



JUST DESIGN IT!

BERNINA Embroidery Software

Artwork Canvas

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A Tour of the ArtWork Canvas Icons and Tools

CorelDRAW SE

CorelDRAW SE is part of BERNINA Embroidery Software and gives users many tools for creating high quality vector illustrations that can be converted to embroidery. In addition, the program offers additional opportunities for creating printed materials and for editing photos.

There are three components included with Corel: CorelDRAW SE, Corel PHOTO-PAINT SE, and Corel CONNECT. This eBook will focus on the first component of Corel.

HINTS

When a tool is selected in CorelDRAW SE, hints will help you learn how to use the selected tool. If you need additional information about the selected tool, you can click on Learn More in the upper-right corner of the Hints docker and you are given more choices for additional information. Click on the title to the right of the question mark or other symbol and you will be taken to a page in the manual, videos, webinars, or tutorials that relate to that topic. To access videos, webinars, and tutorials, an Internet connection is required.

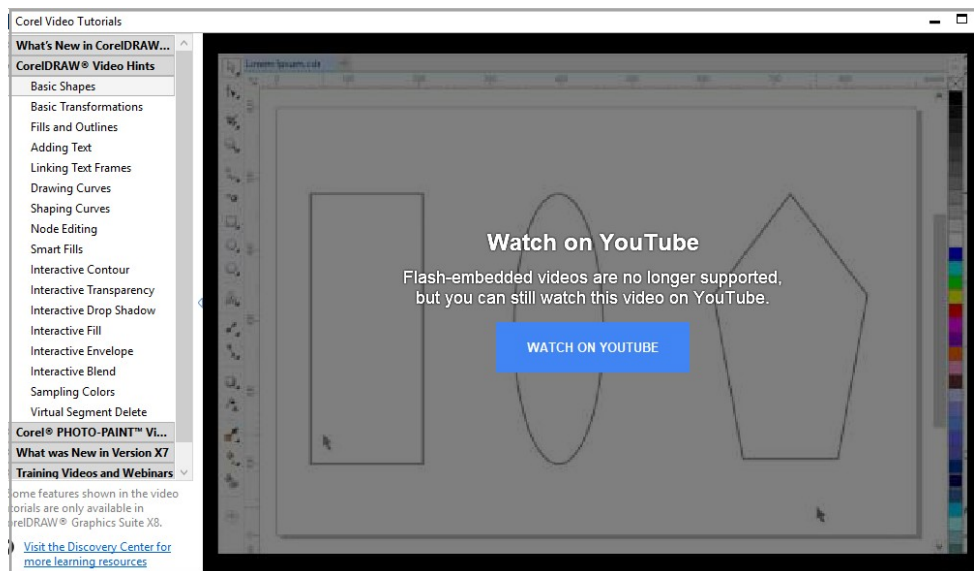


In addition, you can use the back and forth buttons in the lower right corner of the Hints docker box to scroll through more information.

VIDEOS

You can access videos, webinars, and tutorials by selecting Help> Video Tutorials. An Internet connection is required to view these.

Just click on the list of options and select the video you wish to see. This will link with YouTube.



Notes:

If the Hint Docker is not visible, go to Window> Dockers and make sure there is a check mark by Hints.

HINTS

Learn
more

Welcome to Hints!

To display topics, click a tool, or perform an action with a tool. For additional information about the active tool, click the **Help** button in the upper-right corner of the **Hints** docker.

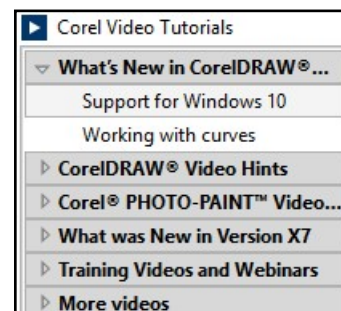
Here are some particularly helpful topics:

- Drawing lines
- Drawing connector lines
- Drawing dimension lines
- Drawing shapes
- Selecting objects
- Moving, scaling, and stretching objects
- Rotating and skewing objects
- Shaping objects
- Applying special effects to objects
- Outlining objects
- Filling objects
- Adding text
- Getting help

