

BERNINA⁺



Mastering Your **BERNINA⁺** Embroidery Software V6.0



Owner's Workbook - Part 1

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Introduction

Congratulations on your purchase of BERNINA Embroidery Software V6.0!

This workbook is designed to be used in conjunction with the Owners classes you will take at your BERNINA dealership, and contains a series of exercises intended to familiarize you with the features of your new BERNINA Embroidery software, V6.0.

NOTE: *We recommend that you attend Owners classes for your embroidery system and review the information in the Mastering Your BERNINA Embroidery Module/Machine workbook before attending BERNINA Embroidery software classes.*

BERNINA EditorPlus V6 - - -

With this software level, you can edit your existing designs and add lettering. You can also create attractive designs with a minimum of fuss from scanned artwork. Use powerful automatic digitizing features such as Auto Digitizer, Magic Wand and PhotoSnap.

Specific functionality includes - - -

- Change color sequence for improved stitchouts
- Includes 55 different embroidery alphabets
- Includes Advanced Monogramming features
- Edit individual stitches to fine-tune your designs to a perfect finish
- Use Auto Digitizer to create attractive embroidery automatically from scanned artwork
- For greater control, use the Magic Wand to digitize selected areas/shapes of a graphic image
- Use PhotoSnap to turn graphic images into interesting line stitching.
- Work with Embroidery designs from USB sticks, CD's and those downloaded from the Internet
- Includes Portfolio, BERNINA Quilter and Cross Stitch programs.

BERNINA DesignerPlus V6 - - -

This software level provides powerful features for digitizing, editing and lettering, combining both automatic and manual digitizing tools and methods for maximum control and quality.

Specific functionality includes - - -

- Use of scanned or imported artwork to digitize designs on-screen
- In addition to the automatic digitizing tools, use specialized digitizing tools, plus a wide range of artistic, decorative fill patterns.
- Includes 70 different embroidery alphabets
- Includes Advanced Monogramming features
- Create appliqué with EXCLUSIVE Auto Appliqué feature
- Convert Windows TrueType fonts to embroidery alphabets
- Work with Embroidery designs from USB sticks, CDs or stored on PC.
- Includes Portfolio, PhotoSnap, BERNINA Quilter, and Cross Stitch programs

Be sure to register your BERNINA[®] Embroidery Software.
My BERNINA Embroidery Software, V6.0
is (circle one):

EditorPlus DesignerPlus

My dongle serial number is: _____

I purchased my software on: _____ (date)

At _____

Class 1 - Getting Started

Class Overview

Software Overview

EditorPlus
DesignerPlus
BERNINA Cross Stitch
BERNINA PhotoSnap
BERNINA Quilter

Review of Computer Requirements for proper software operation

Prepare Your Computer

Setup Measurement system
Screen Setup
Hardware and Software Setup - Chapter 6 in Onscreen Manual, beginning at page 73
Calibrate Monitor - [Help>Onscreen Manual, page 74](#)
Setup Scanner - [Help>Onscreen Manual, page 74](#)

Introductory Tutorial

[Help>Quick Start Guide Chapter 7, page 77](#)

Lettering Essentials

[Help>Onscreen Manual, Chapter 25- Lettering Essentials, page 294](#)

Lettering Baselines

Editing Lettering

[Help>Onscreen Manual, Chapter 26- Editing Embroidery Lettering, page 305](#)

Follow Up

Deleting Recovery and Backup files
Keeping computer “clean”
Helpful recommendations

This class is formatted for owners of the following levels of BERNINA Embroidery Software, V6:

- EditorPlus
- DesignerPlus

Four Bonus programs included!

Enjoy the four programs included in the BERNINA Embroidery Software V6.0 EditorPlus and DesignerPlus programs:

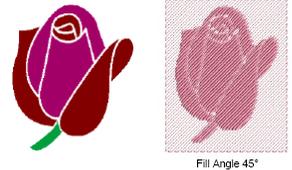
BERNINA Portfolio - - -

A built-in design management program that provides access to design files from a variety of different computer sources - hard disk, CD-ROM, USB stick or floppy disk. View designs, sort designs, convert designs, work with Zip archives - Portfolio recognizes all design formats used by the BERNINA Embroidery Software.

Refer to Page 375 in the Onscreen Manual for more information

BERNINA PhotoSnap - - -

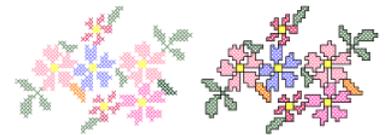
This program provides the ability to create embroidery designs directly from graphic images such as photographs, but not limited to photographs. If a graphic image can be opened in the V6 software, the PhotoSnap function can be applied to it! PhotoSnap designs consist of layers of satin stitches with varied spacing values.



Refer to Page 164 in the Onscreen Manual for more information

BERNINA Cross Stitch - - -

Use the Cross Stitch program to create beautiful cross stitch motifs by embroidery machine rather than the traditional "hand" method. Simply scan in design motif and automatically digitize it or choose to manually digitize it with a variety of cross stitch tools. A variety of cross stitch types (10) are included as well as outline stitch options also.



Refer to the Online Manual in the Cross Stitch program for more information

BERNINA Quilter - - -

Use the Quilter program to preview quilt projects. Preview the blocks, layout, fabric, color and embroidery designs as they will appear on the finished project before sewing a single stitch. Scan in fabrics and with DesignerPlus even create new blocks. When the designing is complete, the entire quilt file can be saved and printed out with yardage information, basic construction details and more!



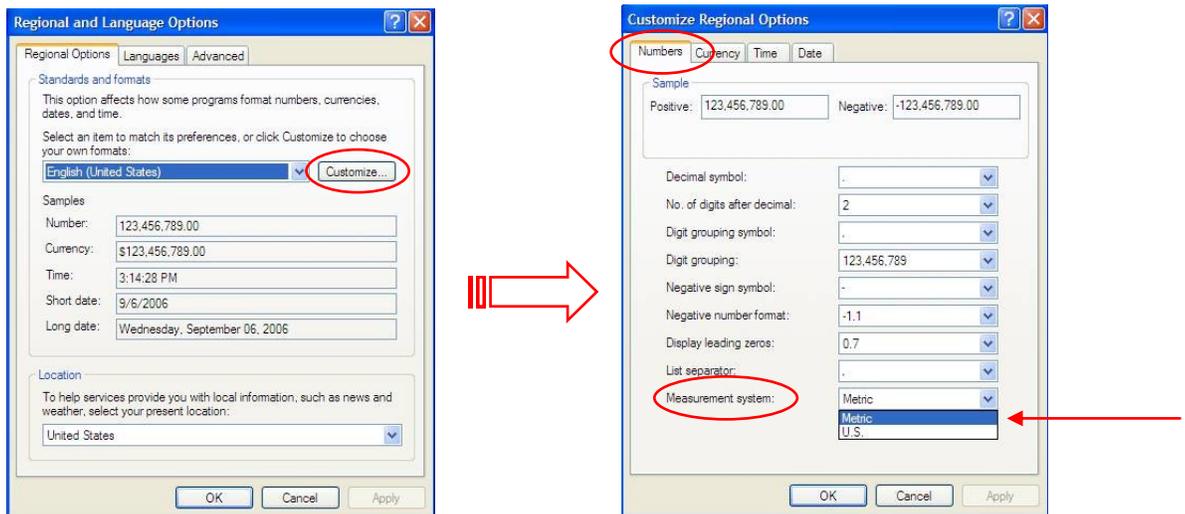
Refer to the Online Manual in the Quilter program for more information

Class 1 - Prepare Your Computer

Setting up your measurement system

For the most precise embroidery projects, it is recommended that the computer be set in metrics. Follow these Simple Steps - - -
(NOTE: Below are samples of a typical Window XP setup. Refer to computer manual if using a different setup.)

Start > Control Panel > Regional and Language Options > Customize > Numbers Tab > Measurement system

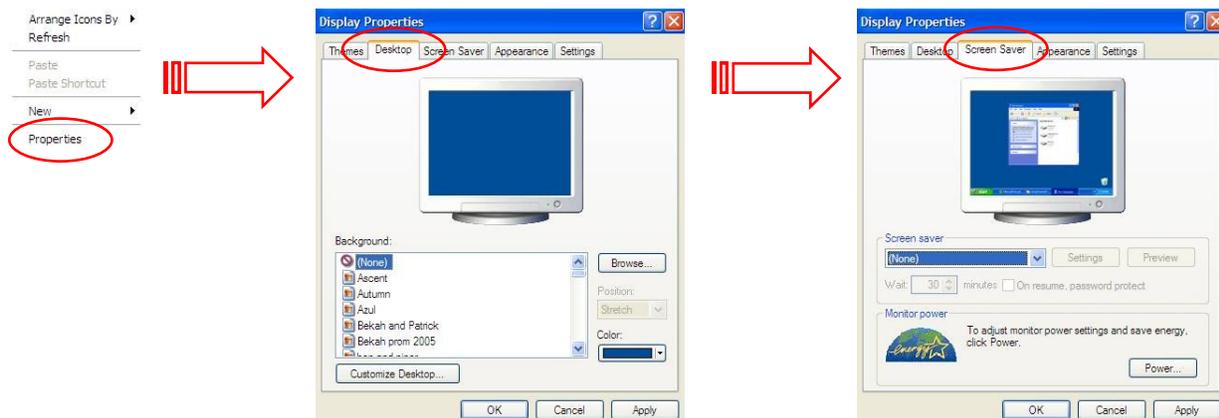


When Metric has been selected, click on **Apply** > **OK**

Screen Setup

Turn off Screen Saver and any Wallpaper to maximize your computer's system resources. To do this, follow these simple instructions - - -

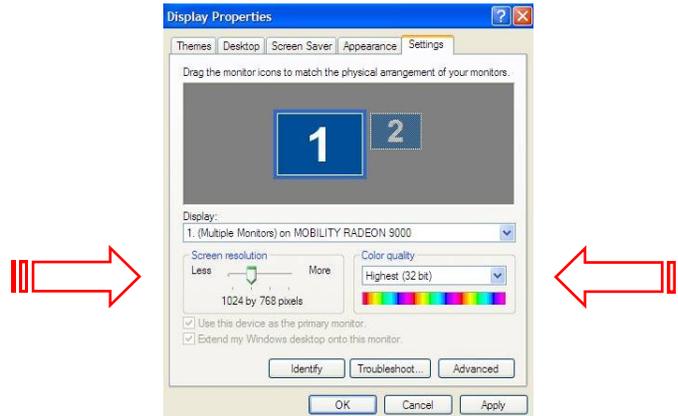
- Right Mouse click on the Desktop
- From the options list, select Properties
- Select Desktop tab > Background > select None
- Select Screen Saver tab > Screen Saver > select None



Class 1 - Prepare Your Computer

Screen Setup (con't)

- Select Settings tab > Set Screen resolution to a minimum of 1024 by 768 pixels
- In the Settings tab > Set the Color quality to a minimum of High(16 bit) - *set higher if available*



- After making ALL adjustments, Select **Apply** > **OK**

Open BERNINA Embroidery Software, V6

Hardware and Software Setup

For detailed information on Hardware and Software Setup for computer, refer to Chapter 7 of the On-screen manual found in the General Toolbar under Help > Onscreen Manual.

It is VERY important to Calibrate computer screen so that when using the 1:1 view feature, the motifs are viewed accurately.

To use the Onscreen Manual effectively, let's walk through a brief exercise.

- Help > Onscreen Manual
- Single left mouse click to open- the Manual is an Adobe Acrobat .pdf file. It is a "linked" manual, meaning that it may be searched for information. Simply click on a page number or words written in **red** and the manual will automatically to to that particular piece of information!
- In the left hand column, select Index
- Use the Next Page feature to find the alphabetical listing for "C" in the Index
- Under "C", locate "calibrate monitor"
- Note that there is a page number listed after this - scroll to page 59 OR hover the mouse over the page number until it turns into a "hand with a pointing finger"
- Single Left mouse click.
- Page 59 is visible and the step-by-step information is listed to Calibrate the Computer Monitor!

Calibrate Monitor screen as instructed in manual

Class 1 - Prepare Your Computer

Setting up Scanner

With the EditorPlus and DesignerPlus levels, you can Import/Access your own artwork, fabrics, etc. . This can be done by simply accessing an existing file on your computer, or by using a scanner system. The BERNINA Embroidery software is compatible with a variety of TWAIN-compatible scanners, but does need to be setup in order to function properly. For set up information, refer to page 74 in the On-screen Manual.

For future reference - - -

Scanning Tips

Type of Artwork

Scanning Resolution

Business cards, letter heads	150 - 300 dpi
Hand sketches	150 - 300 dpi
Photos and images	150 - 300 dpi
Commercial art, line drawings	72 - 150 dpi

Notes:

Class 1 - Introductory Tutorial



OPEN the BERNINA Embroidery Software
Double-click on the Desktop icon

OPEN the Onscreen Manual
Help > Quick Start Guide

Access Chapter 6, page 57 for the step-by-step instructions to create the motif shown above.

