BERNINA✛

CREATE A ROADMAP WITH A BOTTLE OF WINE

PLANNING AND DIGITISING YOUR OWN DESIGNS

BERNINA Embroidery Software Designer Plus V5 and 6.

PLANNING THE DESIGN.

Good embroidery is the result of careful planning. Careful planning can only be done successful if the digitiser knows every feature and function of the digitising programme to be used.

- **Outlines** – single, triple, satin, stemstitch, backstitch, candlewicking, blanket stitch, pattern or blackwork run
- **Fill stitch** – step, fancy, satin, pattern, lace, candlewicking, blackwork, stipple and cross-stitch
- **Underlay** – runs perpendicular under the fills
- **Travel Stitches** (stitches) – single stitches that run between two sections and stitching the same colour as the connected objects
- **Jump Stitches** – long stitches that result when the needle moves from one section to another of the same colour (trim stitches)
- **Pull Compensation** – keeps the design from having gaps between objects

ELLEMENTS OF A GOOD DESIGN

To increase your knowledge of digitising, watch as professionally digitised designs stitch – look at the stitch length, the underlay stitching, the thread path, how the design is sequenced, and how texture is formed in the design. You will learn to incorporate these elements into the designs you create.

Being able to recognize a good design provides you the tools that will serve you well when creating your own. Look for a majority of these points in a good design.

- Attractive, well-balanced design that sews well
- Colours and order of stitching are well thought out so that colour changes are kept to a minimum
- Does not have an excessive number of jump stitches, therefore is not too time-consuming to sew out
- Density is compatible with the fabric – fill stitches are not 'bulletproof' nor are they too open
- Has texture and movement
- Does not have too many small details
- Design is not flat, but has detail and dimension
- Fills are varied and don't run in the same direction (stitch angle)
- Underlay stitching is present
- Outlines are precise and continuous around the design
- Colours have the right impact and are appropriate for the design
- Size and scale of design are the right proportions for the article on which it is stitched
- Design is properly placed on the article on which it is stitched.

ARTWORK FOR DIGITISING

- Types of suitable artwork: drawing, clip art, bitmap file, black and white line art, photograph, sketch in a drawing programme
- Clipart websites have cd's or downloadable artwork that can be purchased for personal use
- Be careful about copyright! Even with designs you are using for your own personal use – it is best to ask or use copyright-free artwork

DEVELOPING A DIGITISING PLAN

Use copies of the artwork for planning and recording information – "Embroider the paper with your eyes."
- ☒ Print one copy the actual size of the finished design so you can see what needs to be changed in the drawing
- ☒ Make one copy two or three times larger than the actual size so information can be recorded on it
- ☒ Decide which parts of the bitmap are in the background, which in the middle, and which in the foreground, similar to planning an appliqué design. This helps determine the digitising/stitching order
- ☒ Determine if there are any parts of the design that can be created by duplicating portions of the design, thus saving time

CREATE A "ROAD MAP" FOR BETTER DIGITISING

- ☒ Successful digitising is like planning a trip to visit several places using the least amount of fuel and time – think through the whole design from beginning to end to achieve better results
- ☒ First, determine where you should begin stitching although sometimes it is easier to start at the end and work toward the beginning to determine the starting point
- ☒ When you plan the path of the design, the trick is to keep the needle in the fabric expect where there is a colour change
- ☒ Mark a plan for walking stitches to travel from one colour area to another area of the same colour
- ☒ Use coloured pencil to colour a black and white picture; colour in the direction to lay the stitches
- ☒ Use numerals 1, 2, 3 etc. to record the stitching order for objects – this is important if you need to edit the design later
- ☒ Write down the probable colour sequence along the side of the road map or make coloured dots
- ☒ Decide on special effects: specialty thread to use, appliqué technique, etc

THE TUTORIALS IN THIS BOOKLET ARE CREATED FOR V6.0 L OR HIGHER.

