)			Pure area in pairs			Consumption rate		of the material	
Cost of material in pairs (sum)									
			1-nav			Do not drop			
1	2	3	4	5	6	7	8	9	
Calfskin	100	II	76,5	2000	1900	7,54	9,85	18715,1	
Half body	160	II	76,5	1900	1805	7,54	9,85	17779,2	
Tana	200	II	76,5	1800	1710	7,54	9,85	16843,5	

By 1935, the Russian scientist Yu.P. Zibin suggests to transfer to the conditional copy of the mold the basal (basic) lines defining the anatomical points of the toe. The coefficients of the baseline are the values obtained as a result of mass measurements of the toes of the population, which have a clear scientific basis.

We select and justify the range of footwear of the project enterprise. We must pay attention to the following:

- We create designs and models of shoes that can meet modern style and fashion, made in a comfortable mold;
- The suitability of the materials used for the function and the season, expand the range of materials;
- Introduce new production technologies that can be applied mechanization and automation, which allows to increase the productivity, reduce material consumption, assuming the technological quality of the designed shoe designs, shoe quality;
- reduce the mass and increase the comfort of shoes by increasing their capacity;

- We will expand the range of shoe designs, while maintaining the basic homogeneity.

CONCLUSIONS AND RECOMMENDATIONS

The model of children's boots was chosen based on modern fashion trends. Based on the selected model, a passport model was created. On the basis of the designed model, the company's range was selected, and the full range of calculations for the selected range was performed. Then a new design of modern and popular children's shoes was developed, creating a sequence of technological processes of sewing, cutting and processing, assembly of soles and shoes.

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