The *Introductory Tutorial* will introduce you to the basic functions and operation of your software.

Upon completion of the Tutorial, be sure to Save the design file (File>Save As).

The design is ready to send to the machine of choice for stitching.

Review Chapters 29 and 30, beginning on page 344 of the Onscreen Manual.

These chapters outline information for printing design templates/worksheets as well as sending the design to the embroidery machine.

- Review and Print your design worksheet
- Send design to the embroidery machine to be stitched

Notes:

Always save (File>Save As) your work after every major change.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 1 - Lettering Basics

Creating Lettering for Embroidery

The complete listing of Alphabet styles may be viewed in Appendix C of the Onscreen Manual beginning on page 437.

For best lettering results, remember to stay within the recommended size range for each selected style.



OPEN the BERNINA Embroidery Software
Double-click on the Desktop icon



Left click on the *Lettering / Fill Values* tool
Notice the prompts on the status bar at the bottom of the screen

Place the mouse cursor on the workspace and left click;
a vertical bar will appear on the screen.

Type < BERNINA > using the computer keyboard.

The outline of the lettering will appear on the screen.

Press the <Enter> key on the keyboard.

The lettering stitches are generated and selected.

Right click on the selected lettering to open the Object Properties dialog box.



The word “BERNINA” is in the text box. Within the Object Properties box, it is possible to change the alphabet style, height, width, justification, or baseline.

V6 Software offers a feature referred to as Modeless Dialog boxes. That simply means that changes can be applied to embroidery motifs without the need to close the dialog box.

Click and drag the dialog box away from the lettering to view the lettering and the dialog box at the same time.

Click on the Alphabet drop down, select Swiss Block

Click **Apply** - note the change to the lettering

Change the Height > 20mm

Click **Apply** - note the change again

Click **OK** to close dialog box

Save the design file. File > Save As
Lettering Basics.ART

BERNINA

Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 1 - Lettering Baselines 1

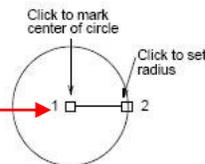
 OPEN a new file
Select the File Menu > New or simply left click on *New* icon

 Straight Baseline
Left click on the *Lettering / Fill Values* tool.
Type < BERNINA > using the computer keyboard.
Press the <Enter> key on the keyboard.
Right click on the selected lettering to open the Object Properties dialog box.

 Select the *Free Line Baseline with Center Justification*.
 Change Alphabet > London
Change Width > 80%
Click on **OK** to accept changes and close dialog box.

 Clockwise Baseline
Right click on the *Lettering / Fill Values* tool.
Type the word < BERNINA >
Select Anniversary Alphabet
Select the *Circle CW baseline with Center Justification*
 Click on **OK** to accept changes and close dialog box.

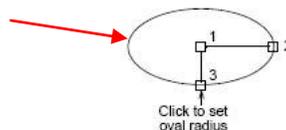
Follow the prompts on the status line - - -
Single left click to define Center Point.
Single left click to define Point on Circumference, dragging mouse as shown in diagram.
Press <Enter> for Circle or set last Oval Point.



With the lettering selected, right click to open Object Properties
Change the Baseline Radius to 35mm
Click on **OK** to accept changes.

 Counterclockwise Baseline
Right click on the *Lettering / Fill Values* tool.
Type the word < BERNINA >
Select King Charles Alphabet
Select the *Circle CCW baseline with Center Justification*
 Click on **OK** to accept changes and close dialog box

Follow the prompts on the status line - - -
Enter Center Point
Enter Point on Circumference
Enter Oval Point as shown
Press <Enter>



Save the design file.
File > Save As
Lettering Baselines 1.ART

BERNINA

Bernina

Bernina

Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), *Lettering Essentials* beginning on page 294.

Software level

EditorPlus. yes

DesignerPlus. yes

Class 1 - Lettering Baselines 2



OPEN a new file
SelectFile> New or simply left click on *New* icon

Vertical Baseline

Press the “A” key on the keyboard to open the Lettering Object Properties box.



Type the word < BERNINA >
Select the *Free Line Vertical Baseline*

Click **Apply**

Follow prompts in status line -

Single left click on the workspace to start text.

The Object Properties box is still open the text is selected.

Select Swiss Block Alphabet

Click **Apply**, (*view the change on screen*) then **OK** to close box

Predefined (Multiple) Baseline

Press the “A” key on your keyboard

In the text box, type the following -

BERNINA, press <Enter>

V6.0, press <Enter>

Software



Select the *Predefined Baseline* and *Center Justification*

Select Guinevere Alphabet



Click **OK**

Follow prompts in status line -

Left click to set Center Point

Left click to set a Point on Circumference

Press <Enter> for Circle or Enter Oval Point

Any Shape Baseline

Press the “A” key on your keyboard

In the text box, type < Create Any Shape >



Select the *Any Shape Baseline*

Select Anniversary Alphabet

Change Height >12mm

Click **OK**

Follow prompts in status line -

Enter point 1 of the curve

Enter point 2 of the curve

Enter point 3 of the curve

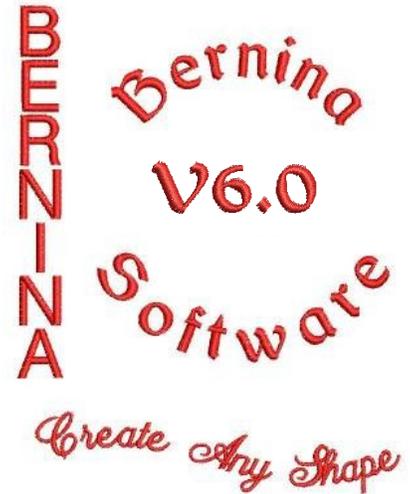
Enter point 4 of the curve

Press <Enter>

Save your design file.

File > Save As

Lettering Baselines 2.ART



Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.

TIP:

When creating the Any Shape baseline, Left mouse click to create straight lines, right mouse click to create curves in the line. To eliminate a point just created, use the <Backspace> key to delete it.

Software level

EditorPlus. yes

DesignerPlus.yes

Class 1 - Editing Lettering 1

Editing Lettering

 Lettering can be altered or edited in many different ways. In this lesson we'll explore several of these using the *Reshape Object* tool.

 OPEN a new file (File>New)

 Right click on the *Lettering / Fill Values* tool
Type < Bernina > in the text box.
Select London Alphabet

Press **OK**; left mouse click on screen to generate the lettering; notice the lettering is already selected. While selected, *Copy* and *Paste* 3x so that there are 4 words on the screen. Alternatively, use quick clone.



Create a “clone” of the word “Bernina” by right mouse clicking on the selected word and dragging a duplicate into position.



Select the top “Bernina”

Select the *Reshape Object* tool

The *Reshape Object* tool opens a variety of Control Points that can be used to edit the placement or justification of the existing text.



For detailed information on the purpose of each Control point, refer to the Onscreen Manual beginning on page 307.

Scaling Lettering with Reshape Object tool

Using Control points (triangular handles), scale lettering vertically, proportionally, and horizontally.

Make the following changes - - -

Top “Bernina” - scale vertically
(use Triangle handle on top)

Second “Bernina” - scale proportionally
(use Triangle handle at upper right-hand corner)

Third “Bernina” - scale horizontally
(use Triangle handle on right edge)



Reshape the Baseline

Select the bottom “Bernina”

Select the *Reshape Object* tool

To adjust the baseline length, click and drag the open triangle handle at the lower right-hand corner

Save the design file.

File > Save As

Editing Lettering 1.ART

Bernina
Bernina
Bernina
Bernina

Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.

Software level

EditorPlus. yes

DesignerPlus. yes

Class 1 - Editing Lettering 2

Editing Lettering

 Lettering can be altered or edited in many different ways. In this lesson we'll explore several of these using the *Reshape Object* tool.

 OPEN a new file (File>New)

 Right click on the *Lettering / Fill Values* tool
Type < Bernina > in the text box.
Select London Alphabet
Press **OK**; left mouse click on screen to generate the lettering; notice the lettering is selected.
Use the *Clone* feature to create a total of 3 rows of text.

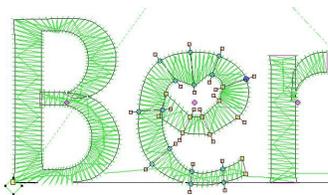


Adjusting Individual Letter Spacing (Kerning)

 Select the top "Bernina"
 Select the *Reshape Object* tool
Each letter has a colored diamond on it - left click on this diamond and the letter can be moved either right or left as desired.
Move the letters to create the words "bear inn"
(NOTE: *When embroidering this word, it will spell "bear inn" when completed, but it will embroider each letter in the order created*)

Reshaping Letters

 Select the middle "Bernina"
Use the Zoom Box tool to zoom in on the word.
 Select the *Reshape Object* tool
Left click on the letter outline of the "e"
Reshape nodes appear around it;
play with the center of the "e" to create a heart as shown.
Creatively shape other letters as desired.



Recolor Individual Letters

NOTE: *No lettering is selected for this process*

 Left click on the *Lettering / Fill Values* tool.
On the bottom "Bernina", click inside the lettering.
An "I-beam" will appear between letters.
To change the color of the letter, drag the cursor over it.
Select a different color
Press <Enter>
Recolor several letters.

Save the design file.
File > Save As
Editing Lettering 2.ART

Bear inn

Bernina

Bernina

Notes:

For more information on Lettering, refer to Chapter 25 of the (On Screen manual), Lettering Essentials beginning on page 294.

Software level

EditorLite.yes

EditorPlus.yes

DesignerPlus. . . .yes

Class 1 - Follow Up

Here are some suggestions for developing “Good Software Work” habits following each software session.

Recovery and Backup files should be deleted according to the following schedule - - -

- ⇒ After you have used the software for about 10 hours
- ⇒ Following any software crash

REMEMBER: The software **MUST** be closed before deleting recovery and backup files.

Follow the listed pathway to complete this process:

Start > Programs > BERNINA Embroidery Software > Delete Recovery Files

When the dialog box appears, also place a in the Delete Backup files box as well.



Then, click **OK**

Computer Care

Keep computer as “Clean” as possible and in good working order by using the System utility programs within the computer

⇒ Disk Cleanup

Using this program helps to Free Up Disk space by removing Temporary Internet files; Downloaded program files; Windows temporary files; optional Windows components not being used; Installed programs that are no longer in use; as well as Emptying the Recycle Bin. By removing these files, you can improve the performance of the computer.

⇒ Disk Defragmenter

Using this program can speed up access to data. Fragmented files slow the overall performance of the computer. This program consolidates fragmented files and folders to speed up the writing and reading process to the hard disk.

To access these programs, follow the listed pathways:

Start > Programs > Accessories > System Tools > Disk Cleanup

Start > Programs > Accessories > System Tools > Disk Defragmenter

Check out the Microsoft Windows Family homepage for the latest, greatest information for your computer and operating system!

<http://www.microsoft.com/windows/default.mspx>

Notes:

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 1 - Follow Up

To enhance your software experience, here are some helpful recommendations - - -

- Read the entire Quick Start Guide.
- Print the appropriate Tutorial lessons for your particular software level from the Quick Start Guide. Compile a notebook of these lessons.
- Consider printing some of the resource information found in the Appendices of the Onscreen Manual - - - *choose the appropriate information for your software level.*
 - Alphabet Samples
 - Step Fill Samples
 - Fancy Fill Samples
 - Pattern Stamp, Run and Fill Samples
 - Craft Stitch Pattern Samples
- NOTE: There are also reference embroidery files available for stitch-outs of many of the above samples.
My Designs > Reference folder

Notes:

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 2 - Monogramming and Design Management

Class Overview

Monogramming Overview

For detailed information about the Monogramming feature, refer to the Onscreen Manual, Chapter 28 - Monogramming, beginning on page 328.

Monogramming Tutorial

Quick Start Guide, Chapter 11, page 167

Design Management with Portfolio

For detailed information about Portfolio, refer to the Onscreen Manual, Chapters 31 and 32 - Portfolio Basics and Advanced, beginning on page 375.