1. Open the BERNINA Embroidery Software V6.
2. Go to **Help.**
3. Select **About**.
4. Left-click on **ok**.

If you product level is below the **L** level, install **V6 Service Pack 1**. V6 SP1 can be obtained from your BERNINA dealer or you can download the V6 SP1 from the following website:

1. **www.bernina.co.za**
2. Go to **Support** and select **Downloads & Manuals**.
3. Select **Software > Embroidery Software > Embroidery Software V6.**
4. Select **BERNINA Embroidery Software V6 – Service Pack 1**.
5. Read the instructions on the page.
6. Download the service pack and Installation manual.
   - ☒ Installation manual **BERNINA Embroidery Software 6 SP 1 (1269kB)**
   - ☒ **BERNINA SP V6 (190026kB)**
7. Follow the Installation manual step by step for successful installation.

DIGITISE THE DESIGN

1. Open the artwork
   - ☒ Switch to
      - ☒ [V5] Picture view Picture
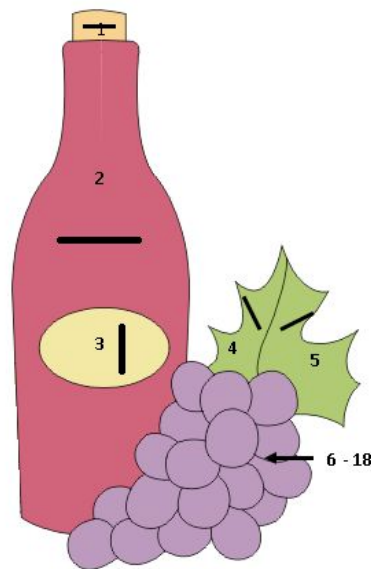   - ☒ [V6] Art Canvas Art Canvas
   - ☒ Left-click on Load Picture.

- ⬚ Browse to:
    - ⬚ [V5] C:Drive > My Designs > Artwork
    - ⬚ [V6] C:Drive > My Designs – Embroidery Software 6 > Artwork.
- ⬚ Select **Wine.**
- ⬚ Left-click on:
    - ⬚ [V5] Open
    - ⬚ [V6] Import + Enter
- ⬚ Create a road map.
- ⬚ Switch to:
    - ⬚ [V5] Design View `Design`
    - ⬚ [V6] Embroidery Canvas `Embroidery Canvas`

**For this exercise we will digitise only the wine bottle and grapes.**

Description	Colour	Underlay	Stitch type	Stitch #	Stitch angle	Special effects
1. Cork	Beige/Brown	Step + Edge Walk	Satin Special	Satin	Horizontal	
2. Wine bottle	Red/Purple	Step + Edge Walk	Step	19	Horizontal	Cut hole
3. Yellow tag	Yellow/gold	Step + Edge Walk	Step	1	Vertical	
4. Leaf	Green	None	Step	17	Diagonal	Texture + Shading
5. Leaf	Dark Green	None	Step	17	Diagonal	Texture + Shading
6. Grapes	Purple	Step for wave effect only	Step	1	Wave	Wave + Ripple

1. Select the required Underlay settings

    - ⬚ Right-click on the **Auto Underlay** icon.
    - ⬚ Deselect the **Use automatic underlay settings for new objects.**
    - ⬚ Select **Apply underlay 1** and choose **Step** underlay.
    - ⬚ Select **Apply underlay 2** and choose **Edge Walk** underlay.
    - ⬚ Left-click **Apply** and **ok**.

2. Create the Cork
    - Zoom in on the Cork.

        - Select the **Zoom box** icon. (B)
        - Left-click on the Cork.
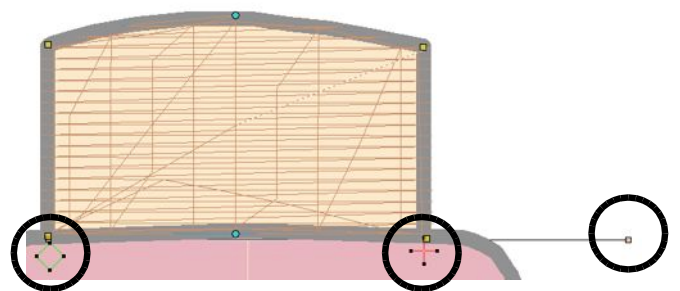   - Press **Esc** on the keyboard.
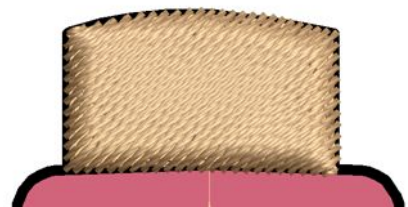
[W] Create the Cork.

