

HEIDI

FOOTWEAR

# 'BIOMORPHISM'

Inspired by the artistic and architectural mastery of Andreas Palfinger, this footwear collection explores biomorphic shapes and innovative design. Featuring striking silhouettes and forward-thinking aesthetics, each piece is crafted to make a bold statement. The collection's signature extended soles serve as a distinctive element, adding both height and modernity. A carefully curated palette of black and taupe enhances its sophisticated and contemporary allure. Blending avant-garde creativity with wearability, this collection redefines modern footwear, making it a true standout in high-fashion design.

Biomorphism is an art and design movement that focuses on organic shapes and patterns, predominantly found within nature. It draws from the natural world including plant life, animal forms and human anatomy.

My project focuses on the use of leather and how this material can be manipulated to create visually striking designs...

There are 3 types of biomorphism which include:

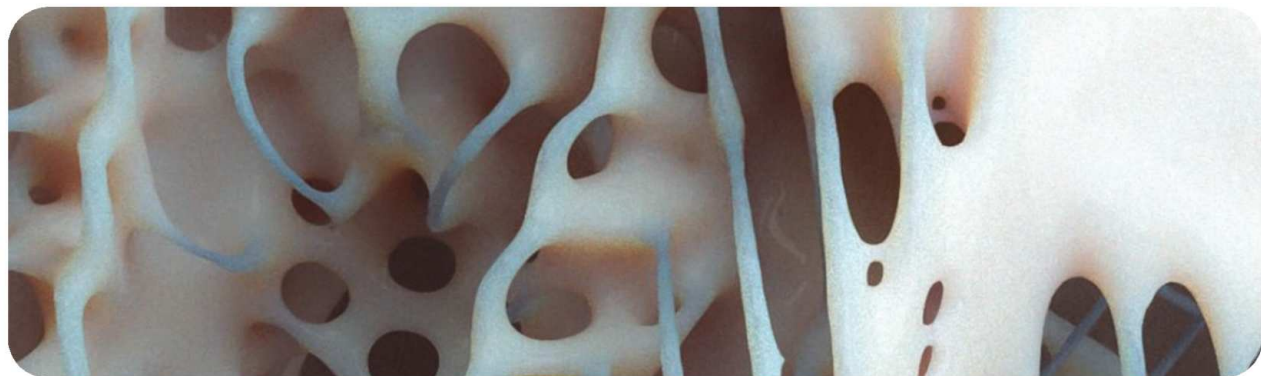
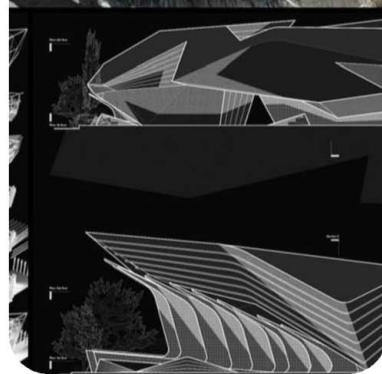
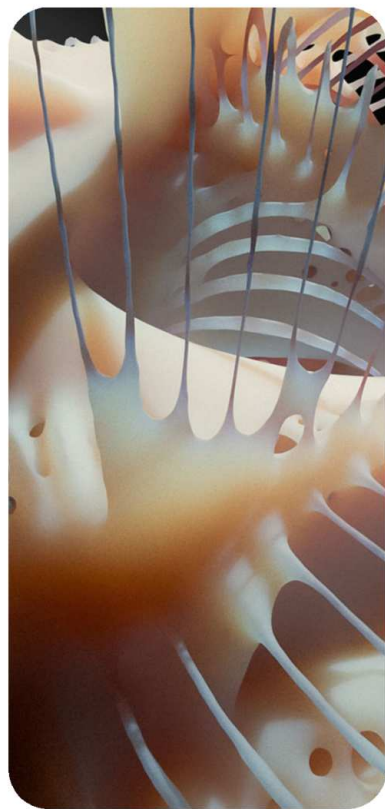
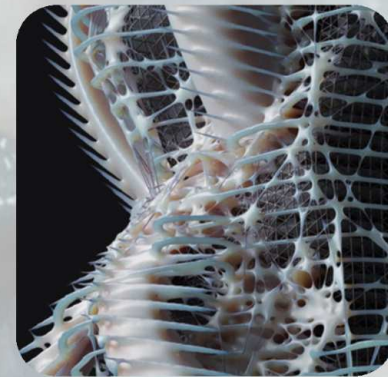
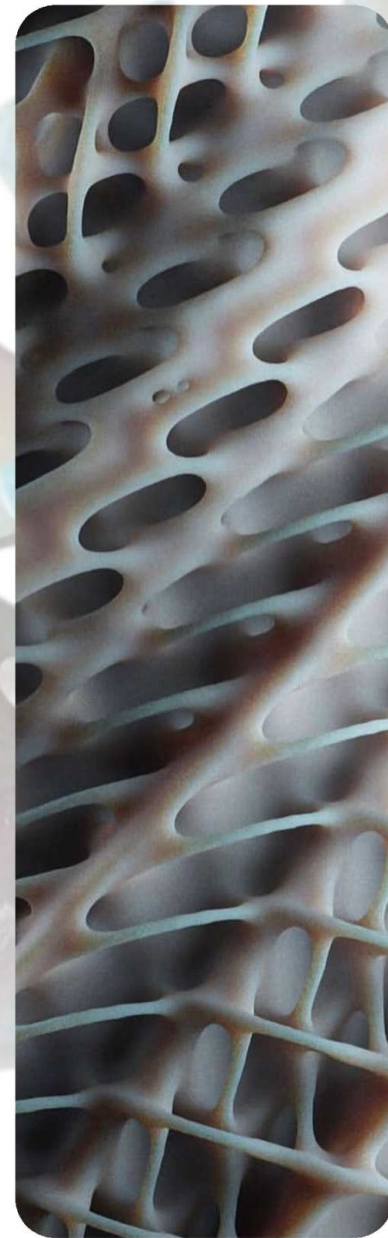
- Anatomical
- Vegetal
- Zoomorphic



**REAL  
LEATHER.  
STAY  
DIFFERENT.**

MY BIOMORPHIC COLLECTION MERGES NATURE'S PATTERNS WITH INNOVATIVE DESIGN, CREATING WEARABLE ART THAT MIMICS ORGANIC FORMS AND TEXTURES.







# TARGET CUSTOMER

SOCIAL MEDIA: ACTIVE ON INSTAGRAM, TWITTER AND PINTEREST- FOLLOWS TOP STYLISTS, FASHION BRANDS AND INDEPENDENT DESIGNERS AND INFLUENCERS

ENJOYS SHOPPING, ATTENDING FASHION SHOWS AND SOCIALISING WITH FRIENDS

W  
FEMALE

AGE 20-35

VALUES: SELF-EXPRESSION, INDIVIDUALITY, QUALITY CRAFTSMANSHIP, CULTURAL RELEVANCE AND AESTHETICS

WORKS IN THE FASHION INDUSTRY AS A MAGAZINE EDITOR OR STYLIST

ASPIRATIONS: TO MAKE A NAME FOR HERSELF IN THE FASHION INDUSTRY AND BE RECOGNISED AS A FASHION INFLUENCER



SOPHISTICATED

LONDON

LIKES STATEMENT HEELS FOR EVENTS, POLISHED YET EDGY FLATS FOR STUDIO DAYS AND ARCHITECTURAL DESIGN ELEMENTS.