This class is formatted for owners of the following levels of BERNINA[®] Embroidery Software, V6.0

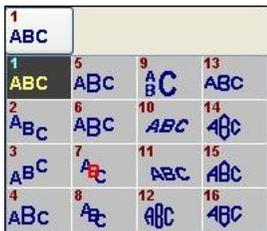
- EditorPlus
- DesignerPlus

Class 2 - Monogramming Overview

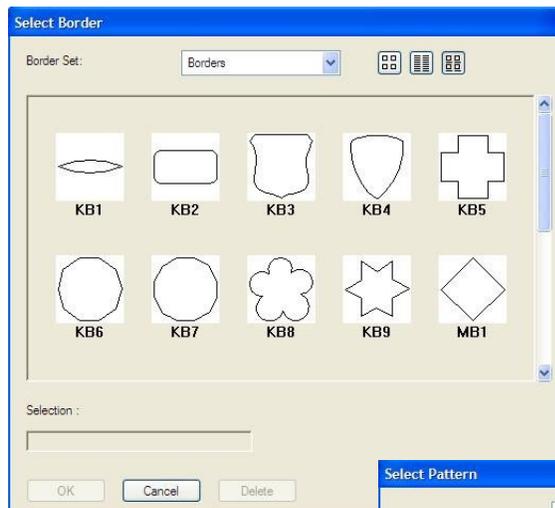
Monograms have traditionally been used to adorn personal items such as towels, pillowcases and even garments. Generally, a monogram is composed of one or more letters, usually initials. Borders and decorative elements may also be used to enhance the monogram. The Advanced Monogramming feature in V6 software offers a simple way to create personalized monograms.

Select from - - -

16 pre-defined monogram styles - - -



44 pre-defined border shapes - - -



99 Ornament Monogram Elements and full use of all embroidery motifs as ornaments.



Combine any or all of the Monogram options quickly and easily in the Monogram Dialog Box.

For detailed information about the Monogramming feature, refer to the Onscreen Manual, Chapter 28 - Monogramming, beginning on page 328.

Class 2 - Monogramming Tutorial



Notes:

Always save your work after every major change



OPEN the BERNINA Embroidery Software
Double-click on the Desktop icon

OPEN the Quick Start Guide
Help > Quick Start Guide

Access Quick Start Guide, chapter 10, page 158 for the step-by-step tutorial to create the motif shown above.

The Monogramming Tutorial will introduce the basic functionality of the Advance monogramming feature in V6 software.

Upon completion of the Tutorial, be sure to Save the design file.

Once the design is complete, send it to the machine of choice for stitching.

Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print design worksheet.
- Send design to the embroidery machine to be stitched.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 2 - Design Management with Portfolio

IMPORTANT NOTE: *BERNINA Embroidery software MUST be open in order to access Portfolio.*

Open Portfolio
File> Portfolio

Be patient and wait - remember, the program is accessing all design file information

Computer Directory tree appears on the left (listing folders on your computer), design information will appear on the right.

Find the My Designs folder on the C: drive
Click once on the (+) next to the folder -

This will expand the directory to reveal the individual design folders within My Designs folder.

Select the Animals folder

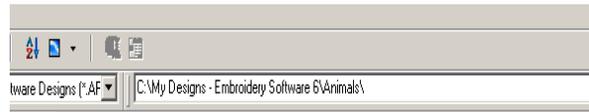
(Be sure to have the correct design format selected to be able to view designs.)



There are 3 ways to view designs in Portfolio.

Select Design > wm772 (rooster)

Use the *Change how to view designs* tool to see the various view options:



Thumbnail - - -



Summary - - -



List - - -

wm772.ART50	103.4 Kb	ART50	5.0	5/26/2006 6:45:00 /14991
-------------	----------	-------	-----	--------------------------

When a design has been selected, choose to:

- Open the design and edit/combine in the software
- Print design information
- Send directly to the machine to stitch
- Convert to a different file format
- Create a Zip archive
- View design properties

Notes:

For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.

Portfolio toolbar



Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

Software level

EditorPlus. yes

DesignerPlus. yes

Class 2 - Design Management with Portfolio (con't)

Browsing Designs in a Folder

Select the following design.

My Designs > Animals > wm772 (rooster)

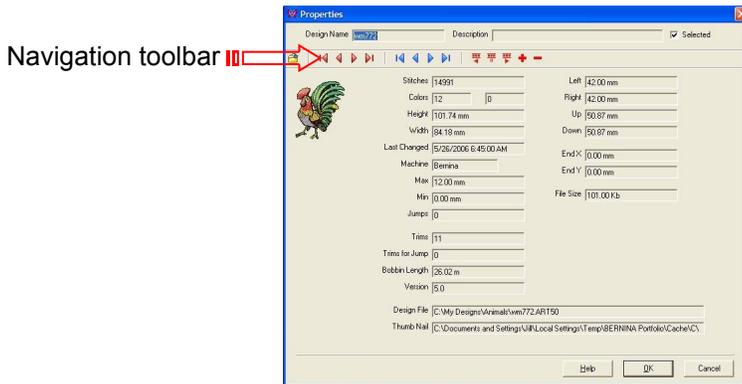
Double click to open the Design Properties box.

All information about the selected design is displayed.

Navigation buttons provide the tools to move through the selected folder, viewing its contents from within the Design Properties box.

Slide show buttons provide the tools to view (*found within the Design Properties box*)

- A slide show of the designs within the selected folder
- Slow down, speed up or stop the slides
- View folder contents forward or backwards.



Select Cancel (*to close dialog box*)

Opening designs in the Embroidery software

With design selected:



Go to the Portfolio toolbar > click on *Open the Design in the Design Editor* tool > the design opens in either EditorPlus or DesignerPlus software

Select File > Close

Return to Portfolio



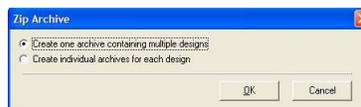
Archiving Design Files

Hold down <Ctrl> key and select 3 designs to be archived.

Click on the *Create a Zip archive* tool.

Choose whether to archive the designs as individual files or all together as one file.

Select Cancel



Select design *wm772* only

Right mouse click and select the option - *Create Zip archive . .*

Save As back into the same folder and name it - *Rooster*

NOTE: The title of a Zip file is in italics

Notes:

For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.

Portfolio toolbar



Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

Software level

EditorPlus. yes

DesignerPlus. yes

Class 2 - Design Management with Portfolio (con't)

Opening a Zip Archive

A Zip Archive can be opened to edit/combine in the embroidery software OR it can be extracted to the location of choice.

IMPORTANT NOTE: *Archived (WinZip®) designs do not need to be extracted before opening*

To open a Zip archive for software editing or combining, Select the design:



Either use the *Open the Design* tool
Or right mouse click; select *Open with BERNINA Embroidery Software* option

Extracting Design Files from a Zip Archive

Select the Archive to be extracted.
From the File menu > select Extract Zip Archive option.
Determine where to store the extracted files.

Converting File Formats



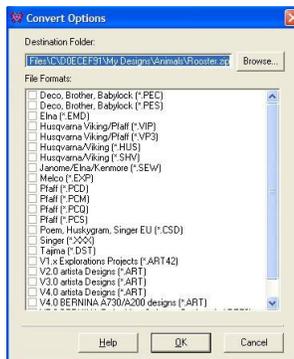
Select the first 3 files in the Animal folder
Select the *Convert the selected designs* tool.

The Convert Options box opens
Select the conversion format

Select V4.0 BERNINA A730/A200 designs
Be sure to select the *Destination Folder*
(so the designs can be found again!)

Select the *Browse* button to determine the
Destination Folder

Click on OK



A Conversion log can be recorded for the process.

When conversion is completed, note there are 2 copies of the first 3 files in the Animal folder now; one copy is V6 and the other is V.4

Before leaving Portfolio, let's clean up the designs from the lesson

Hold down the <ctrl> key
Select the V4 design copies and the Rooster Zip archive
Go to *Edit* menu > elect *Delete* option
Confirm Delete; the files will be deleted.

NOTE: the file spaces are still present with green “?” in them.
To clean the folder up,
Go to *View* menu > select *Refresh Folder* option

Close Portfolio

Notes:

For more information on Portfolio, refer to Chapters 32 and 33, Portfolio Basics beginning on page 386 of the Onscreen Manual.

Portfolio toolbar



Portfolio tools from left to right

- Open the Design in the Design Editor
- Print the selected designs
- Stitch the selected designs
- Convert the selected designs
- Hide/Show folders
- Sort the current list of designs
- Change how to view designs
- Create a Zip archive using the selected designs
- View the properties for the selected designs

Software level

EditorPlus. yes

DesignerPlus. yes

Class 3 - Editing and Modifying Designs

Class Overview

Editing Tutorial

Quick Start Guide, Chapter 7, page 75.

Modifying Designs

Removing Overlaps

For information about the Remove Overlaps tool, refer to the Onscreen Manual, Chapter 20 - Specialized Digitizing Techniques, page 209.

Alignment / Arrange tools

Mirror Merge tools

Wreath and Kaleidoscope tools

For detailed information about Arrange tools; Mirror Merge, Wreath, and Kaleidoscope tools; refer to the Onscreen Manual, Chapter 17, Arranging and Transforming Objects, beginning on page 178.

This class is formatted for owners of the following levels of BERNINA[®] Embroidery Software, V6:

- EditorPlus
- DesignerPlus

Class 3 - Editing Tutorial



OPEN the Quick Start Guide
Help > Quick Start Guide

Refer to Quick Start Guide, Chapter 7, page 75 for the step-by-step instructions to create the motif shown above.

The Editing Tutorial will introduce the basics of reviewing and editing a design. This tutorial will cover how to correct errors and optimize designs.

Upon completion of the Tutorial, be sure to Save the design file.
File>Save As

Once the design is complete, it is ready to send to the machine of choice for stitching.

Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print your design worksheet
- Send design to the embroidery machine to be stitched

Notes:

Always save your work after every major change.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 3 - Modifying Designs - Removing Overlaps

Many times when combining embroidery creations, there are overlapping objects that should be removed for optimal stitching.

 Using the *Remove Overlaps* tool makes this a very simple process.

Open Design

File>Open>My Designs folder > Ornaments > Scroll 02.ART

Insert Design

File>Insert Design>My Designs folder > Ornaments > Circle Rose.ART

Clone to create another CircleRose motif.

Place one near the top and one near the bottom of the scroll in a pleasing arrangement, be sure the motifs overlap the scroll.

 Mirror image one of the Circle Rose motifs if desired.

 Click on the Lettering / Fill Values tool.
Click on the screen within the Scroll motif.

Type name on screen; press <Enter>.

Right click on text to open the Object Properties box:

Select Medley alphabet

Change the Height to 20mm

Select **OK**

 Select text; hold down the <ctrl> key; select the Scroll motif>

 Select the Align Centers tool>

Remove overlapping stitches

Select text.

 Select the *Remove Overlaps* tool, a few seconds will pass as the stitches are being removed.

Select one of the 2 CircleRose motifs.

Select the *Remove Overlaps* tool; again, a few seconds will pass as the stitches are being removed.

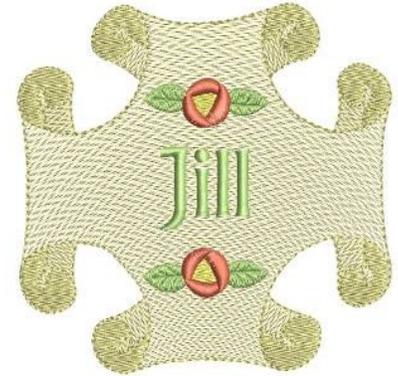
Repeat the process for the other CircleRose motif until all underlying stitches have been removed.

Removing overlapping stitches couldn't be any easier!

Save design file.

File > Save As

Removing Overlaps.ART



Notes:

For information about the Remove Overlaps tool, refer to the Onscreen Manual, Chapter 20 -Specialized Digitizing Techniques, page 209.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 3 - Modifying Designs - Alignment tools

Arrangement or Alignment tools

Near the bottom of the software screen, notice the Arrange toolbar.



This toolbar contains the Group/Ungroup tools, 7 alignment tools and 5 Mirror-Merge tools.

Alignment tools

These are great tools to use when multiple objects are combined in a single hooping and need to align perfectly. Use the arrow keys on the computer to nudge objects into position, or move them automatically using the quick alignment tools!

Open a Design

File>Open>My Designs > Ornaments > Frame.ART

Add a second design:

File>Insert Design > Little Rose.ART; place in a pleasing position.



Notes:

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

 Right click on *Lettering / Fill Values* tool.

In the text box, type: Stop
and Smell
the

 Select Erica alphabet; Change the Height to 10mm.

Select the *Predefined* Baseline; and Select **OK**.

Follow prompts in Status bar to generate the text appear on the workspace.

NOTE: *The Predefined Baseline leaves each line of text as an independent object. Each line is perfectly positioned and can be selected and edited independently.*

 Right mouse click on “Stop”, change to *Free Line* Baseline, click **OK**.

Right mouse click on “the”, change to *Free Line* Baseline, click **OK**.

 Select “and Smell”; hold down the <ctrl> key and select the frame
Select *Align Centers* tool.

Move “Stop” into a pleasing position above “and Smell”.

Select “and Smell”; hold down <ctrl> key, select frame and “Stop”.

 Select the *Align Centers (Vertical)* tool.

Move “the” into a pleasing position.