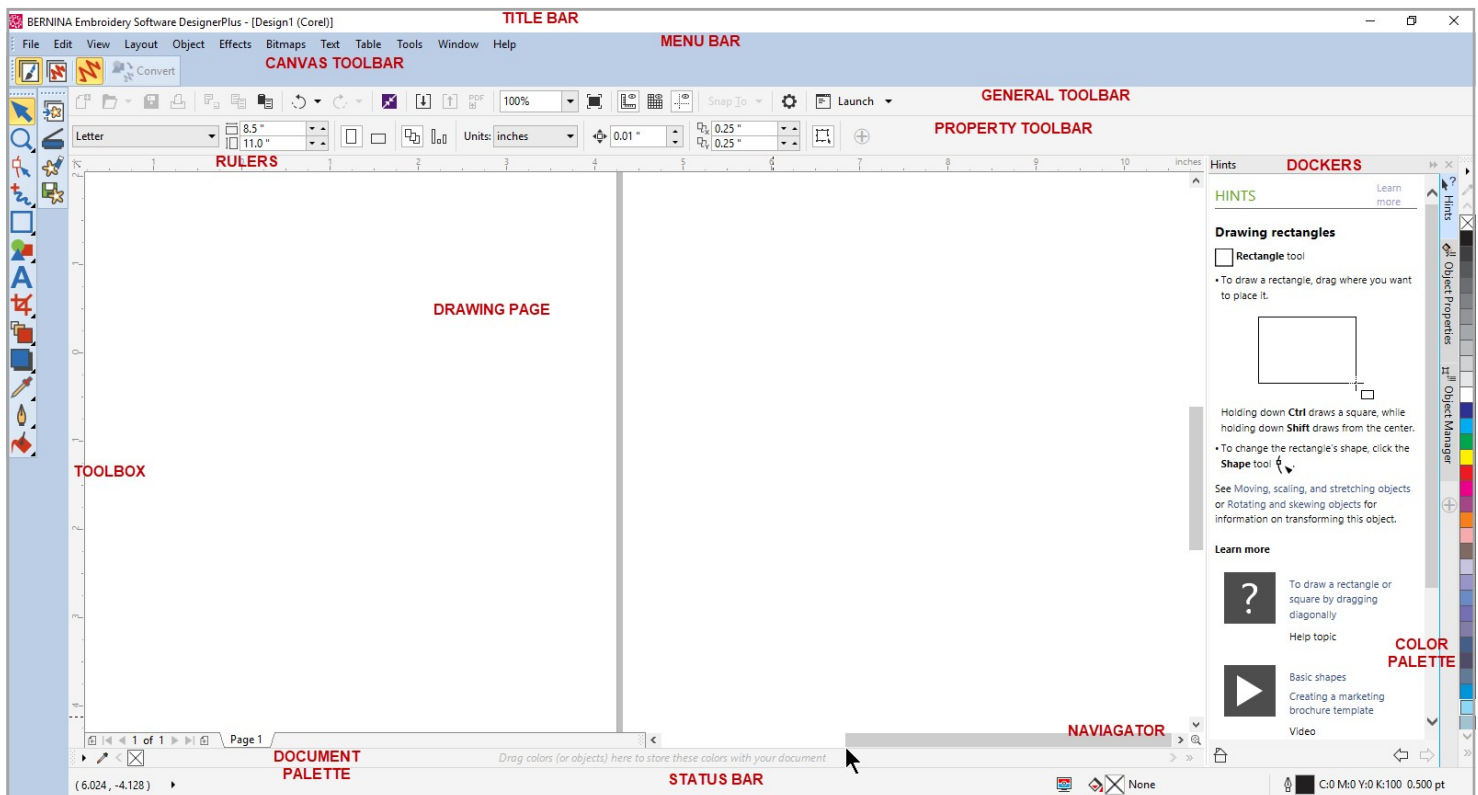
Learn more



CorelDRAW Help
Help topic



WORKSPACE



- **Title Bar:** Located at the top of the screen, this bar displays the title of the current file.
- **Menu Bar:** This area contains the pull-down menu options.
- **Canvas Toolbar:** These icons are used to change to Embroidery Canvas, hide the embroidery, or convert a picture into stitches.
- **General Toolbar:** These icons perform general commands.
- **Property Bar:** These icons relate to the active tool or object. This bar changes with each tool selected.
- **Rulers:** Horizontal and vertical rulers can be used to determine the position and size of the objects in the drawing.
- **Toolbox:** The two columns of tools are used for creating and modifying the objects on the drawing page.
- **Drawing Page:** The drawing page shows you the printable area of the design.
- **Document Palette:** This area will show the colors that are used in the drawing.
- **Status Bar:** Located at the bottom of the screen, the status bar will display information about the properties of the design as well as the position coordinates.
- **Dockers:** This window on the right side of the screen includes commands and settings relevant to the specific tool. Dockers are displayed by going to Window> Dockers and checking the ones you wish to display. The inactive Dockers appear as tabs on the side of the window.
- **Navigator:** The button at the lower right hand corner of the Drawing Page opens a smaller display to help you move around the Drawing Page. To see the smaller display, click and hold on the icon.
- **Color Palette:** A dockable bar that contains color swatches. A right click on the color chip affects the outline; while a left click affects the fill of a selected object. The current colors of the fill and outline are shown in the status bar at the far right.

WORKSPACE TOOLS

Commands are accessible through the menu bar, toolbars, property bar, and dockers. The property bar and dockers relate to the active tool. Not all the tools are active.



TOOLBAR

New: This tool is not active in Artwork Canvas.

Open: This tool is not active in Artwork Canvas.

Save: This tool is not active in Artwork Canvas.

Print: This will print what is displayed in the Drawing Page.

Cut: Cuts the selected objects to the Clipboard.

Copy: Copies the selected objects to the Clipboard.

Paste: Pastes the Clipboard contents to the drawing.

Undo: Used to undo an action.

Redo: Restores the action that was undone.

Search Content: Displays the Connect docker so that you can search for clipart, photos, fonts.