- Select the **Closed object** icon.
- Select colour:
  o **[V5] Brown**
  o **[V6] C44**.
- Select the **Satin fill** stitch.
- Left-click for a corner.
- Right-click for a curve.
- Use the **Backspace** key on the keyboard to remove a faulty click.
- Press **Enter** on the keyboard.

3 Right

2 Left   4 Left

1 Left   5 Left

Right
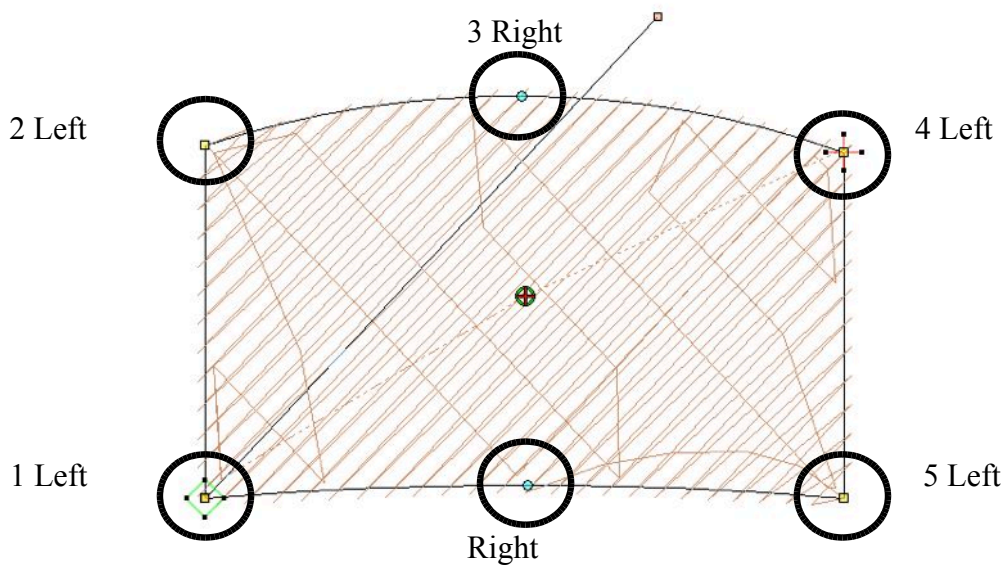
3. Change the properties of the Cork
   [W] Select the Cork

   [W] Left-click on **Reshape object**. (H)
   [W] Left-click and drag the **Stitch direction**
        indicator **Horizontal**.
   [W] Move the **Red Cross** and **Green diamond** as
        indicate in the picture.
   [W] Press **Enter** on the keyboard.
   [W] Press **Esc** on the keyboard.
   [W] Change the **Satin stitch** properties.
      - Select the Cork.

      - Left-click on **Object Properties**.
      - Select the **Fill stitch** tab.
      - Select **Satin Special**.
      - Left-click on **Apply** and **ok**.
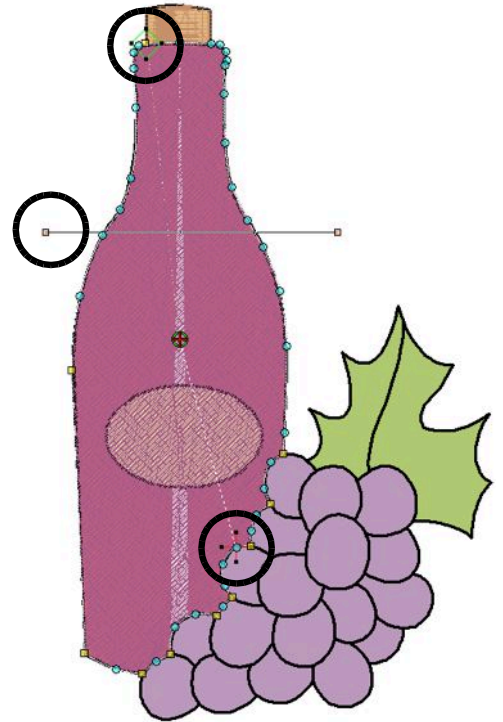   - Press **Esc** on the keyboard.