Save the design file.

File > Save As
Alignment.ART

Software level

EditorPlus. yes

DesignerPlus. yes

Class 3 - Modifying Designs - Mirror Merge

Mirror Merge tools



Mirror Merge tools duplicate and transform selected embroidery objects, merging them into a single object. Colors are automatically re-sequenced to minimize color changes. If an object is grouped prior to using the Mirror Merge function, colors will not be combined. If combined images overlap, you will be prompted to merge designs (a grouped object cannot be merged). If you answer yes, overlapped objects become one unit and must be edited as one.

Caution: Merging overlapping areas can change the fill properties, which may or may not be desirable.

Open design.



My Designs > Holic Turnbow Stencil Quilt Designs > HT114

Reduce design size to 80%.



Copy design to the clipboard for use with additional exercises.



Turn off Grid and Hoop display.

Select *Zoom Box* tool and right click on motif to see more design area.

Touch <Esc> key to turn the Zoom Box tool off.



Select design



Select *Mirror-Merge Horizontal* tool

Position the mirrored design to the left or right of the original quilt motif; notice that the duplicate is locked on the horizontal plane. Click to confirm motif placement.



Paste another design.

Select the design; select *Mirror-Merge Vertical* tool.



Position the mirrored design to the top or bottom of the original quilt motif; notice that the duplicate is locked on the vertical plane.

Click to accept motif placement



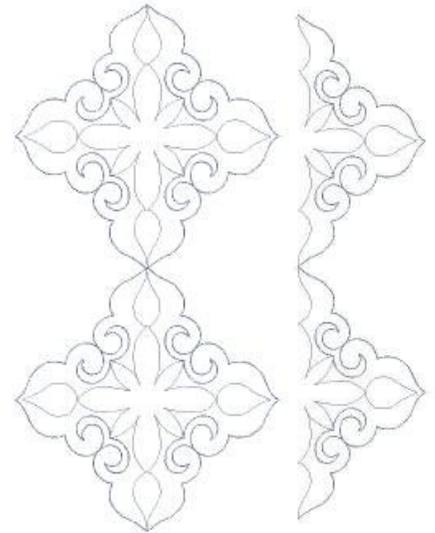
Paste another design

Select the design; select *Mirror-Merge Horizontal & Vertical* tool



Position the mirrored design in a pleasing position; notice that the duplicates are locked on the both the horizontal and vertical planes
Click to accept motif placement

Save each Mirror-Merge file.



Notes:

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 3 - Modifying Designs - Wreath / Kaleidoscope tools

 The *Wreath tool* duplicates objects around a central point. You decide how many spokes are desired in the wreath. Just like the other Mirror-Merge tools, colors are automatically re-sequenced to minimize color change. If an object is grouped prior to using the Wreath tool, colors will not be combined. If combined images overlap, you will be prompted to merge designs (a grouped object cannot be merged). If you answer yes, overlapped objects become one unit and must be edited as one.

Caution: Merging overlapping areas can change the fill properties, which may or may not be desirable.

 The *Kaleidoscope tool* is similar to the Wreath tool, but requires an even number of spokes as it mirrors every other motif in the wreath. The same rules apply regarding re-sequencing of colors and overlapping objects.

 OPEN a new file
File > New or simply left click on *New* icon

 Paste another design.

 Select the design; select *Wreath* tool.
Select the number of Wreath points = 5 in sample.
Position the mirrored design in a pleasing position.
Click to accept motif placement.

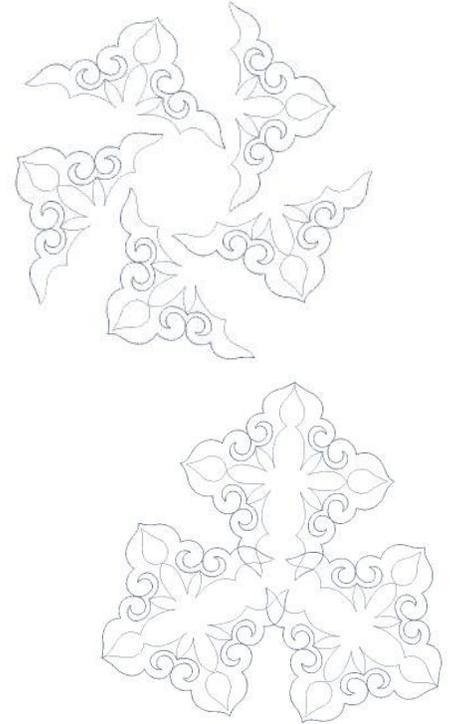
Save design file.
File > Save As
Wreath.ART

 OPEN a new file.
Select the File > New or left click on *New* icon

 Paste another design.

 Select the design; select *Kaleidoscope* tool.
Select the number of Wreath points = 6 in sample.
Position the mirrored design in a pleasing position.
Click to accept motif placement.

Save the design file.
File > Save As
Kaleidoscope .ART



Notes:

For detailed information regarding the Arrange tools, Mirror Merge and Kaleidoscope tools, refer to the Onscreen Manual, Chapter 17: Arranging and Transforming Objects, beginning on page 178.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 4 - Automatic Digitizing and PhotoSnap

Class Overview

Auto-Digitizing Tutorial

Quick Start Guide, Chapter 8, page 102

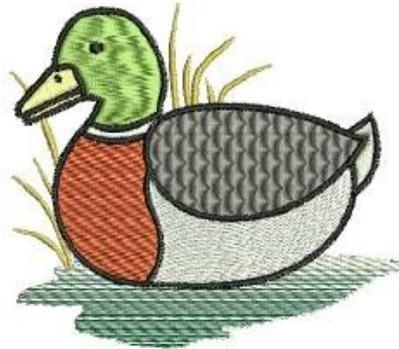
PhotoSnap

For detailed information about PhotoSnap refer to the Onscreen Manual, Chapter 15 - Automatic Digitizing, beginning on page 164.

This class is formatted for owners of the following levels of BERNINA[®] Embroidery Software, V6:

- EditorPlus
- DesignerPlus

Class 4 - Auto-Digitizing Tutorial



Notes:

OPEN the Quick Start Manual
Help > Quick Start Manual

Access Quick Start Manual, Chapter 8, page 102 for the step-by-step instructions to create the motif shown above.

The *Auto-Digitizing Tutorial* will introduce the basics of automatically digitizing a design as well as how to enhance the embroidery that was automatically generated.

Learn how to adjust the stitching sequence as well as optimize the stitch-out.

NOTE: The Color Blending function described in the Tutorial is only available in the DesignerPlus level of software.

Upon completion of the Tutorial, be sure to Save the design file.

The design is ready to be sent to the machine of choice for stitching.

Review Chapters 29 and 30, beginning on page 344 of the On-screen Manual.

These chapters outline information for printing the design as well as sending the design to the embroidery machine.

- Review and Print design worksheet.
- Send design to the embroidery machine to be stitched.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Class 4 - PhotoSnap



The PhotoSnap feature provides a unique way in which to automatically digitize a graphic image. PhotoSnap designs consist of layers of satin stitches with varied spacing values.

Open a graphic image:



Select the Art Canvas mode
Load picture > My Designs > Artwork > select
Files of Type to be .jpegs >
A_East_006.jpg>import.
Press the Enter Key to position image on work-
space.



Select the Embroidery Canvas.



Select Show All

Select the butterfly graphic

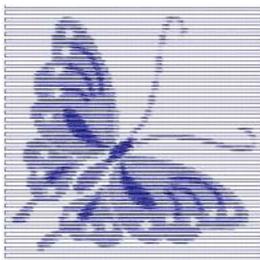


Select the PhotoSnap tool; a stitch image is generated.

The design can be edited in a number of different ways; select the image; select Object Properties:



- Change the resolution
- Generate a dark or light background
- Change the Fill angle



Default setting



Fine Resolution



45° Fill angle



Dark Background

Notes:

For detailed information about PhotoSnap refer to the Onscreen Manual, Chapter 15 - Automatic Digitizing, beginning on page 164.

Software level

EditorPlus. yes

DesignerPlus. . . . yes

Save favorite version of the design creation.

File > Save As
PhotoSnap butterfly.ART



Editor Plus Lettering

Open a Blank Design File



- Click on the New icon or *File < New*.
- Select *File/Save As*. Select My Computer: C: My Designs Embroidery Software 6.
- Click on the New Folder Icon and while the folder is highlighted, name the folder, v6 Training. All training material should be stored in this folder.
- Click on Open.
- Name the file, Editor Plus Lettering and click on Save.



Adding Lettering



- Left click on the *Lettering icon*.
- Click in the center of the screen; type the word “BERNINA” or your name.
- Press Enter on the keyboard to generate the lettering.
- While the lettering is selected, right click to open the *Object Properties* dialog box.
 - ⇒ Select the KETCHIKAN alphabet and enter 15 mm in the height field.
 - ⇒ Press OK to confirm changes and close the dialog box.
- Show 1:1.
- Select the lettering and right click and drag to Clone.
- Repeat until there is a total of four.



Alignment of Objects



- Select *Edit/Select All*.
- Click on *Align Centers Vertical*.

Changing Colors of Lettering



- Open the Color Bar and click and drag the top part of the color bar (you will have a Move Cursor symbol) and place it at the top of your screen. It will remain open while you select the colors.
- Select each of the cloned lettering objects and assign a new color beginning with color to C2 thru C4.
- Show All.
- Click on the “x” in the dialog box to close the Color bar.



Scaling Lettering



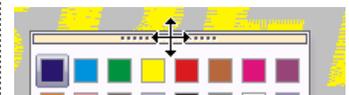
- Open *Color Film* by clicking on the docked icon at the side of your screen or by clicking on the icon at the top of the screen.
- The first lettering group will not be changed.
- Select Lettering Group 2.
- Click and drag a handle to resize the word horizontally, vertically or proportionately.
- Release mouse to complete.

Notes:

Notice that you now have a preview of the actual letters used.

Reference the On-Screen Manual Appendices to find the minimum and maximum values that are recommended for each lettering style.

Review all alignment tools and how objects are aligned with each tool.



The corner resizing handles resize objects proportionately; while the center vertical squares resize vertically and the center horizontal squares resize horizontally.



Transforming Lettering Objects

- Select Lettering Group 3 from *Color Film*.
- Click the lettering object again— another set of selection handles appears around the lettering.
- Click and drag one of the diamond-shaped handles to skew the lettering object horizontally.
- Click and drag one of the hollow square handles to rotate the object.
- Release the mouse to set position.

Tip: For a new rotation point, drag the rotation point to a new location



Reshaping Individual Lettering

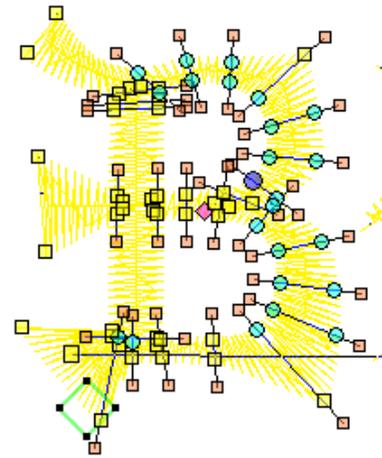
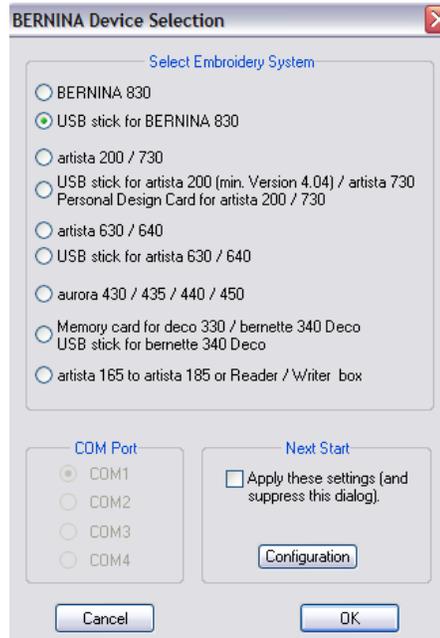


- Select Lettering Group 4 by clicking on the lettering.
- Zoom in by using your scroll mouse wheel or by selecting the *Zoom Box icon* and clicking on the screen.
- Click on the *Letter Reshape icon*.
- Click on an edge of the first letter and move control points to create a reshaped letter.
- When you are finished reshaping, hit enter and Esc.
- Save the file.

Zooming in/out with your scroll mouse wheel is new to V6. Zoom out by scrolling down; zoom in by scrolling up.

Send the design to the machine of your choice.

- Click on the *Write to Machine icon*.
- Send the design to the machine of your choice for stitching.



The ADX dialog box automatically converts the design to the design format needed for the machine you selected.