WOULD RATHER SPEND MORE MONEY TO HAVE HIGH QUALITY CLOTHES, SHOES AND ACCESSORIES



LOVES STRUCTURED SILHOUETTES, UNEXPECTED DETAILS AND BOLD ACCENTS



# MATERIALS



## TEXTURED GREY LEATHER

Donated by an upholstery company

Textured leather has its own natural pattern, which is reflective of the biomorphic patterns found within nature and anatomy. I also like the contrast of using smooth and textured leathers in my collection.

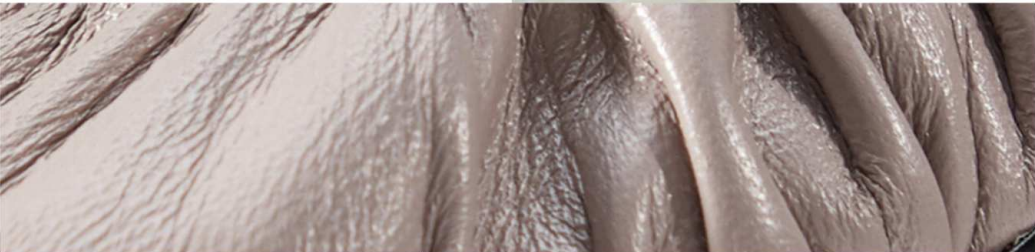


## VALENCIA DOVE GREY LEATHER LAMBSKIN: ITALIAN LAMB NAPPA

0.6-0.7mm 1.5oz

Sourced from GH Leathers

Soft, flexible and durable

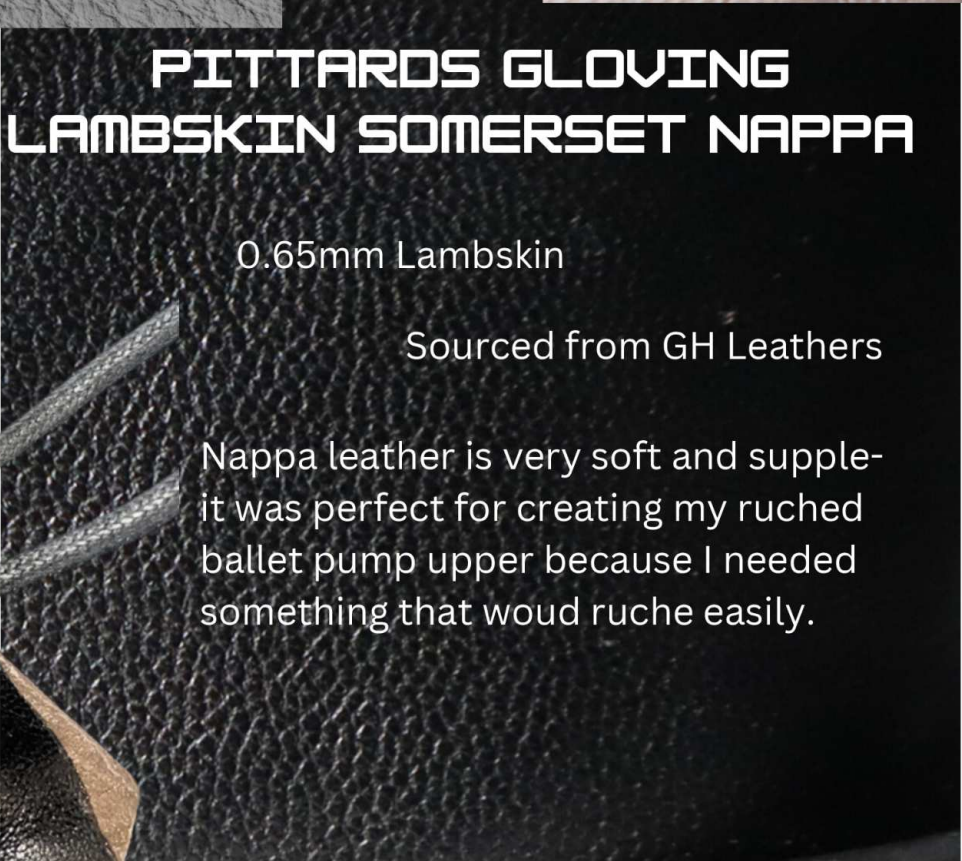


## PITTARDS GLOVING LAMBSKIN SOMERSET NAPPA

0.65mm Lambskin

Sourced from GH Leathers

Nappa leather is very soft and supple- it was perfect for creating my ruched ballet pump upper because I needed something that would ruche easily.



## SMOOTH BLACK CALFSKIN LEATHER

Deadstock leather donated from industry suppliers





**RUCHÈ**

**SQUARE TOE &  
EXTENDED  
POINTED SOLE**

**RUCHED TOPLINE**

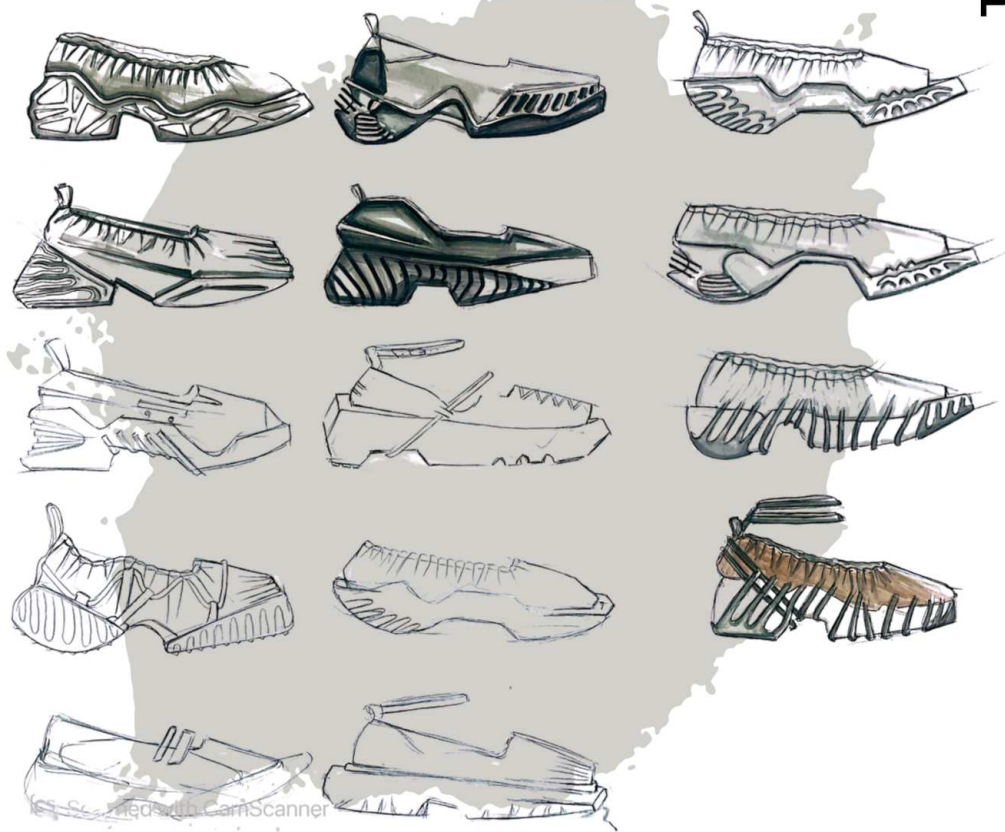
RUCHING, INSPIRED BY  
SHOES I SAW AT MY  
FERRARI STORE VISIT IN  
MILAN. FEATURES A RAW  
EDGE.