4. Create the wine bottle

   [W] Left-click on **Show all**. (0)

- ⊠ Select the **Closed object** icon. ⭐
    - Select a colour for the wine bottle.
        - ○ **[V5] Red**
        - ○ **[V6] C8**.
    - Select the **Step fill** stitch.
    - Left-click for a corner.
    - Right-click for a curve.
    - Use the **Backspace** key on the keyboard to remove a faulty click.
    - Press **Enter** on the keyboard.

5. <u>Change the properties of the Wine bottle</u>
    - ⊠ Select the Wine bottle
    - ⊠ Left-click on **Reshape object**. (H)
    - ⊠ Left-click and drag the **Stitch direction** indicator **Horizontal**.
    - ⊠ Move the **Red Cross** and **Green diamond** as indicated in the picture.
    - ⊠ Press **Enter** on the keyboard.
    - ⊠ Press **Esc** on the keyboard.
    - ⊠ Change the **Step stitch** properties.
        - Select the Wine bottle.
        - Left-click on **Object Properties**.
        - Select the **Fill stitch** tab.
        - Select **pattern 19**.
        - Stitch length **3.0**.
        - Left-click on **Apply** and **ok**.
        - Press **Esc** on the keyboard.
    - ⊠ View the design in Artistic View.
        - [V5] Left-click on **Artistic view** Artistic View
        - [V6] Left-click on **Artistic view** / Press **T** on the keyboard

6. <u>Create the Wine bottle label.</u>
    - ⊠ Switch to the normal view.
        - [V5] **Design view** Design
        - [V6] **Normal view /** Press **T** on the keyboard
    - ⊠ Zoom in on the label.
        - [V5}
        - Select the **Zoom box** icon. (B)
        - Left-click on the Label.
        - Press **Esc** on the keyboard.
        - [V6]
        - Move the mouse cursor in position on the Label.
        - Turn the mouse wheel upwards.
        - Press **Esc** on the keyboard
    - ⊠ Digitise the label.
        - Select the **Closed object** icon. ⭐
        - Select a colour for the Label.
            - ○ [V5] Select a gold/yellow colour.
            - ○ [V6] Select **C45**.
        - Select the **Step fill** stitch.
        - Left-click for a corner.

- Right-click for a curve.
- Use the **Backspace** key on the keyboard to remove a faulty click.
- Press **Enter** on the keyboard.

☒ Remove the overlap stitching.
- Select the label object.

- Left-click on the **Remove Overlaps** icon.
- Press **Esc** on the keyboard.

7. Change the properties of the label
☒ Select the label

☒ Left-click on **Reshape object**. (H)
☒ Left-click and drag the **Stitch direction** indicator **Vertical**.
☒ Move the **Red Cross** and **Green diamond** as indicated in the picture.
☒ Press **Enter** on the keyboard.
☒ Press **Esc** on the keyboard.
☒ Change the **Step stitch** properties.
- Select the Label.

- Left-click on **Object Properties**.
- Select the **Fill stitch** tab.
- Select step **pattern 1**.
- Left-click on **Apply** and **ok**. (If apply is not active left-click **ok**)
- Press **Esc** on the keyboard.
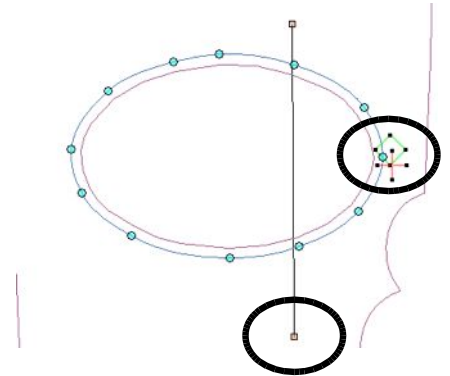
8. Save the design.
☒ Go to **File > Save as**.
☒ Browse to the required folder.
☒ Enter a name for the design.
☒ Left-click **Save**.