Monogramming

Create Monogram Lettering with Initials

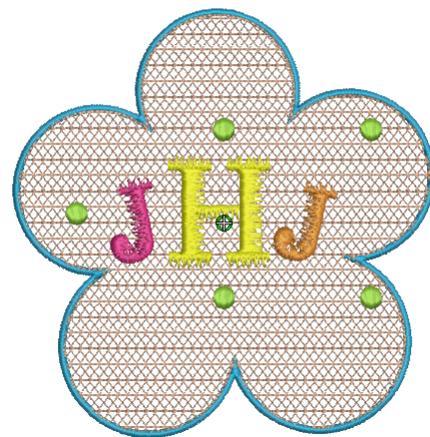
- Select the *Monogramming tool*.
- Click inside the first box to input your initials. Hold the shift key to input capital letters. Use the tab key to move between the boxes. Place your last name initial in the middle box.
- Click on the alphabet drop down arrow to preview the available alphabet styles.
- Select Blackboard and change the Letter Height to 30mm.
- Select Letter 1 by clicking on the radio dot below the letter. Rotate by 12 ° and change the color to C7 Pink.
- Select Letter 2. Change color to C4 Yellow.
- Select Letter 3. Rotate by -12°. Change color to C9 Orange.
- Enter 15° in the Rotate Baseline box. Hit enter on the keyboard. Notice that all the letters of the monogram will rotate.
- Undo the action by clicking on the Undo arrow within the Monogram dialog box.

Adding Textured Edge

- Click on View Properties. Change the Letter Spacing to 6.
- Click Apply.
- Select *Effects > Textured Edge* tab.
- Check Textured box > Side 1 > Set Texture and Span in the middle of the sliding scale.
- Hit OK to activate the changes and close the dialog box.

Changing the Lettering Style

- Under Initials, click on *All*.
- Click the Style button and drag the mouse to select Style 4 from the flyout menu; then release the mouse.
- If you need to change the kerning of the lettering, close the Monogramming dialog box. Select your initials and select the *Reshape tool*.
- Click on the purple diamond shape of the letter that needs to be moved, and move it into place.
- Touch *Esc*.
- Be sure to select your initials; and then click on the *Monogramming tool* to re-open the Monogram dialog box.



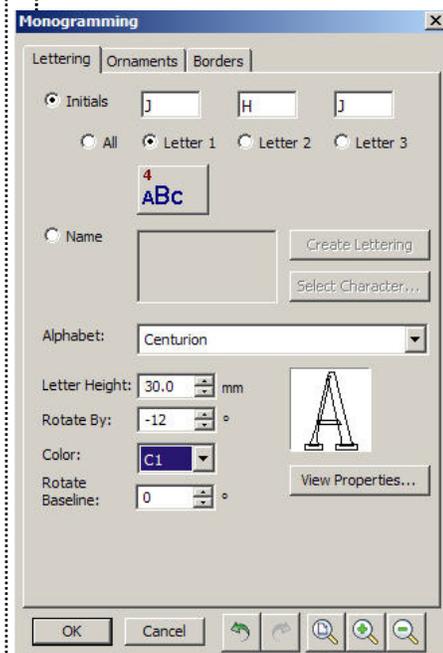
Notes:

Changes are activated by selecting Enter on the keyboard or by clicking on another function in the Monogramming dialog box.

In v6 you can rotate individual letter or you can rotate the baseline.

The Style button is only applicable to initials– Style 1 is applied by default. The button is disabled when Name option is selected.

Sometimes certain letters or certain alphabets will need to be kerned because the spacing between the letters is mathematically centered, but the letters will not be visually centered.



Add Ornaments to Monogram

- Select the *Ornament tab*; select Add > From Patterns.
- From the 01Monogram Ornaments folder, select M096d > OK.
- Select position 4, 2, 3, 8, 9.
- Input 10 in the Distance from Lettering box.
- Check Resize Proportionally > Change the Width to 9 mm.
- Press Enter.
- Change the color to C33.

Add Borders to Monogram

- Select the *Border tab*; select Add.
- Select Border > KB8 > OK.
- Notice how the screen automatically resizes to show all the monogram.
- From the color drop down, select C2.
- Add a second border by selecting the Add button.
- Change the *Offset* to -1.0 mm.
- Click on Fill under Stitch Type. From the menu drop down arrow, select Pattern Fill.
- Change the Color to C52.
- Click on *View Properties> Select button*.
- From the Patterns drop down list, choose NP005a and select 701a. Click OK.
- Change these stitch properties:
 - ⇒ Size X: 4
 - ⇒ Size Y: 5
 - ⇒ Column Spacing: 3
 - ⇒ Row Spacing: 5
- Click OK.
- Click on OK within the monogram dialog box to close.

Finishing the Design

- Click on the *Color Film icon* if it is not opened.
- Click on the *Show Hoop icon*.
- Select the design. Using a corner handle scale the design proportionally reduce the design to fit in the large oval hoop.
- *File > Save As > Name the design Monogramming.*
- Click on *Save*.
- Select *Show Artistic View* to preview the design in stitches.

Notes:

You can add up to ten ornament sets to a monogram design and change them at any time.

Remember that the first box that is checked determines the reference anchor for all other ornaments that are added. This is important when using the mirroring and cycling function of the ornaments.

You can add up to four borders of the same shape to a monogram design.

Use Outline and Fill tool buttons to change outline or fill stitch type for selected borders.

Notice that the software automatically rearranges the stitch sequence to stitch in the proper order for the monogram.



Using the Break Apart Tool

The monogram created is a special grouped object. It cannot be ungrouped, but it can be broken apart.

- Select the monogram.
- Click on the *Break Apart Tool*.
- Click on the letters, the borders, the fill, the ornaments.
- Notice how you can select different parts of the monogram.
- Select *Edit/Select All*.
- Notice that the Monogram icon can no longer be selected.
- It is important to always save a monogram as a monogram; then you can save another version as a broken apart monogram.



Designer Plus additions:

- Select *File> Save As*.
- Navigate to the v6 Training folder and save the file as Monogramming Designer Plus.
- Select the filled area of the border in *Color Film*.
- Notice that it is grouped with the satin border.
- Click on *Ungroup*.
- Select only the filled border and open *Object Properties*.
- Select the Ripple Fill.
- Change the stitch length to 3 and Stitch Spacing to 4mm. Click on OK.



Remember that Designer Plus has ten additional fonts to add to your box of crayons when creating monograms.

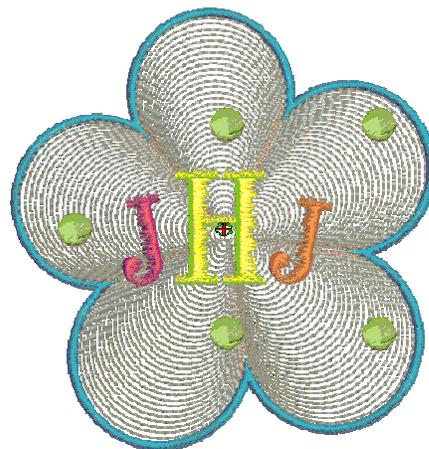
You have many additional fill choices in Designer Plus as well.

You can also create your own monogramming border with Designer Plus.

When a monogram is broken apart, you can move ornaments within the monogram, you can move the letter group within the monogram, and you can change the stitch type of filled borders.

If you wish to stitch more than one monogram within a hoop, you can also use the Break Apart tool to resequence the colors for a more efficient stitch out.

Changing the initials in a monogram dialog box to other initials may not always be visually correct and you cannot kern within the monogram program after borders and ornaments are added, so breaking apart a monogram allows you to change the initials and kern as necessary.



Designer Plus Lettering

Previously lettering had to be broken apart to manipulate individual letters. With Designer Plus, this can now be accomplished without breaking the letters apart. The advantage? Lettering is still recognized as lettering and the alphabet type can be changed after selecting the lettering.

File Set Up

- Select File > New.
- Select File > Save As. Name the file Designer Plus Lettering.
- Click on Save.
- Click on “A” on the keyboard.
- Type “SPEEDY” in capital letters in the box. Click OK.
- Click on the screen to activate the letters.
- While the lettering is selected, right click to open Lettering Properties.
- Click on the drop down arrow by Alphabet and choose Speedy from the list.
- Right click and drag to clone two other groups of lettering.

Reposition Individual Letters

- Switch to Design View by selecting “T” on the keyboard.
- Select the first clone and select color C2 from the Color bar.
- Click *Reshape Object*.
- Zoom in on the lettering using your mouse scroll button or by selecting the Zoom Box and left clicking on the screen.
- Click the diamond control point in the center of the letter S.
- Drag along the baseline to position the letter horizontally; release mouse to set position.
- Click on the diamond control point in the center of the letter P.
- Hold down the Shift key as you drag to position the letter vertically; release mouse to set position.
- Click on the diamond control point in the center of the letter E.
- Hold down the Ctrl key as you drag to move the letter freely; release mouse to set position.
- Reposition remaining letters as desired.

Transforming Individual Letters

- Select the second clone.
- The *Reshape Tool* should still be activated when you select the lettering.
- Click the center diamond control point of the letter S— another set of reshape points appear around the letter.

Skewing

- Click and drag the diamond-shaped handle (upper left hand

SPEEDY

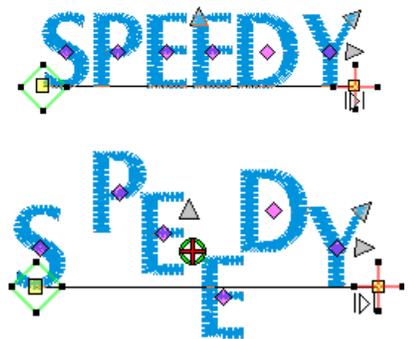
SPEEDY

SPEEDY

Notes:

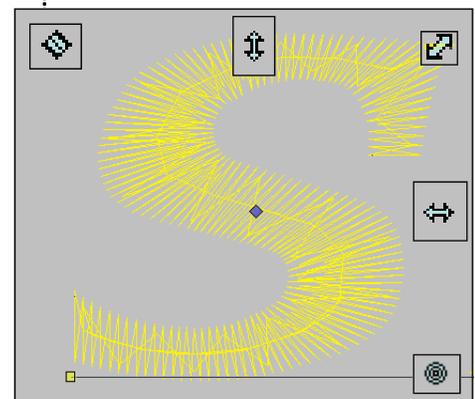
Tip: To select several letters or to select a range of letters, hold down the Ctrl or Shift as you select the letters.

Individual letters can be moved above or below the baseline or positioned randomly.



Reshape Object tool is also used to manipulate individual letters. You may scale, rotate and skew them.

There are five control points around the letter when se-



Rescaling individual letters

- Click the diamond control point of the letter P.
- Click and drag the top center arrow to scale letter height; release the mouse to set position.
- Click the diamond control point of the first E.
- Click and drag on the corner arrow to resize the letter proportionately. Release the mouse to set.
- Click the diamond control point of the next E.
- Click and drag the horizontal arrow to resize the width of the letter; release the mouse to set.

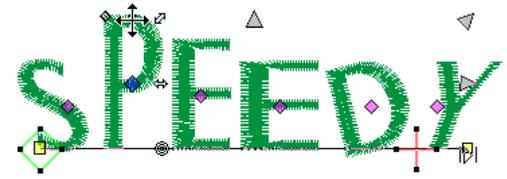
Rotating individual letters

- Click the diamond control point of the letter D.
- Click and drag the lower right corner circle to rotate.
- Release the mouse to set position.
- Click the diamond control point of the letter Y.
- Click and drag the diamond-shaped handle to the right to skew the letter horizontally to the right.
- Release the mouse to set position.
- Press ESC to deactivate the tool.

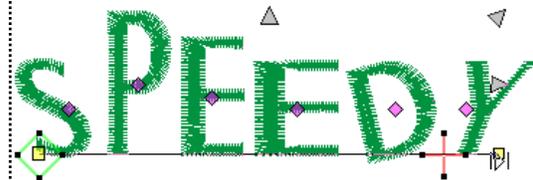


Saving the Design

- Click on the Save icon to save the file.



Notice how the lettering automatically moves to maintain the letter spacing.



Note: Individual letter repositioning and reshaping is also accessible in monogram letters.

Pillow Exercise:

Make an abstract design for a pillow top while learning to use the new features of v6 BERNINA Embroidery Software.

Open a New Blank file

- Switch to *Art Canvas Mode*.
- Click on the *Load Picture* icon and navigate to the Clipart/Design Element folder. Select CGS12527.cdr. Select Import; then hit enter on the keyboard.
- Increase the size of the vector graphic to 450% proportionately. Click on the lock adjacent to the % box to change proportionately. Hit enter to activate.
- While the graphic is selected, click on *Convert to Embroidery icon* to generate stitches for the graphic design.
- Select *File>Save As* and save the file as "Pillow Design" in the desired location on your computer.
- If prompted by the "Object Not Covered" dialog box, select "Everything."