**STRIPED HEEL TAB**

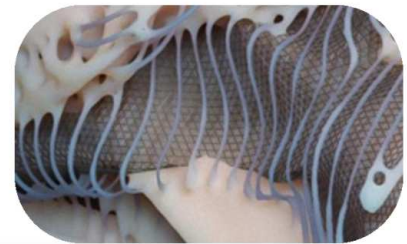
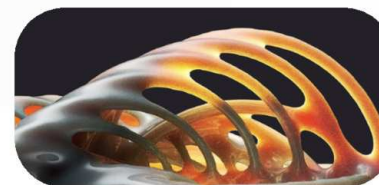
**HOLLOW HEEL**

INSPIRED BY CGI  
WORK CREATED BY  
PALFO. I MODELLED  
IT ON GRAVITY  
SKETCH.

**RUCHED SHOES FROM FERRARI**



**TOP VIEW**





VANTA

BLACK LEATHER SHOELACE

DOUBLE PULL TAB

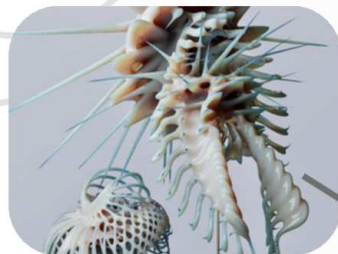
I USE THE DOUBLE PULL TAB AS A UNIQUE FEATURE THAT RUNS THROUGH SOME OF MY DESIGNS.

CARVED SOLE DESIGN

EXTENDED SOLE

PART OF MY BRAND IDENTITY IS EXTENDED SOLES. THIS IS A FEATURE THAT I CARRY THROUGH MOST OF MY DESIGNS.

ORGANIC, BIOMORPHIC SHAPES IN THE SOLE, INSPIRED BY CGI WORK AND PAINTINGS BY PALFO.





VIVORA

## ZIG ZAG STITCH

ZIG ZAG STITCH IS NOT USED THAT MUCH IN FOOTWEAR BUT I THINK IT ADDS A NICE DETAIL TO THE BACK SEAM.



## EXAGGERATED HEEL SHAPE

INSPIRED BY COUTURE BALENCIAGA SHOE SILHOUETTES.



## TEXTURED LEATHER

STATEMENT ZIPPER ON THE FRONT RUNNING QUITE LOW DOWN TOWARDS THE TOE. IT ACTS AS A BIOMORPHIC SPINE TO THE SHOE.

## YKK RING ZIPPER



## TWISTED LEATHER TECHNIQUE

## OPEN TOE





# AESTHETIC INNOVATION

*exploration of leather techniques...*

## LEATHER MOULDING



I 3D printed a shape that I had modelled on Gravity Sketch and placed it inbetween the lining and the upper. I moulded the leather over the shape to create a texture in the leather and make it look like it is protruding out.

## RUCHING



Ruching is a footwear trend that I noticed during my store visits for primary research. I tested out different ruching methods until I found the most successful one that would give me the most folds. The fabric is gathered to create a ripple-like effect, adding texture and volume.

## TWISTING



I practiced this new technique by cutting the leather into strips, twisting one piece at a time and securing it underneath the sole. I tried out different strip widths and tested different directions of the twists.



# VANTA MAKING PROCESS



Mock up experimentation



Sampling

I practiced moulding the leather over my 3D pieces to test if it worked.



Mock up: I tested the fit of my patterns and got an understanding of how to put the shoe together. I also tested moulding the leather over my 3D printed piece and how it looked with the laces going through.



3D printed outsole

Upper making process



Lasted upper

Lasted upper:  
I was really happy with my upper once it was lasted- i managed to get it nice and flat underneath. I just didn't like the shoelaces so I changed these later on to thicker, darker ones.