9. Underlay
Referring back to the roadmap you will notice that the rest of the objects only require a step underlay, let's change the underlay setting.

☒ Right-click on the **Auto Underlay** icon.
☒ Deselect **Use automatic underlay settings for new objects.**
☒ Deselect **Apply Underlay 2** to remove the edgewalk selection.
☒ Left-click **Apply** and **ok**.

10. Create the leaf detail
☒ Zoom in on the leaf.
[V5}

- Select the **Zoom box** icon. (B)
- Left-click on the leaf detail.
- Press **Esc** on the keyboard.
[V6]
- Move the mouse cursor in position on the leaf detail.
- Turn the mouse wheel upwards.
- Press **Esc** on the keyboard
☒ Digitise the one side of the Leaf.

- Select the **Closed object** icon.

- Select the required colour for the object.
  - o [V5] Select a shade of green.
  - o [V6] Select colour **C3**.
- Select the **Step** stitch.
- Left-click for a corner.
- Right-click for a curve.
- Use the **Backspace** key on the keyboard to remove a faulty click.
- Press **Enter** on the keyboard.
- Follow the same steps to create the other side of the leaf.

11. Change the properties of the leaf
- ☒ Select side one of the leaf

- ☒ Left-click on **Reshape object**. (H)
- ☒ Left-click and drag the **Stitch direction** indicator **Diagonal**.
- ☒ Move the **Red Cross** and **Green diamond** as indicated in the picture.
- ☒ Press **Enter** on the keyboard.
- ☒ Press **Esc** on the keyboard.
- ☒ Apply the same steps for side 2 of the leaf.
- ☒ Press **Esc** on the keyboard.
- ☒ Change the **Step stitch** properties.
  - Select both sides of the Leaf.
    - o Select side 1 hold **Ctrl** in on the keyboard and select side 2
    - o Release the **Ctrl** key.

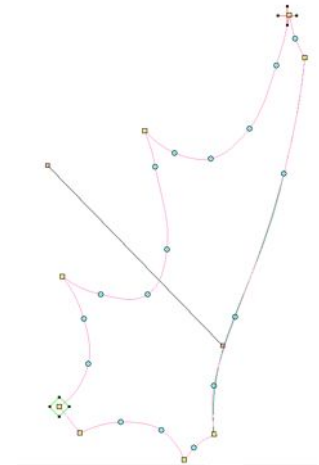 - Left-click on **Object Properties**.
  - Select the **Fill stitch** tab.
  - Select **pattern 17.**
  - Change the **Stitch lenght** to **3.00**.
  - Left-click on **Apply** and **ok**.
  - Press **Esc** on the keyboard.
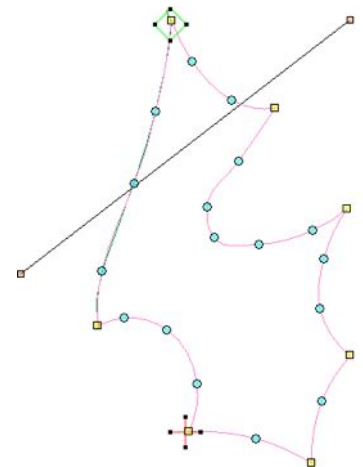
12. Add shading to the leaf