Add Carving stamp

- Select *Show All*.
- Click away from the object to deselect.
- Select the design element in the upper left-hand corner.
- Select the *Carving Stamp icon*.
- Choose "Use Pattern" tab.
- Select Home Dec from the options listed in the Set drop-down box.
- Select # 405 and click on the selected object in the design, placing several stamps within the object. Each stamp is created with two left clicks.
- When finished placing the stamps, hit Escape to deactivate the tool.
- Change the appearance of the stamps by selecting the object, clicking on the Appearance tab, and selecting Raised Stamp.



Add Star Effect

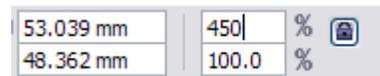
- Select the rectangle object below the carving stamp object.
- Click on the *Star Fill icon*.
- Click on the *Zoom Box icon* and draw a bounding box around the object.
- Click on the *Reshape icon*.
- Select the lower left corner control point and move to the desired location within the object. Hit enter. The star radiating point changes to that new center point. Hit escape.
- Select the object; then right click to open *Object Properties*. In the Fill Stitch tab, change the Fill Stitch to Step # 12 and change the stitch spacing to .90. Click on OK.



Notes:

It is suggested that you place a copy of the clipart folder in My Designs for easy access to the folder.

Click on the drop down arrow to show the file formats available in Art Canvas. Version 6 opens many new formats.



The software will automatically take you to the Embroidery Canvas mode.

Show how to create a folder in My Designs called v6 Created Designs

You may select "X" on the keyboard to deselect the object.

You may rotate the stamps by clicking once; then move the mouse up or down before clicking again..

You may enlarge the stamp by holding down the shift key as you drag the mouse.



You may change the radiating point of the star effect by selecting the object, then selecting the reshape icon to move the center point,.



Add Cross Stitch Fill

- Click on the *Show All* icon.
- Select the object below the rectangle.
- Click on the Fill Stitch drop down arrow and choose Cross Stitch.
- Open *Object Properties* by left clicking on the icon.
- Click on Stitch Style and choose Upright Cross.
- Click on Apply.



Apply Ripple Fill

- Select the filled object to the right of the Star Fill rectangle.
- Click on the *Ripple fill icon*.
- Change the Stitch Length of the ripple fill to 3 and the Stitch Spacing to 3. Click on Apply.



Apply Pattern Fill

- Select the object at the bottom of the design.
- Select Pattern Fill from the Stitch Type drop down list.
- Click on Apply.

Apply Satin Fill

- Click on each of the small circles while holding the Control key down.
- Choose Satin fill from the drop down Stitch Type choices.
- Click on Apply.

Add Sculptured Fill

- Select the narrow step-filled object above the small circles.
- Select Fancy Fill.
- Select 001 Diamond from the Fancy Fill choices in the drop down box.
- Click on Apply.
- Click on Sculpture icon to change the Fancy Fill to angles that follow the shape of the object.
- Select OK to activate the change and close the *Object Properties* dialog box.

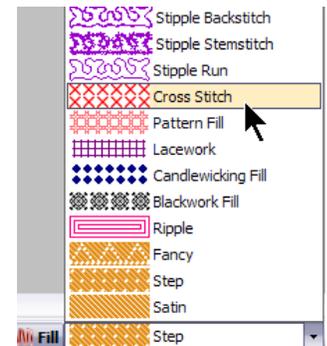


Add Morphing

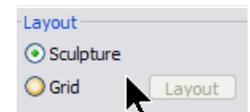
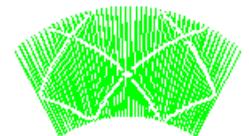
- Select the remaining large object.
- Select *Morphing Effect* icon.
- Choose the Twirl Effect from the morphing choices.
- Hit the Escape key.
- Click on the object twice to activate the rotate handles. Rotate the object as desired.
- Click on the object again and move the object as you wish.
- Right click to open *Object Properties* and change the stitch spacing to .75. Click OK.



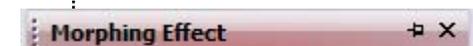
Notes:



Baby buggies is no longer the default pattern fill.



You may also click on the "Sculpture" radio dot to apply Sculpture effect.



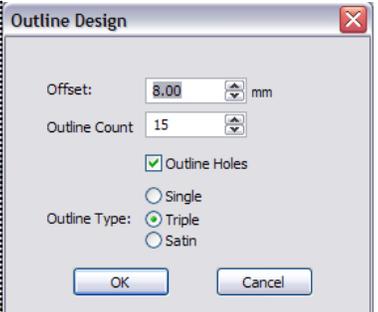
Add outlines

- Select the Sculptured object.
- Hold the Control key and select the Cross Stitch object.
- Click on the *Outline Design icon*.
- Change the Offset to 0; Outline count to 1; and choose Triple for the type. Click on OK.
- Select the Pattern Fill object. Click on the *Outline Design icon* and choose Satin for the outline type. Click on OK.
- Select the satin-filled object in the lower left corner of the design.
- Click on the *Outline Design icon*.
- Change the offset to 2mm and the outline type to triple. Click on OK.
- Select *Edit/Select All*. Click on the *Group icon*. Hit Escape.



Add satin border

- Zoom out by selecting the *Zoom Box icon* and right clicking on the worktable. Hit escape.
- Select the Outline button.
- Choose Satin stitch from the drop choices.
- Select the *Rectangle tool* and draw a rectangle around the design by left clicking from the upper left-hand corner and dragging to the lower right. Left click again to set the rectangle. Hit Escape.
- Open *Object Properties* by clicking on the icon and select the rectangle.
- Select the General Tab in *Object Properties*.
- Change the width and the height to 305 mm.
- Click OK.
- Select *Edit/Select All*. Click on Align Centers.



Creating the Halo Effect

- Click on the *Outline Design icon*.
- Choose an offset of 8, an outline count of 15, triple for outline type, and check Outline Holes.
- Click OK.
- Select the Show Artistic View icon.
- Select the outline furthest to the outside; hold the Shift key down; then select the outline just outside the satin outline. (Note: You may need to zoom out.)
- Click on the delete key.
- Save the file.

You may use the "T" on the keyboard to toggle between Artistic view and Design view in the Embroidery Canvas.

If you choose a thread brand from the drop down box in the Thread Color Chart, and then choose match and assign, the new thread colors will be given.

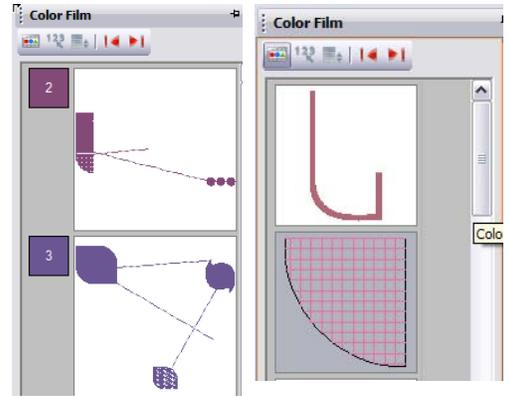
Using the Color Wheel

- Select *Edit> Select All*.
- Click on the Color icon and select Color Wheel.
- Change the hue and the brightness as desired.
- Click OK to activate the changes.



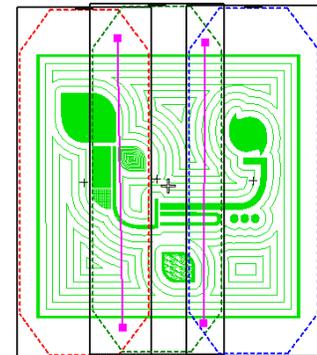
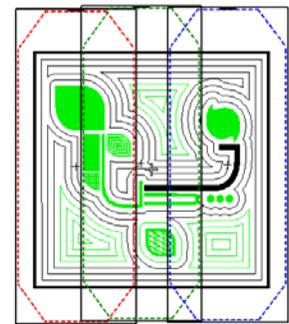
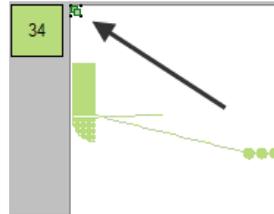
Color Film

- Click on the *Color Film icon*.
- Both the color chips and the Objects are shown as the default setting for *Color Film*. When you click on Show Individual Objects, only the object shapes will be shown.
- Selected objects will be gray in the surrounding box.
- When objects are grouped, there is small Group icon in the upper left hand corner.

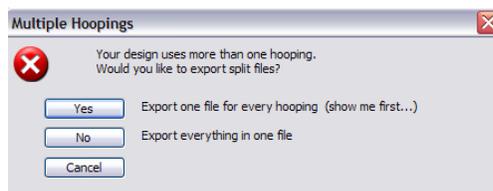


Splitting the Design

- Right click on the *Show Hoop icon*.
- Choose artista 400 x 150 MEGA Auto Split machines from the drop down box. Click OK.
- Switch to *Hoop Layout mode*.
- Click on the *Add Hoop icon* twice. Move the hoops to overlap as pictured at the right.
- Select the *Splitting Guide icon* and digitize a split between each of the hoops so that all areas of the design turn green. Draw the line with two left clicks so that it is within the parameters of the hoop overlap. Hit enter after each set of left clicks. (see picture at right)
- Click on *Calculate Hoopings icon* to determine the number of hoops required. Click on OK to close the dialog box.



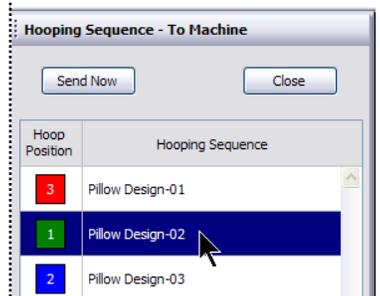
- Select *File>Save As*.
- When the Multiple Hoopings dialog box opens, click No to Export everything in one file.



Send the design to the machine of your choice.

- Click on the *Write to Machine icon*.
- Select each of the split files and send it to the machine of your choice.

You may use the *Reshape Splitting Guide* if necessary to change the shape of the split. You may add a point, change a point, delete a point, or move a point.



Auto Digitizing



Open an image

- Open a new file by selecting *File/ New* or by clicking on the New file icon.
- Click on the *Art Canvas mode*.
- Select *Load Picture* icon.
- Navigate to the Artwork file and choose jpeg as the graphic file type in the Files of Type drop down box.
- Select A_East_003.jpg and click on Import.
- Hit enter to add the picture to the screen.



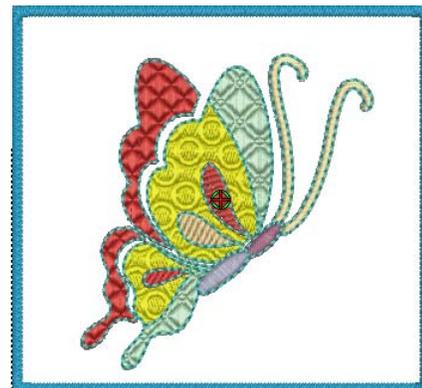
Editing the picture

- If you wish to edit the picture, you may click on Touch Up picture icon.
- This will place the picture into Corel Paint Essentials and you can change the picture as desired.
- You may save any changes made to the image by clicking on the Save Picture icon.
- Click on the *Non-proportional Scaling/Resizing icon* to lock it so the image will be re-sized proportionately.
- Change the width of the image to 100 mm.
- Hit enter to activate the change.
- Change the rotation angle to 10°.
- Hit enter to activate.



Creating Stitches

- Switch to the *Embroidery Canvas mode*.
- Select *File/Save As*. Navigate to the v6 Training folder, name the design, Auto Digitizing and click on Save.
- Make sure that Auto Underlay is activated.
- Select the *Auto Digitizer icon* and click on the image.
- The *Image Preparation* dialog box appears.
- Make sure the *Reduce Colors* button is selected.
- Click OK.
- A dialog box will open so you can select the type of fill, outline, and you can eliminate colors if you desire.
- Select *Omitted Colors* and choose the white color chip to eliminate the background from the image.
- Place a check mark in front of Add Border and choose Cyan 2 for the color of the border from the drop down selection choices.
- Place a check mark in front of Add Outlines and choose Turquoise 27 as the color of the outline from the drop down selection choices.
- Click OK to process the picture.

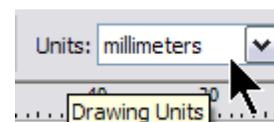


Notes:

When importing a picture, you may hit enter to add the picture in the center of the hoop, you may click anywhere on the canvas to add the picture to a particular area, without being centered in the hoop, or you may click and drag the image to resize the image as you place it on the screen.

You may also add the full image or a cropped image by selecting your choice in the area next to Files of Type, The resample choice gives you the option of resizing the image before importing the image.

Changing from metric to inches can be changed within Corel Essentials 4 program.



New to V6!!!! You can click directly on the Auto Digitizer icon without clicking on the Image Preparation tool first!