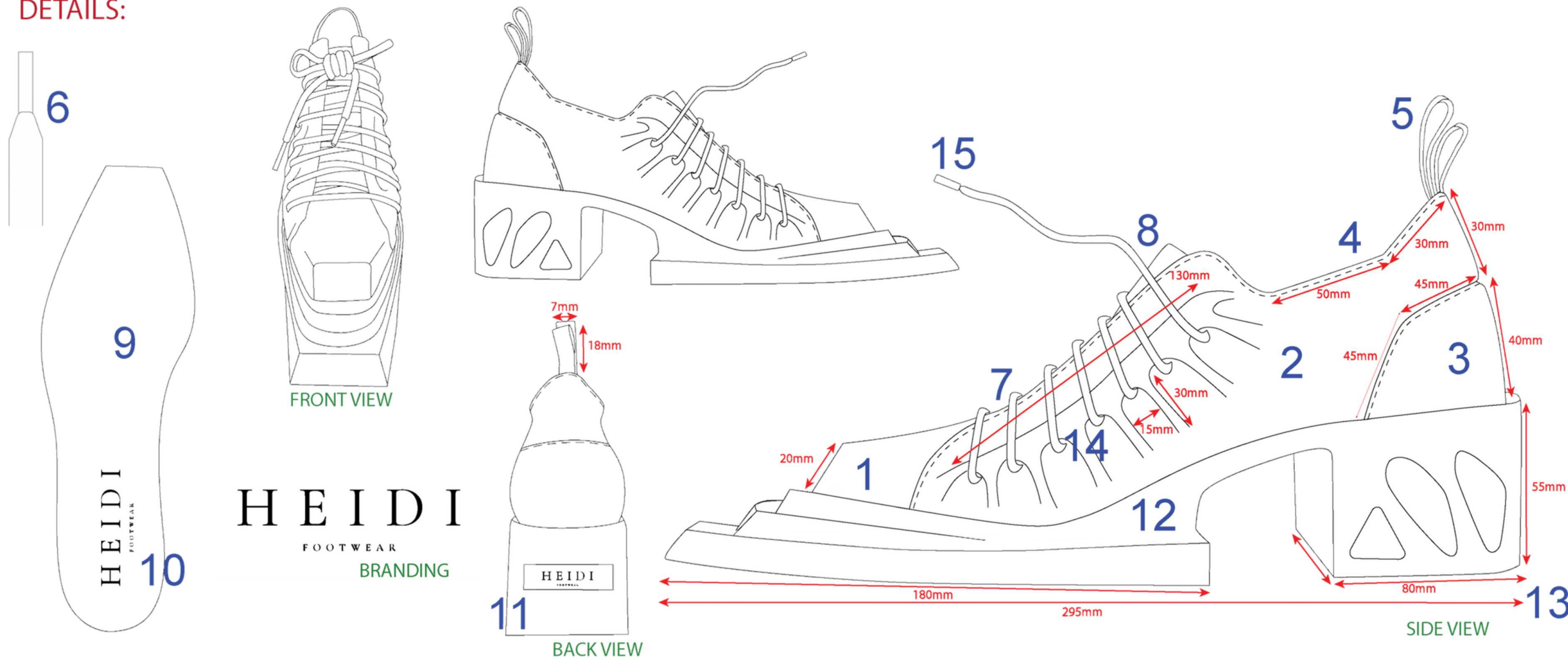


Modifying the last





## DETAILS:

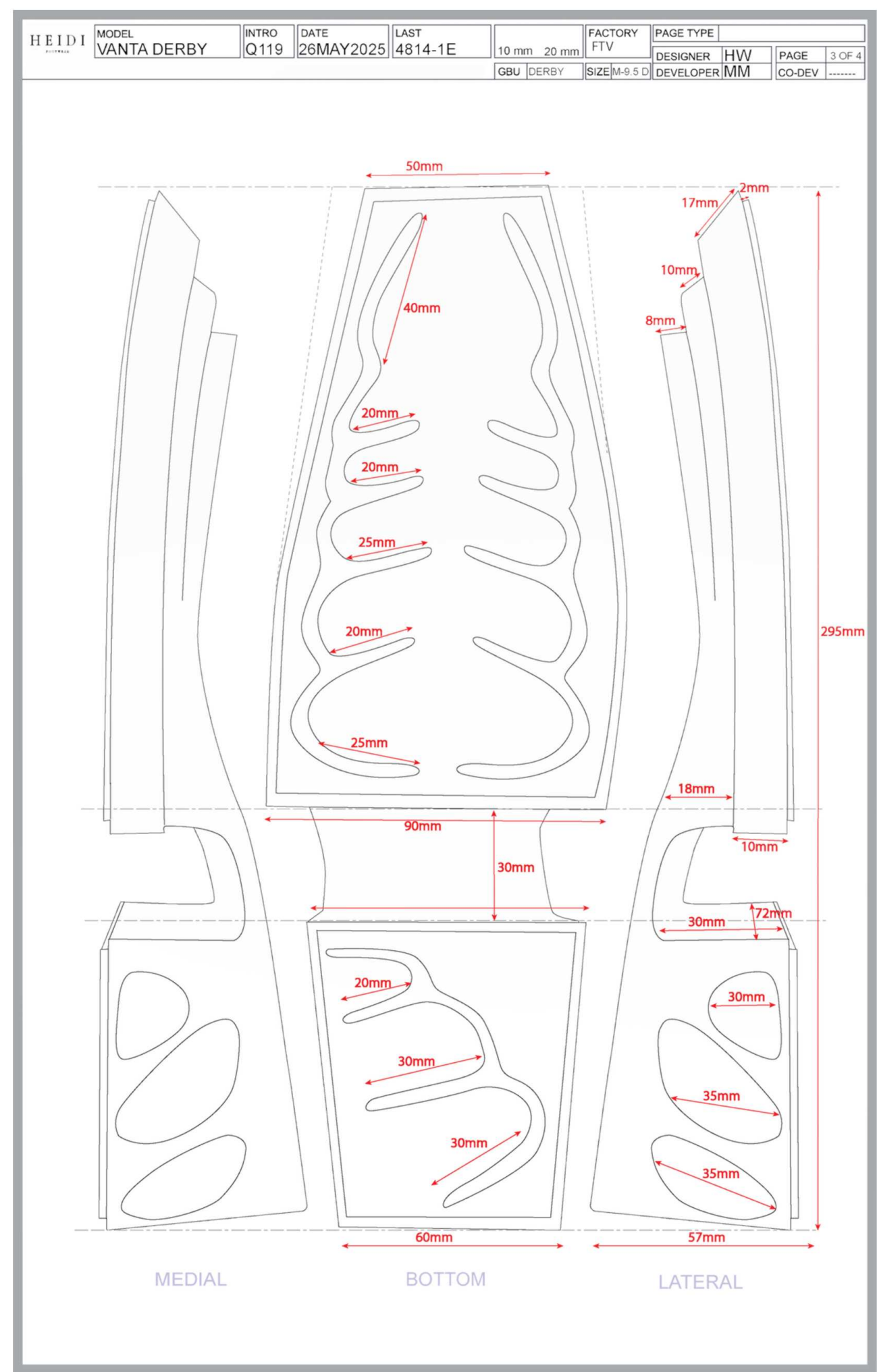
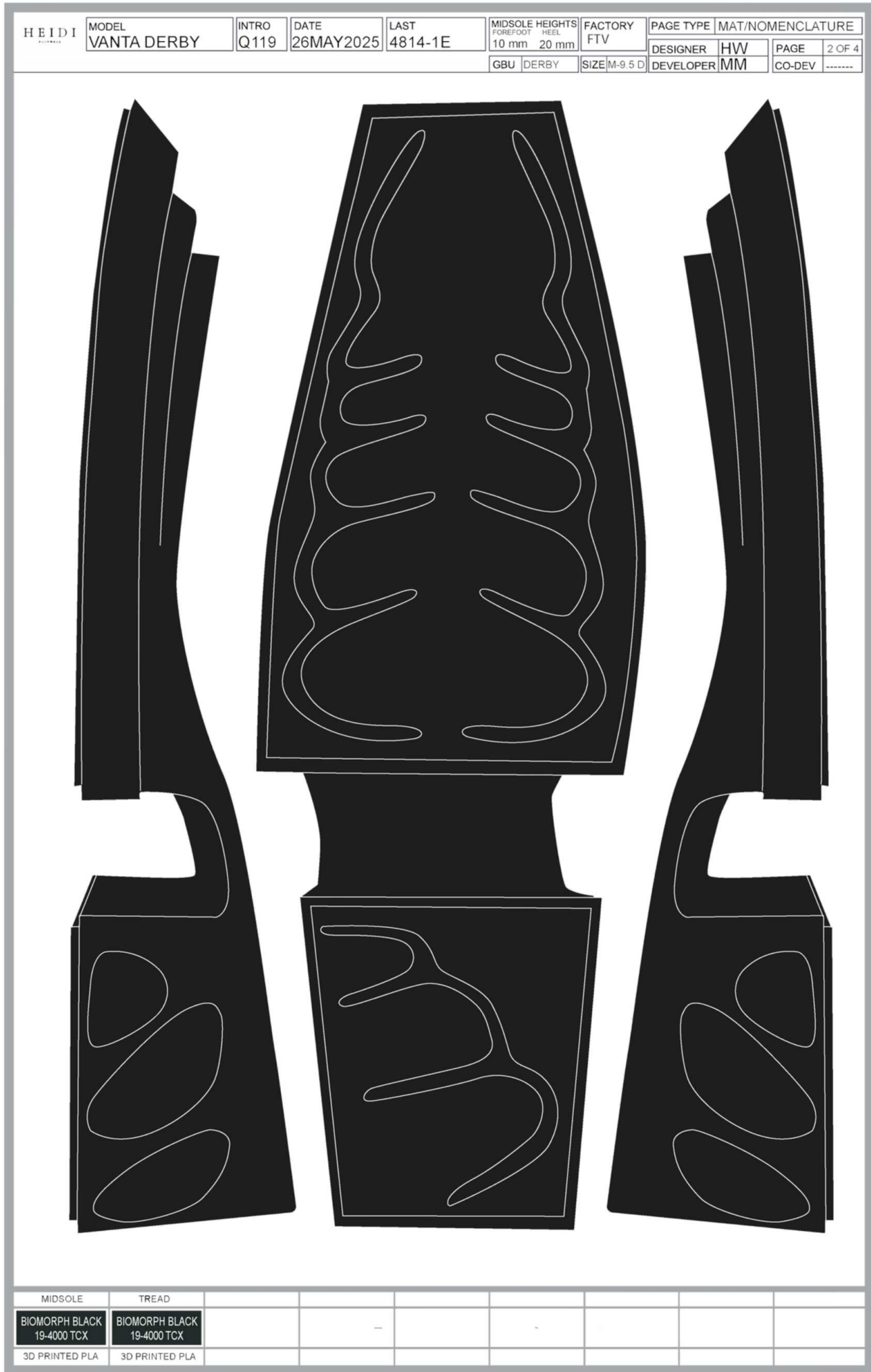