- ☒ Select the **Closed object** icon.
- ☒ Select the required colour for the shading.
  - [V5] Select a dark/light shade of green.
  - [V6] Select **C33**.
- ☒ Select the **Satin** fill stitch**.**
- ☒ Digitise side 1 of the shading. (Look at the picture to see the shape of the shading)
  - Left-click for a corner.
  - Right-click for a curve.
 - Use the **Backspace** key on the keyboard to remove a faulty click.
  - Press **Enter** on the keyboard.
 - Follow the above-mentioned steps to create the shading of side 2.
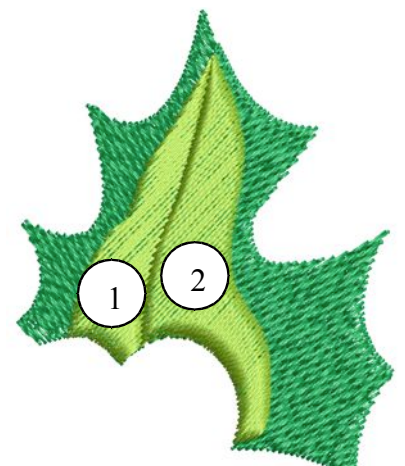
13. Change the properties of the shading detail

☒ Select side 1 of the shading objects.

☒ Left-click on **Reshape object**.

☒ Left-click and drag the **Stitch direction** indicator **diagonal**.

☒ Move the **Red Cross** and **Green diamond** as indicated in the picture.

☒ Press **Enter** on the keyboard.

☒ Press **Esc** on the keyboard

☒ Follow the same procedure to change the stitch direction of side 2.
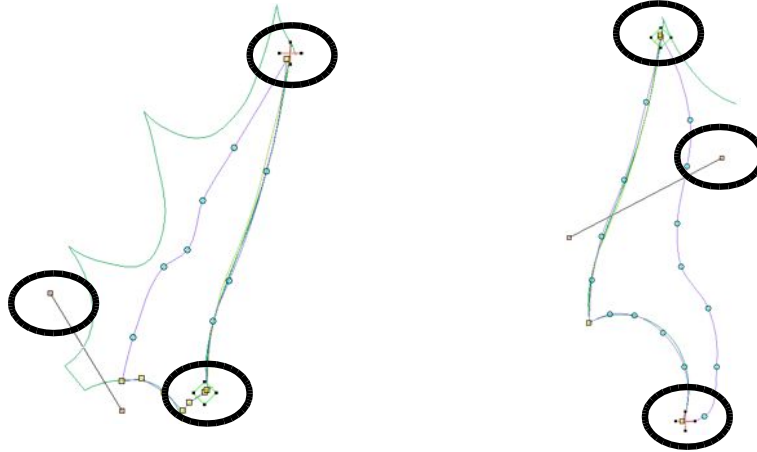
☒ Change the properties of the satin fill stitch objects.
- Select one of the shading objects, hold **Ctrl** in on the keyboard and select the second shading object.

- Left-click on **Object Properties**.

- Select the **Fill stitch** tab.

- Select **Satin special**.

- Left-click **Apply** and **ok**. (If apply is not active left-click **ok**)

14. Remove the Underlay from the leaf and shading objects

☒ Switch to the normal view.
- [V5] **Design view**
- [V6] **Normal view /** Press **T** on the keyboard

☒ Select the first object, hold the **Ctrl** key in on the keyboard and select the rest of the objects.

☒ Release the **Ctrl** key.

☒ Left-click on the **Auto Underlay** icon.

15. Add textured edge to the leaf objects.

☒ Select one of the leaf objects.

☒ Right-click on the **Textured edge** icon.

☒ Select the **Textured edge** button.

☒ Select a texture side.

☒ Change the texture and span.

☒ Left-click **Apply**.

☒ If the textured side is incorrect select the other side.