The software automatically knows that this must be done first.

Remember to check the Status Bar for special notes.

Deleting the picture



- Click on the *Show Picture icon*. This will toggle the picture in the background on and off. Activate the picture.
- Move the picture away from the design by clicking and dragging on the white area.
- Click on the *Dim Artwork icon*. This icon will leave the picture in the background, but with less prominent colors.
- Select undo to move the picture back to its original position.
- Click on the white area of the picture and hit the delete key to delete the picture from the background.

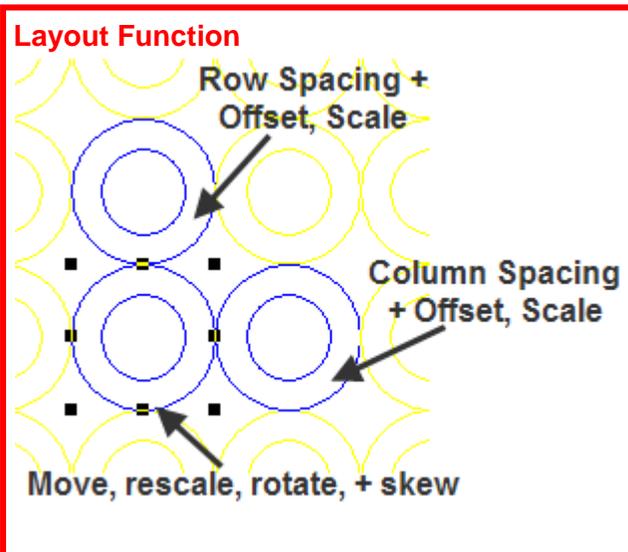
Changing the stitch properties



- Open *Color Film* dialog box. Select the yellow color chip.
- Open *Object Properties*.
- Click on the Fill Stitch tab, and select Fancy Fill.
- Click on the Pattern drop down arrow and select 057 Ring.
- Click on *Apply*.
- Change to Design View by clicking on the Show Artistic View icon.

Working with the Layout Function

- Click on the Layout button.
 - ⇒ Move the layout schematic away from the design.
 - ⇒ Resize the fill to about 70%.
 - ⇒ Click inside the middle guide and rotate as desired.
 - ⇒ Click on the row + spacing guides and move so that the edges of the circles touch.
 - ⇒ Move the guide and place it back on the butterfly wing so that a complete circle is shown at the top of the wing. Hit Enter.



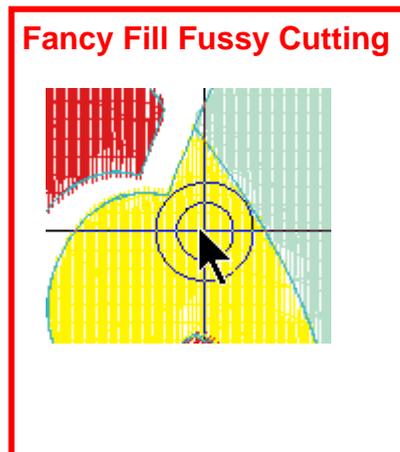
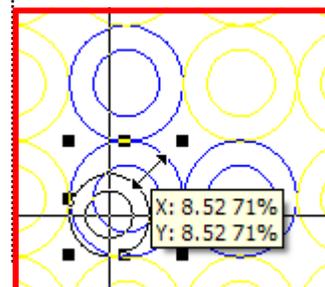
Notes:

Click on the white area of the picture to select the picture.

You can now delete the picture in the Embroidery Canvas View!

Selecting the yellow color chip selects all the yellow objects in the design.

The background color of the selected object in Color Film changes color when the object is selected.



Making additional stitch property changes

- Click on the outer red portion of the wing of the design. Hold down the control key to select the other outer red portion of the wing.
- Change the Stitch Type to Fancy and select 001 Diamond from the drop-down choices. Click on Apply.
- Select the aqua color chip and change the Stitch Type to Fancy Fill and select 005 Topaz from the drop down choices. Click on Apply.
- Click on the purple sections of the body while holding the Control key and change the Stitch Type to satin. Click Apply.

Show Individual Objects



- Select the *Show Individual Objects icon* in Color Film.
- Click on each of the antennae objects while holding down the control key and change the Stitch Type to satin. Select Apply.
- Click on each of the “wing spots” while holding down the Control key and select Step Fill # 7. Click Apply.
- Select the outline of the butterfly and change the outline to a triple outline stitch.
- Click on Apply.

Changing Pull Compensation

- Choose *Edit/Select All*.
- Click on the *Effects button*.
- Choose the Others tab.
- Change the Pull Compensation to .4.
- Click on OK.
- Save the file.



The modeless dialog box allows us to make additional changes without re-opening the Object Properties box each time! Click on Apply to activate the changes.

Artistic View vs. Design View
Artistic View requires more computer resources. Changes may take longer to process; however, when changing Fancy Fills, it is nice to be able to see the changes to the stitches as they are made in the software.

It is much easier to verify what is selected in Design view as the objects turn magenta when selected.

When working with Layout, it is easier to see the Layout schematic in Design View so that it can be moved away from the design.

Magic Wand



Open a New File/Blank File

- Click on the New icon or select *File > New*.
- Right click on *Show Hoop*. Select *artista 255 x 245 Oval*. Check *Display Hoop*. Click OK.
- Select *Art Canvas mode*.
- Select Load Picture. Navigate to My Designs—Embroidery Software 6 folder. Double click on the Artwork folder.
- Select .wmf from the Files of Type.
- Select Apple.wmf. Click on Import.
- Press *Enter* to center image on the page.
- Select *Bitmaps* from the Menu Bar; then select *Convert to Bitmap*. Press OK.
- Switch to *Embroidery Canvas mode*.
- Select *Show All*.



Prepare Outlined Image

- Click on *Image Preparation*.
- Select Outline Appearance and drag the slider control to set the outline contrast.
- Click on Show Color Areas to see the updated image.
- Click OK to apply the changes.



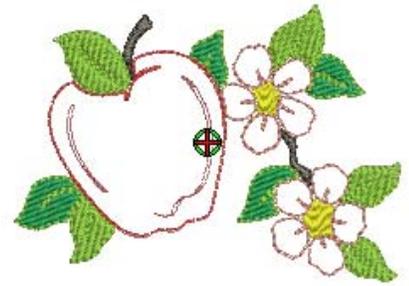
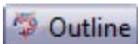
Digitizing with Magic Wand: Digitizing Fills

- Select *Magic Wand*.
- Select Step Fill from the Stitch and Color Bar.
- Open *Object Properties*. Choose *Effects*.
 - ⇒ From the Underlay Tab, check to see that “*Use Automatic Underlay Setting for New Objects*” is checked.
 - ⇒ From the Others tab, change *Pull Compensation* to .400mm and check *Travel on Edges*. Click OK.
- Select C3 Green from the Color Bar.
- Left click on the leaves that are positioned behind other objects.
- From the Color Bar select C11 Dark Brown. Left click on the stem and branch.
- From the Color Bar select C33 Chartreuse. Left click on the remaining leaves—the one on the apple, the two on top of other leaves, and the two leaves adjacent to the lowermost flower.
- From the Color Bar select C4 Yellow. Left click on the centers of the flowers.
- Make sure Dim Artwork is activated.



Digitizing with Magic Wand: Digitizing Fills

- Select Outline bar; then select Triple from the drop down menu.
- From the Color Bar select C55 Deep Pink. RIGHT click on the each flower petal to apply outline stitch.



Notes:

Outline Appearance-
Move the slider to the right until there is too much black, then move it slowly to back to the left. You can fine tune with the left arrow key. Stop when the image shows all the outlines you need and returns the color to the picture.

If you want to fill an object, select a fill stitch from the Stitch and Color Bar before using the Magic Wand.

Notice the cross marks that appear now when the object is selected...another new feature for v6.

Digitizing with the Magic Wand
- a left mouse click will apply the selected fill stitch
- a right mouse click will apply the selected outline stitch

Dim Artwork to dim backdrops
in order to show stitches more clearly when digitizing.

- From the Color Bar select C13 Black. RIGHT click on the stem and branch to apply outline stitch.
- From the Color Bar select C33 Chartreuse. RIGHT click on leaves to apply outline stitch.
- From the Color Bar select C5 Red RIGHT click on the apple to apply outline stitches.
- RIGHT click on the interior lines within the apple to apply the stitches.
- ESC to deactivate the tool.
- Select the picture. Hit delete.

Notes:

Changing Fill Stitch Properties



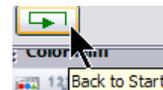
- Open *Color Film*. Make sure *Show Individual Objects* is not selected.
- Open *Object Properties*. Choose Fill Stitch Tab.
 - ⇒ Select color block 1 from Color Film.
 - ⇒ Select Step Pattern 7 and Apply.
 - ⇒ Select color block 3 from Color Film.
 - ⇒ Select Step Pattern 10 and Apply.
 - ⇒ Select color block 4, the flower centers from *Color Film*.
 - ⇒ Change the Stitch Type to Fancy.
 - ⇒ From the menu of Fancy Fill Patterns, select 050 Stream.
- *Show All*.



Slow Redraw



- Select *Show Artistic View icon* to turn it off.
- Select View > *Slow Redraw*.
- Click the *Play* button to begin the stitching sequence.
- You can pause the redraw by clicking on the *Pause* button within the dialog box. Click on the *Play* button to restart.
- You can type in a range of stitches in the dialog box and view the stitch range as it redraws. Click on the *Play* button to begin.
- Click on *Back to Start* if you wish to begin the stitching at the start of the design.
- Close Slow Redraw by clicking on the x.



To turn the jump stitches on + off, select Shift C.

Slow Redraw cannot be used with Artistic View

Slow Redraw lets you simulate the actual embroidery design stitch out on screen.

- **Use it to view design stitching and color sequence**
- **Stitch Range allows re-drawing to be started from any stitch in the design.**
- **Control the redraw speed with the slider bar, pause or go back to the start with familiar control buttons.**

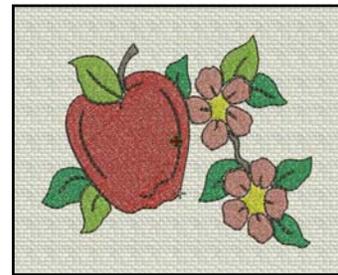
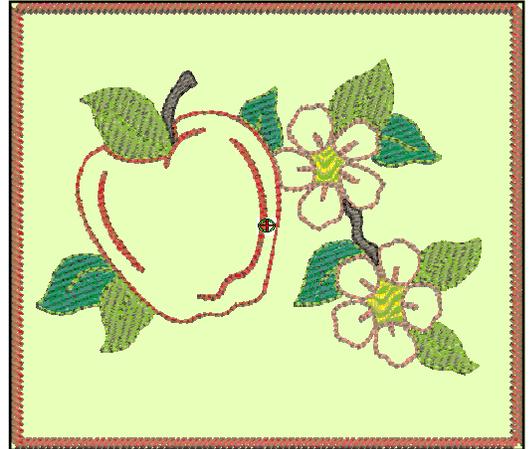
A few more things...with Designer Plus:

Add other outline stitches

- Open *Object Properties*.
- Open *Color Film*.
- Choose Outline Stitch Tab.
 - ⇒ Select Color block 5, the flowers from *Color Film*. Change the outline stitch type to Backstitch. Apply.
 - ⇒ Select the last color block, the apple from *Color Film*.
 - ⇒ Change the outline stitch type to Backstitch. Click OK .

Add Rectangle Outline

- *Edit > Select All > Group*.
- Select the *Rectangle Tool*. Select Outline Stitch Stem stitch.
- Draw a rectangle frame by dragging a box around the design.
- Click on Select object to select the rectangle outline.
- Open *Object Properties*. Select the Outline Tab.
 - ⇒ Change the Line Thickness to 2.00 mm.
 - ⇒ Angle to 65 °
 - ⇒ Stitch Thickness to .25 mm.
 - ⇒ Click Apply.
- Select General Tab. Change dimensions of the rectangle to Width of 132 mm and Height to 115 mm. Click OK.
- With rectangle selected, open the Color Bar and change to C5 Red.
- *Edit > Select All > Align Centers*.
- *File > Save As*. Navigate to your training folder and save completed design file as Magic Wand.



Experiment:
 Use fill stitch for all color areas of image and add outline to each using the Magic Wand. Use Fabric Display such as Linen to change background color and fabrics.

Art Canvas

Opening & Saving the File

- Select *File/New* or click on the New icon.
- Select *File/Save As* and navigate to v6 Training folder, name the file Art Canvas and select save.
- Switch to Art Canvas mode.