VAMP	QUARTER	HEEL COUNTER	LINING	DOUBLE HEEL TAB	LACE	STITCHING	TONGUE	SOCK
1	2	3	4	5	6	7	8	9
SOCK BRANDING	MIDSOLE BRANDING	MIDSOLE	OUTSOLE	3D PIECE	AGLET			
10	11	12	13	14	15			











VANTA





# RUCHÈ MAKING PROCESS



Testing my vision with a drawstring bag over the last



Cutting patterns



First ever powder print

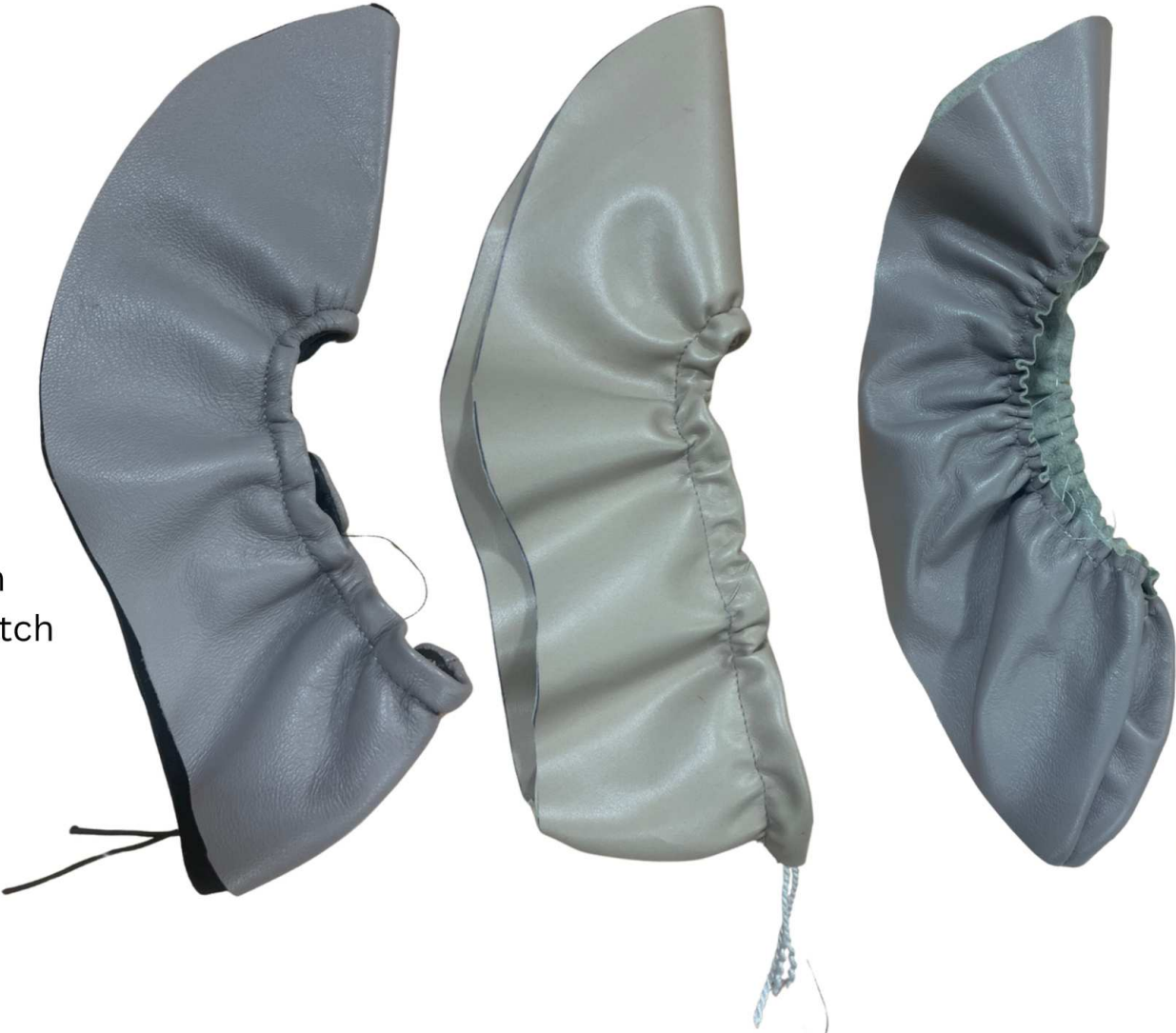


gravity sketch



Outsole modelled in Gravity Sketch

Mock ups: I produced 3 mockups to test different ruching techniques. The first involves sewing a channel with elastic inside, however this didn't make the top line ruched enough. The second was with a drawstring and a toggle, but this also wasn't tight enough with the ruffles and I didn't like the toggle at the back. I created the third mock up by manually ruching it as I sewed it and I really liked this effect.



