USING OF THE DIGITIZING METHOD TO THE VIRTUAL SOLID PERFORMING IN THE CASE OF SHOE LAST INDUSTRY

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Abstract: This paper show how to made digitizing the surface of the shoe last in a spiral curve. The shoe last is fixed between two devices.this surface is scanned with a taster like in the Zeiss demo.

Digitizing is representing an object, or a signal (usually an analog signal) by a discrete set of its points or samples. The result is called "digital representation" or, more specifically, a "digital image", for the object, and "digital form", for the signal. Analog signals are continuously variable, both in the number of possible values of the signal *at* a given time, as well as in the number of points in the signal *in* a given period of time. However, digital signals are discrete in both of those respects, and so a digitization can only ever be an approximation of the signal it represents.
Like we scaned the last, in the same way we proced for the milling of the surface.

Fig. 1 Fixturing Cylinder Location

To allow for fixturing, a cylinder is passed through the center of the part (Figure 1). The last is rotated so that the cylinder enters the foot at the center of the heel area and exits at the front and bottom of the last, thus allowing for easy grinding away of material (as opposed to having the cylinder overlap the curve joining the bottom and body of the last or having the cylinder exit through the complex contours of the top of the toe area).

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