Preparing for Appliqué

- Select the *Object Shapes Tool* and select the *Ellipse* from the fly-out icons.
- Draw an ellipse by clicking and dragging on the screen.
- Change the width to 100 mm and the length to 130 mm.
- Hit enter to activate the changes.
- Click on the *Convert to Embroidery* icon.
- Select the Outline button.
- Change the stitch to a blanket stitch.
- Select *Advanced Appliqué*; then *Place Fabric & Color in Patches*.
- Click on Benartex. Click on Apple Butter color swatches.
- Select the white swatch, 568-4 from the choices. (7th row; 2nd swatch). Click on the oval to set the fabric in the appliqué.
- Select Back; then Close.

Adding Embellishments

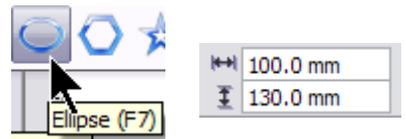
- Right click on the *Show Hoop* icon.
- Make sure *Display Hoop* is checked and select *artista 200 x 145 Oval* from the drop-down choices. Click OK.
- Turn off grid if it is on by clicking on the *Show Grid* icon.
- Select the *Hoop Layout* mode.
- Select the Hoop; then select the *Rotate Hoop icon* and click 2 times for a horizontal hoop view.

Return to Art Canvas mode.

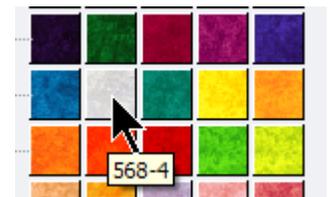
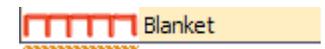
- Click on the *Object Tool* and select the Star.
- Create a few random stars of varying sizes around the oval shape.
- Click again on one of the stars and get rotate handles.
- You can also right click and drag on a star and select, *copy here*.
- Select the *Select Graphic Object* tool. Hold the shift key and click on each created star. Choose a color chip from the right side of the screen and add color to the stars.
- Create one larger star shape and fill with yellow while it is selected.
- Select this star and right click on the shape and select *Properties* from the drop-down list.
- Click on the Star Tab.
- Change the Number of Points to 12 and the Sharpness to 64.
Note: You can also change these values using the Property Bar.



Notes:



This size is a nice size for a 4" x 6" photo.

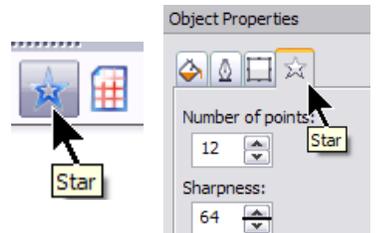


Hold the Control key down to make the stars have equal sides.

To delete a star, select it, then hit the delete key.

To move a star, click in the center of the star and move the object.

You can select and star then right click and copy the star as well.



Sharpness will change the shape of the star points.



- Add spirals by selecting the *Object Tool* and then selecting the *Spiral Tool* from the flyout menu.
- Click on the *Select Graphic Object* icon and draw a rectangle around the star and the spiral shapes.
- Select *Convert to Embroidery*.
- Move the star and the spiral shapes if necessary to fit in within the hoop boundaries.



Note: The outlines around the shapes and the filled areas are not grouped, so it is best to draw bounding boxes or use *Polygon Select* around each of the shapes with its outline; then select the *Group* icon prior to moving the objects.



Some of the outlines may be grouped together and cannot be grouped with their shape. With these outlines, you will have to select them; then break them apart with the *Break Apart* icon prior to grouping them with their shape.

Adding pull compensation



- Select *Edit > Select All*.
- Open *Object Properties*.
- Click on the *Effects* button; *Others Tab*.
- Change the Pull compensation to .4mm.
- Click OK.

Editing the Fills



- Open *Color Film*.
- Hold down the Control key and select the blue color chip and then the yellow.
- Select the *Ripple Fill* icon.

Add Lettering



- Right click on the *Lettering* icon.
- Type "Celebrate" in the window.
- Use the dropdown arrow to preview your lettering.
- Select *Speedy* and enter a size of 25 mm for the height and a value of 50% for the width.
- Click OK.
- Follow the prompts on the *Status Bar* and click on the screen to activate your letters.
- Move the lettering as desired.



Notes:

You cannot apply ripple to overlapped objects because they are grouped. These objects must be broken apart for ripple to be applied.

Save the file



- Click on the *Save* icon.
- Click on the *Write to Machine* icon and send the design to your machine of choice.

Art Canvas



Open + Save File

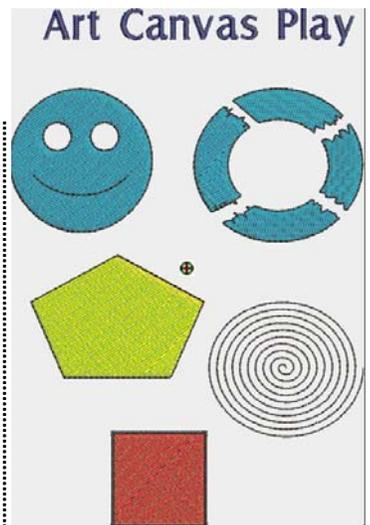
- Select *File/Open* or click on the new file icon.
- Select *File/Save As* and navigate to your v6 Training Folder.
- Name the file Art Canvas Play.
- Click on Save.

Quick Tour of Art Canvas

- Switch to *Art Canvas mode*.
- The *Toolbox* is along the far left-hand side and has many familiar-looking tools—zoom, reshape, drawing tools.
- There are also some that might not be too familiar—blending, shadow, and free-hand drawing.
- The *Toolbox* contains tools for drawing and editing images. Some of the tools are visible; others are grouped in flyouts.
 - ⇒ By clicking on the arrow in the lower right-hand corner, the related tools will be displayed.
 - ⇒ When you select a different icon in the flyout, the new flyout replaces the previous icon in the *Toolbox*.
 - ⇒ You can click and drag the flyout away from the toolbox and you can then view all the related tools.
- The *Menu Bar* displays pull-down menu options.
- The *Toolbar* contains shortcuts to menu options and commands and is located under the Mode (View) bars.
- Under the *Toolbar*, is the *Property Bar*, which contains commands that relate to the active tool. This bar changes with the different tools selected.
- The *Hint Window* has helpful information as you are working in CorelDraw Essentials. Read the information to learn about each of the tools.
- There is also a color palette in the far right of the screen.

Drawing an object

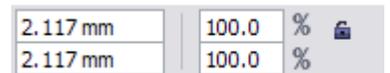
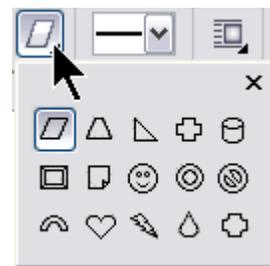
- Click on the *Basic Vector Shapes* icon in the Toolbox.
- Click on the arrow of the *Perfect Shapes* picker on the *Property Bar*.
- Select a shape and draw it on the screen.
- You must click twice on the screen to draw the object.
- Once an object is added to the canvas, you can alter the size of the canvas in actual size or percentage.
- By clicking on the lock icon, you can alter the object proportionately.
- You can also change the object's angle of rotation.
- Click on a color chip on the far right.
- The selected object is filled with color.



Notes:

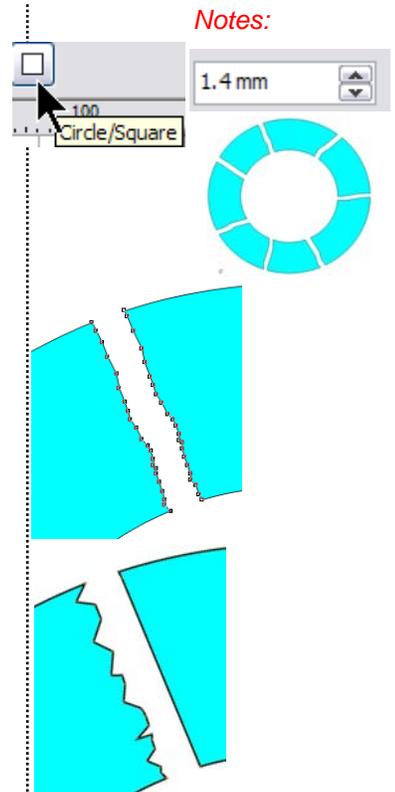
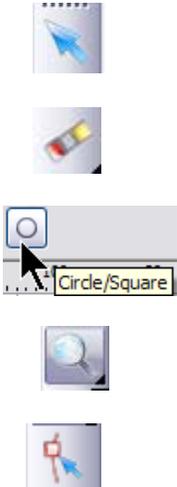


You can move the flyouts by clicking and dragging the heading of the box and moving to a different location on the screen. Clicking on the "X" will close the screen and take it back to its original position.



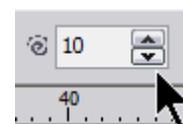
Using the Eraser Tool

- Click on the *Basic Vector Shapes* tool; select the *Perfect Shapes* picker and choose the ring.
- Draw a ring on the screen. Remember to click twice on the screen.
- Color the shape by clicking on one of the color chips.
- If the ring is deselected, select the ring with the *Select Vector Object* tool.
- Select the *Eraser tool*. (It is paired with the *Crop tool*.)
 - ⇒ You can choose to have a circle or a square eraser nib by clicking on the icon on the Property bar.
 - ⇒ You can change the size of the eraser by changing the values in the Property bar, or you can hold the shift key and drag your mouse up to increase or down to decrease the size of the nib.
- Erase parts of the ring.
- Click on the *Zoom tool* and zoom in on part of the object by drawing a bounding box around one of the eraser lines.
- Notice all the nodes on the line.
- Select the *Reshape Vector Object* tool.
 - ⇒ You can reshape the object by clicking on a node and dragging it into a different place.
 - ⇒ You can add a node by double clicking on the line.
 - ⇒ You can delete nodes by selecting the node and hitting the delete key. By deleting all the nodes between the two corner nodes, you can make a straight line.



Drawing an Outline

- Click on the corner arrow of the *Object Tool* on the Toolbox.
 - Many kinds of shapes can be drawn with this tool.
 - Select different shapes and draw on the screen.
 - Click on the screen twice and drag to draw the shape.
 - Add color to the objects.
- ⇒ If you hold the *Control* key while drawing a *Polygon* or *Star*, you will get equal sides of the object you are drawing.
 - ⇒ If you hold the *Control* key while drawing a *rectangle*, you will get a *square*.
 - ⇒ If you hold down the *Control* key while drawing an *Ellipse*, you will get a *circle*.
 - ⇒ If you hold down the *Control* key with the *Spiral*, a *circular spiral* will be drawn; without the *Control* key, you can draw an *oval spiral*.
 - ⇒ The *direction* you draw with the *Spiral* affects whether the spiral is drawn *clockwise* or *counter clockwise*.
 - ⇒ With the *Spiral*, you can increase the number of revolutions in the *Property bar* to increase the *tightness* of the spiral by increasing the number.



Outlining an Object

- Select one of the drawn objects, and click on the Outline icon.
- Select the thickness of the line you want to have around the object using the flyout menu.

Converting to Stitches

- Select *Edit > Select All > Objects*.
- Click on the *Convert to Embroidery* icon.
- While objects are selected, open *Object Properties*. Click on *Effects*. Select the *Others Tab*.
- Change *Pull Compensation* to *.4*. Click OK.

Activating the Color Wheel

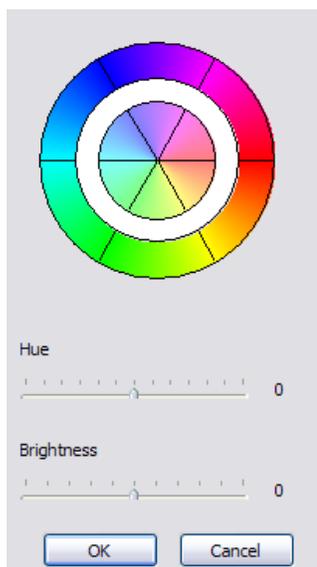
- Click on Show All.
- Select Control A on the keyboard to select all objects.
- Click on the drop down arrow of the Color button.
- Select *Color Wheel*.
- Change the hue and/or brightness of the colors by dragging on the sliders and moving them to the right or to the left.
- Click OK to save the changes or click on Cancel to return to the original colors.
- Click on the drop down arrow of the Color Bar.
- Click on *Thread Colors* to open the thread chart dialog box.
- Select Isacord 40 wt numerical from the Thread Chart brands.
- Click on *Match & Assign All* and the software will assign new thread colors to the design. Click OK.
- Save the file.



Vector objects converted to stitches must have the Pull Compensation changed to .4mm.

The size of the object within the Color Wheel is determined by the amount of zoom applied to the design so if you want to see the entire design, make sure to click Show All first.

If you click on OK to change the colors, and reopen the Color Wheel, the new colors are shown and default to the middle ranges for hue and brightness. You must use Undo to return the objects to their original color.



Art Canvas Play