☒ With the textured edge window open select the other side of the leaf.
- Apply textured edge.
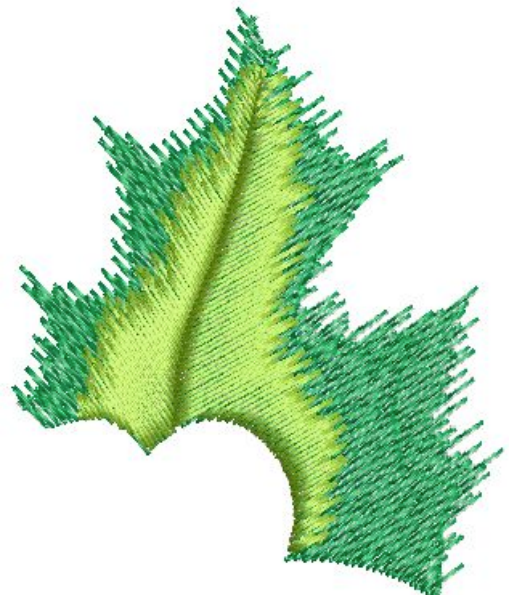
- Left-click **Apply**.
- ⊠ With the textured edge window open select one of the shading objects.
    - Apply textured edge.
    - Left-click **Apply**.
- ⊠ With the textured edge window open select the other shading object.
    - Apply textured edge.
    - Left-click **Apply**.
    - Left-click **ok**.
    - Press **Esc** on the keyboard.
- ⊠ Save the design.

    - Left-click on the **Save** icon. 🖫
- ⊠ View the design in Artistic View.

    - [V5] Left-click on **Artistic view** Artistic View
    - [V6] Left-click on **Artistic view** / Press **T** on the keyboard ⊠

16 <u>Create the grapes.</u>

- ⊠ Switch to the normal view.

    - [V5] **Design view** Design
    - [V6] **Normal view /** Press **T** on the keyboard ⊠

- ⊠ Zoom in on the grapes.
       [V5}

    - Select the **Zoom box** icon. (B) 🔍
    - Left-click on the grapes.
    - Press **Esc** on the keyboard.
       [V6]
    - Move the mouse cursor in position on the grapes.
    - Turn the mouse wheel upwards.
    - Press **Esc** on the keyboard

- ⊠ Digitise the grapes.

    - Select the **Closed object** icon. ⊠
    - Select the required colour for the grapes.
        - ○ [V5] Select a **purple** colour.
        - ○ [V6] Select **C16.**
    - Select a **Step** stitch.
    - Digitise the objects.
        - ○ Left-click for a corner.
        - ○ Right-click for a curve.
        - ○ Use the **Spacebar** on the keyboard to remove a faulty click.
        - ○ Press **Enter** on the keyboard.
        - ○ Follow the same steps to complete all the grapes.
        - ○ Press **Esc** on the keyboard.

17. <u>[V5] and [V6] Change the properties of the </u> <u>grapes.</u>

- ⊠ Select all the grapes objects using the **Colour film** bar.

    - Left-click on the **Colour film** bar. ⊞
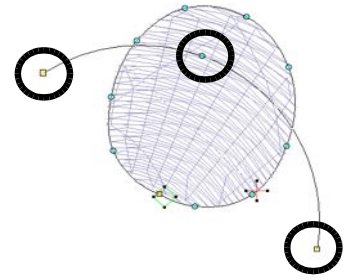- ⊠ Left-click on **Object Properties**. 🗎
- ⊠ Select the **Fill stitch** tab.

☒ Select **Pattern #12**.

[V5]
☒ Left-click **Apply**.
☒ Select **Effects**.
☒ Select the **Others** tab.
☒ Select **Wave effect**.
☒ Left-click **Apply** and **ok**.

[V6]
☒ Left-click **Apply** and **ok**.
☒ Left-click on the **Wave fill** icon.

☒ Change the direction of the wave object.
  - Select the object.
  - Left-click on **Reshape object**. (H)
  - Move the wave into a new direction.
  - Press **Enter** on the keyboard.
  - Press **Esc** on the keyboard.
  - Follow above-mentioned steps to complete all the grape objects.

18. [V6 only] Change the grapes to a **Ripple** fill stitch.

☒ Select the last colour on the colour fill bar.