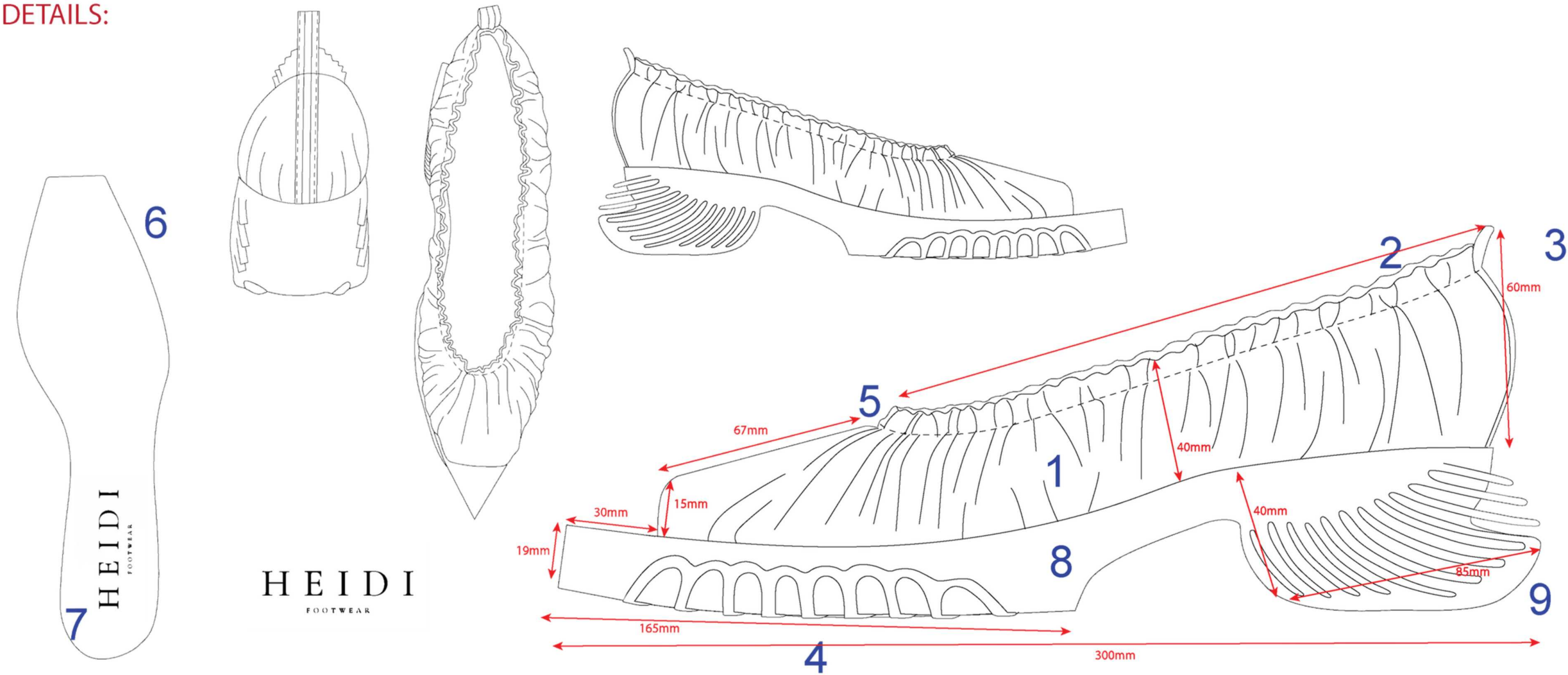
Lasted upper



avity sketch

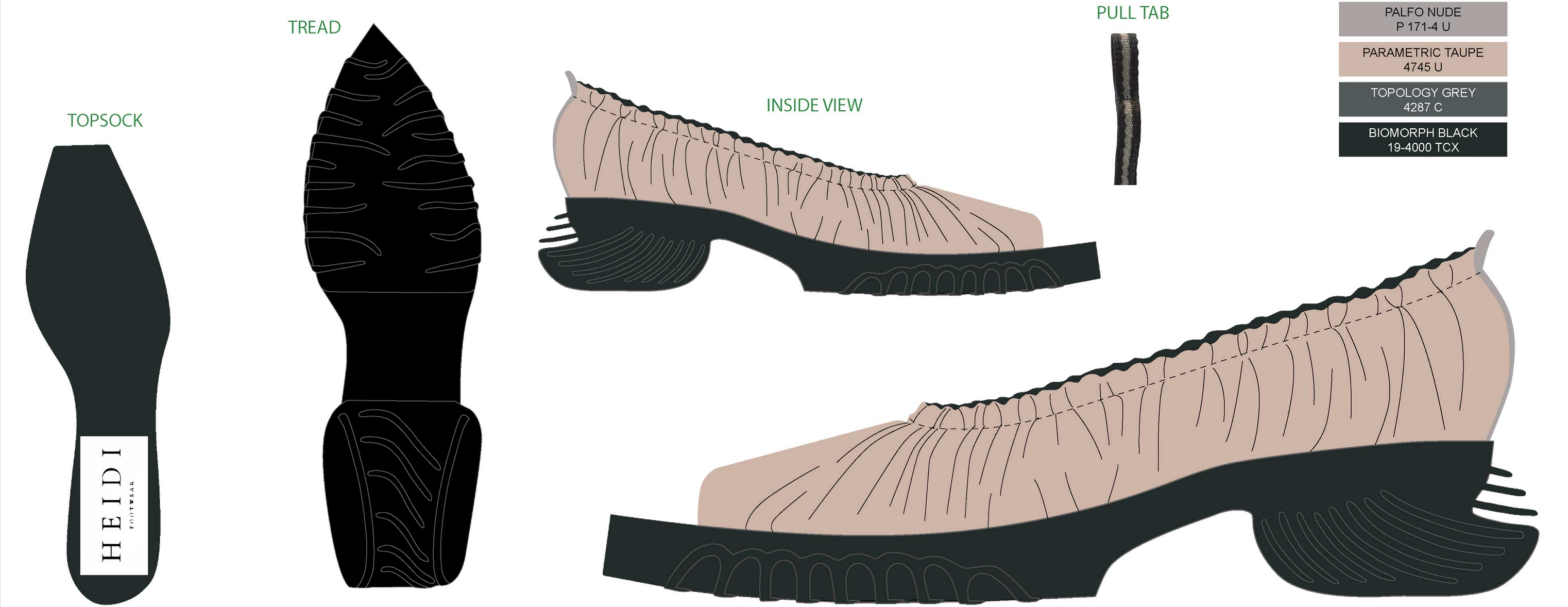


DETAILS:



UPPER	LINING	BACK TAB	OUTSOLE	STITCHING	TOPSOCK	SOCK BRANDING	MIDSOLE	OUTSOLE BRANDING
1	2	3	4	5	6	7	8	9





UPPER	LINING	BACK TAB	OUTSOLE	STITCHING	TOPSOCK	SOCK BRANDING	MIDSOLE	OUTSOLE BRANDING
NAPPA LEATHER	NAPPA LEATHER	STRIPED CANVAS	3D PRINTED PLA	16S THREAD	NAPPA LEATHER	SMOOTH BLACK GLOSS VINYL ATTACHED IN A HEAT PRESS	3D PRINTED PLA	3D PRINTED PLA
PARAMETRIC TAUPE 4745 U	BIOMORPH BLACK 19-4000 TCX	TOPOLOGY GREY 4287 C PALFO NUDE P 171-4 U	BIOMORPH BLACK 19-4000 TCX	TOPOLOGY GREY 4287 C	BIOMORPH BLACK 19-4000 TCX		BIOMORPH BLACK 19-4000 TCX	BIOMORPH BLACK 19-4000 TCX



RUCHÈ

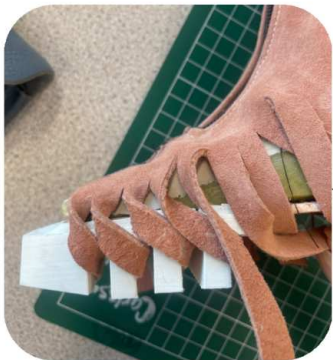




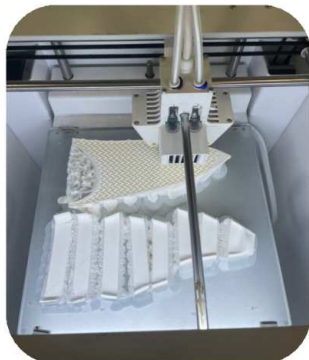
# MAKING MY BOOT



Modification of the shoe last using filler



Experimentation



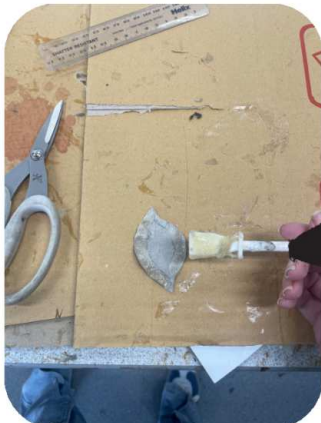
3D printing



Removing support material



Zig zag stitch



Glueing folds



Sewing the lining



Cutting patterns



Adding filler to my model



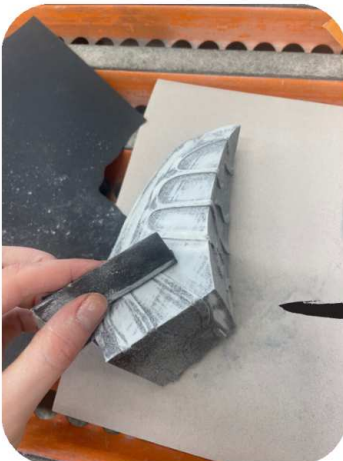
Sewing taupe piece



Preparing YKK zip



Sewing the rest of the upper



Sanding sole



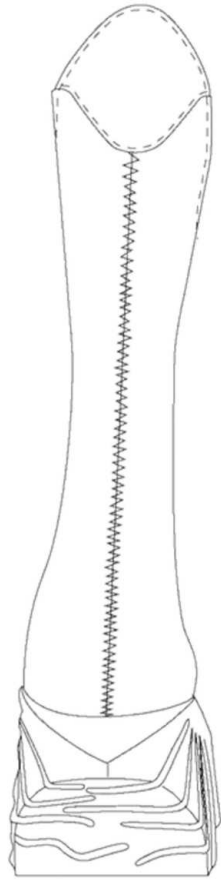
Handstitching CCP stitch



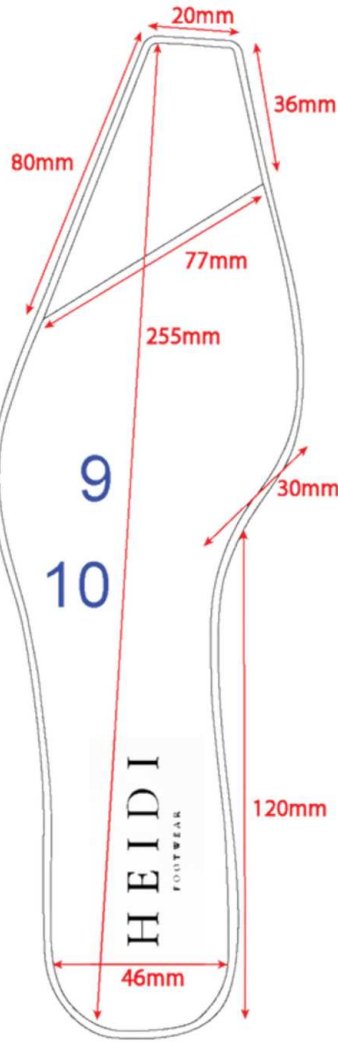
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					GBU	DERBY	SAMPLE SIZE	W-7.0 B M-9.5 D	BACK:XXMM	QTR LAT:XXMM	QTR MED: XXMM	PROJECT TYPE	INLINE	DEVELOPER	CO-DEV

DETAILS:

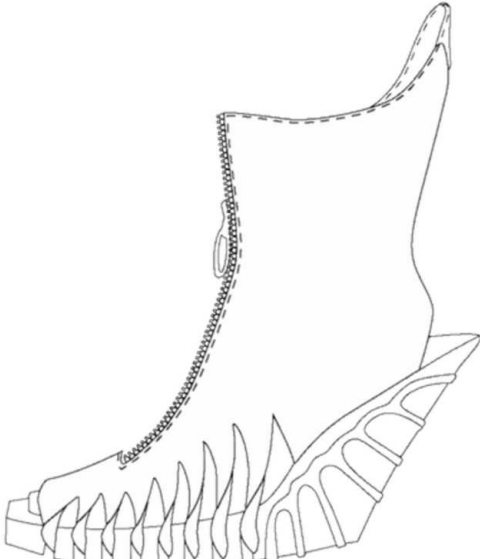
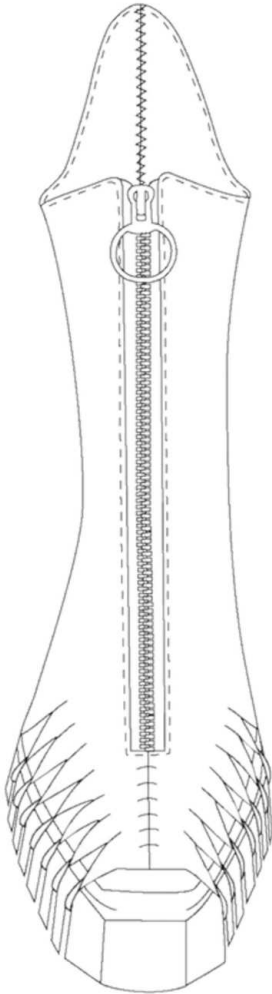
BACK VIEW