☒ Select the **Ripple** icon.
☒ Left-click on **Object Properties**.
☒ Change the **Stitch Spacing** to **1.5**.
☒ Left-click **Apply** and **ok**.
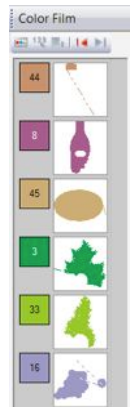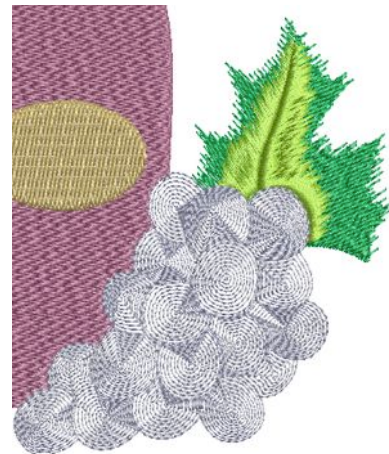
19. Add lettering to the Label

☒ Switch to the normal view.
  - [V5] **Design view** `Design`
  - [V6] **Normal view /** Press **T** on the keyboard
☒ Zoom in on the label.
      [V5}
  - Select the **Zoom box** icon. (H)
  - Left-click on the label.
  - Press **Esc** on the keyboard.
      [V6]
  - Move the mouse cursor in position on the label.
  - Turn the mouse wheel upwards.
  - Press **Esc** on the keyboard
☒ Add the lettering object.
  - Press **A** on the keyboard.
  - Enter the required name. (Wine)
  - Select a font style. (Nightowl)
  - Left-click **Apply** and **ok**.
  - Left-click on the screen to drop the lettering into position.
  - Change the size of the lettering.

- o Left-click and drag a corner handle to the required size.
- o Press **Esc** on the keyboard.
- Left-click and drag the lettering object into position.
- Select a new colour for the lettering object.

20. [V6 only] Add outline detail to the lettering object.

☒ Select the lettering object.
☒ Select the **Outline Design** icon.
☒ Change   Offset = 0
                   Outline Count = 1
                   Select Outline holes
☒ Left-click on the **Select object** icon.
☒ Select a new colour for the lettering outline detail.
☒ Press **Esc** on the keyboard.
☒ Save the design.
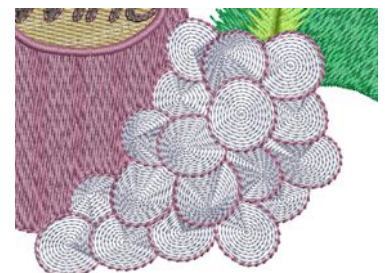- Left-click on the **Save** icon.
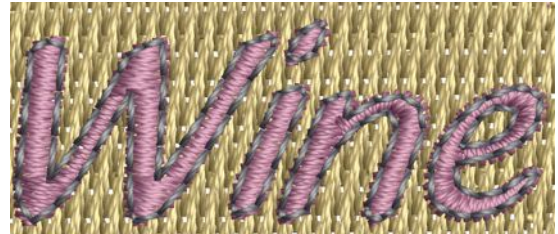
21. Create the outline detail to the label and bottle

☒ Label
- Zoom in on the label detail.
- Select the **Closed Object** icon.
- Select colour **C8**
- Select the **Satin outline stitch**.
- Left-click for a corner.
- Right-click for a curve.
- Use the **Backspace** key on the keyboard to remove a faulty click.
- Press **Enter** on the keyboard.

☒ Change the width of the Satin outline stitch.
- Select the satin border detail.
- Left-click on **Object Properties**.
- Change the Satin width to **1.5**.
- Left-click **Apply** and **ok**.
- Press **Esc** on the keyboard.

☒ Bottle
- Left-click on the **Open object** icon.
- Select the **Backstitch** outline stitch.
  - o Left-click for a corner.
  - o Right-click for a curve.
  - o Use the **Backspace** key on the keyboard to remove a faulty click.
  - o Press **Enter** on the keyboard.

☒ Grapes
- Left-click on the **Open object** icon.
- Select the **Backstitch** outline stitch.
  - o Left-click for a corner.
  - o Right-click for a curve.
  - o Use the **Backspace** key on the keyboard to remove a faulty click.

       o   Press **Enter** on the keyboard.

⊞ Create a continuous embroidery stitch with the outline detail.
- Select the last colour on the colour film bar.
- Left-click on the **Blackwork Run** icon.
- Press **Enter** on the keyboard.
- Save the design.