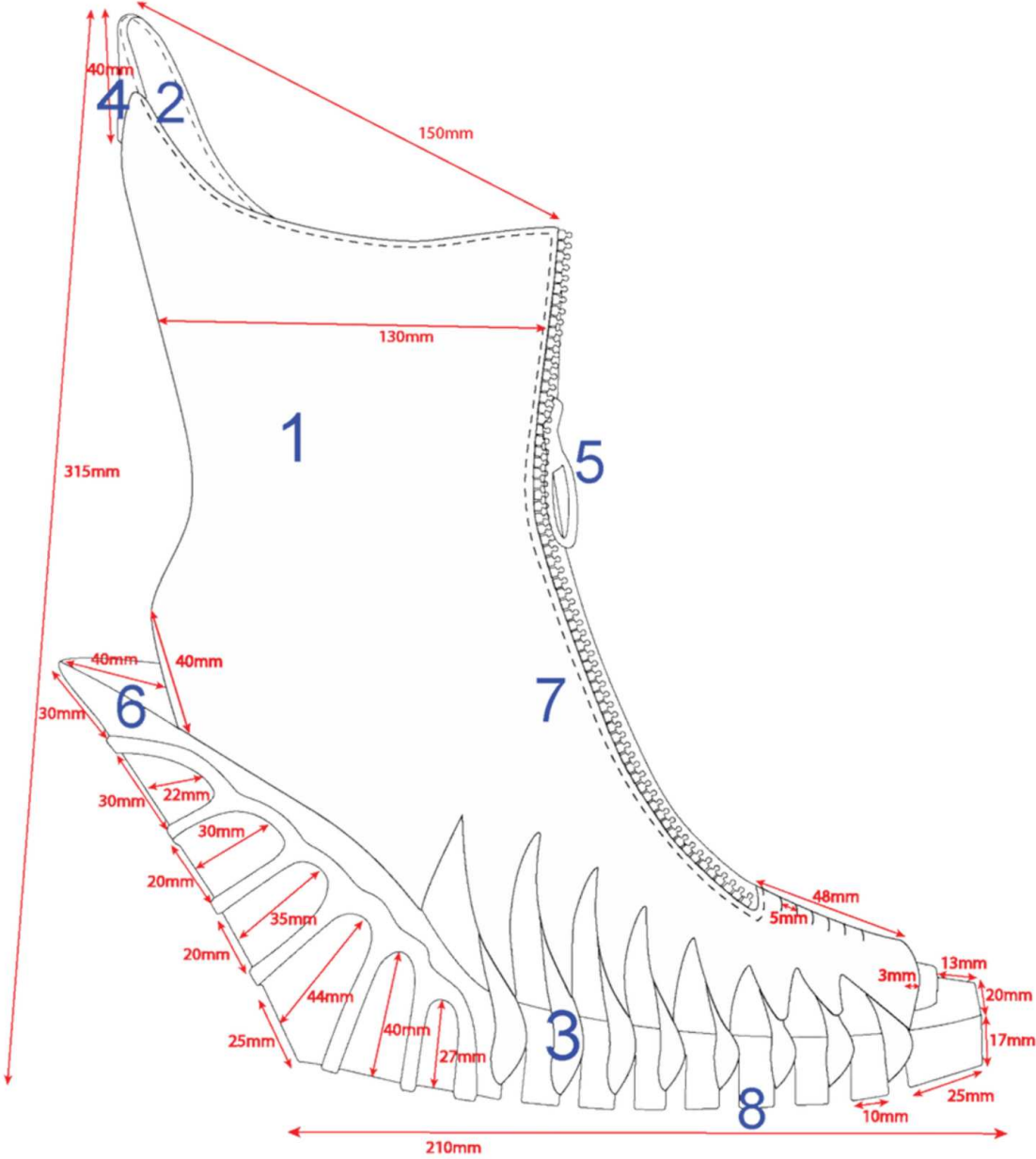
TOPSOCK



FRONT VIEW



INSIDE VIEW



UPPER	LINING 1	TWISTS LINING	BACK PIECE	ZIPPER	MIDSOLE	STITCHING	OUTSOLE	TOPSOCK
1	2	3	4	5	6	7	8	9
SOCK BRANDING	OUTSOLE BRANDING							
10	11							



INITIATED

FINAL CC

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INTRO

Q418

DATE

31MAY2025

DEV CODE

1049330

LAST

4814-1E

FOLLOW SAMPLE MATRIX

YES ☒ NO ☐

COST SHEET

YES ☒ NO ☐

PROTOTYPE

QUICK SPEC☐ 1ST ☒ 2ND ☐ CFM☒

FACTORY

CJ

PAGE TYPE

COLOUR/MATERIALS

DESIGNER

HW

PAGE

1 OF 3

DEVELOPER

CO-DEV

GBU

DERBY

SAMPLE SIZE

W-7.0 B M-9.5 D


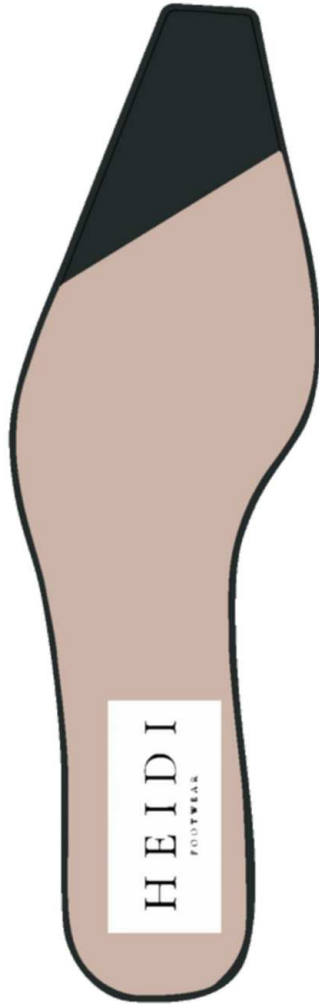
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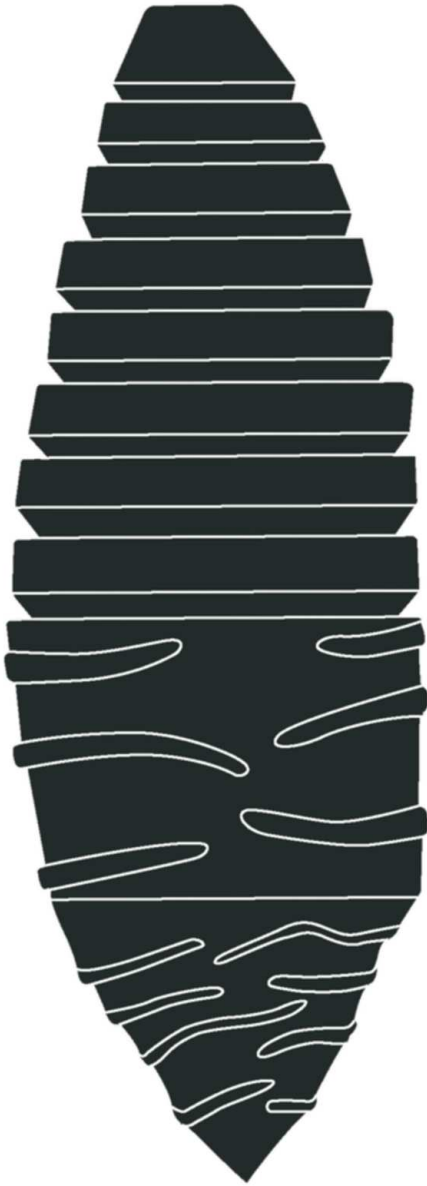
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PROJECT TYPE


INLINE



YKK ZIPPER



LEATHER TWISTING



BIOSCULPT  
17-1504 TCX

BIOMORPH BLACK  
19-4000 TCX

PARAMETRIC TAUPE  
4745 U

TOPOLOGY GREY  
4287 C

UPPER	LINING 1	TWISTS LINING	BACK PIECE	ZIPPER	MIDSOLE	STITCHING	OUTSOLE	TOPSOCK
TEXTURED LEATHER	CALF LEATHER	CALF LEATHER	NAPPA LEATHER	NAPPA LEATHER	ORGANIC COTTON	16S THREAD	CALF LEATHER	NAPPA LEATHER
BIOSCULPT 17-1504 TCX	BIOMORPH BLACK 19-4000 TCX	PARAMETRIC TAUPE 4745 U	PARAMETRIC TAUPE 4745 U	TOPOLOGY GREY 4287 C	BIOMORPH BLACK 19-4000 TCX	TOPOLOGY GREY 4287 C	BIOMORPH BLACK 19-4000 TCX	PARAMETRIC TAUPE 4745 U BIOMORPH BLACK 19-4000 TCX
SOCK BRANDING	OUTSOLE BRANDING							
SMOOTH BLACK GLOSS VINYL ATTACHED IN A HEAT PRESS	HEIDI LOGO 3D PRINTED IN 3mm PLA BIOMORPH BLACK 19-4000 TCX							