Import: Imports a drawing.

Export: Exports a drawing.

Publish to PDF: Exports the document in PDF format.

Zoom Levels: Use this to specify a zoom level.

Full Screen Preview: Use this to show the drawing in full screen. Click on the screen to return to Artwork Canvas.

Show Rulers: This tool will show or hide the rulers.

Show Grid: This will show or hide the grid.

Show Guidelines: This will show or hide the guidelines.

Snap To: This tool is not active in Artwork Canvas.

Options: This opens a dialog box so that you can set options for Artwork Canvas.

Application Launcher: This will launch Corel applications that you choose from a drop-down menu.

TOOLBOX



The toolbox contains tools for drawing and editing images. Some of the tools are always visible, while others are grouped together in flyouts. Flyouts open by clicking and holding your cursor on the visible icon to show the set of related CorelDRAW tools. The flyout toolbars can be moved from the toolbox by clicking and dragging on the title bar. Clicking on the X in the upper right hand corner returns the flyout to its original position. Once another tool is selected from the flyout menu, the default tool is replaced by the new tool selected.



Pick: This tool lets you select objects that can then be sized, skewed, and rotated.



Zoom: You can zoom in or out of the drawing page by left clicking (zooms in) or by right clicking (zooms out). In addition, you can draw a bounding box around any area of the design to zoom in. F4 is the short cut key to show all of the design.



Pan: Housed with the Zoom tool, the Pan tool allows you to move the design on the screen without changing the level of the zoom or the position of the object.

TOOLBOX CONTINUED



Reshape Vector Object: This tool lets you edit the shape of objects by clicking and dragging on a node or on the control handles (arrows that appear when a node is selected on objects converted to curves).



Freehand Draw: This tool is used to draw single line segments and curves by clicking and dragging on the screen.



Artistic Media: This tool gives you access to the Brush, Sprayer, Calligraphic, and Pressure tools. These create special effects that sometimes can be converted into embroidery.



Pen: This tool lets you draw lines one segment at a time. A straight line can be drawn by clicking, releasing your mouse, and dragging to a new area to click again. To draw a curved line, click and drag your mouse without releasing it, click again. Press the space bar to end the line.



Smart Drawing: This tool converts lines and shapes to smoother lines and shapes when the mouse is released.



Rectangle: This tool creates rectangles and squares. To draw a square, hold the Ctrl key and click and drag. Release your mouse before you release the Ctrl key.



Ellipse: This tool draws ellipses and circles. To draw a circle, hold the Ctrl key and click and drag. Release your mouse before you release the Ctrl key.



Polygon: The Polygon tool lets you draw polygons. You select the number of sides for your shape in the Property Bar.



Star: The star tool will draw stars.



Graph Paper: This tool will draw a grid of lines similar to those found on graph paper. You can adjust the number of vertical and horizontal lines.



Spiral: The Spiral tool lets you draw symmetrical and logarithmic spirals.



Basic Vector Shapes: The Basic Shapes tool lets you choose from several shapes, including a smiley face, a right triangle, and a heart.



Arrow Shapes: The Arrow shapes tool draws arrows of various shapes, direction, and number of arrows.

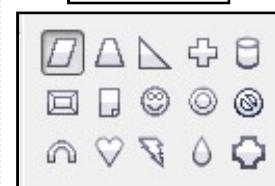
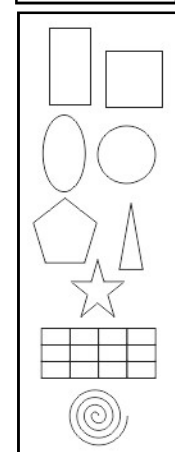
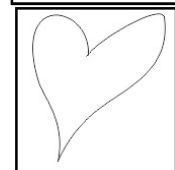
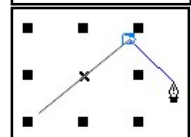
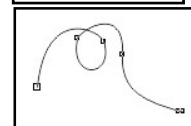
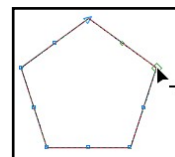


Banner Shapes: The Banner tool draws ribbon objects and explosion shapes.



Callout Shapes: This tool can be used to draw callouts.

Notes:



TOOLBOX CONTINUED



Vector Lettering Tool: Words can be typed directly on the screen either as artistic or paragraph text.



Crop Bitmap Artwork: The Crop tool lets you remove unwanted areas in objects by drawing a bounding box around the area you wish to keep and double clicking.



Knife: The knife tool splits an object with a straight, curved, or free-hand line.



Segment Tool: This tool will delete single or multiple line segments.



Erase Tool: The Erase tool removes areas of your drawing by dragging across the unwanted areas. You can adjust the size and the shape of the eraser. To erase a straight line through an object, click to the outside of the object, hold the Shift key down, and drag across the object, and click again.

Theses next tools are part of the Interactive Tool Flyout:



Blend Vector Object: The Blend tool lets you blend two objects. Both the shape and the color can be blended and either a straight path or curved path can be applied. To create a curved path, hold the Alt key as you draw from one object to another.



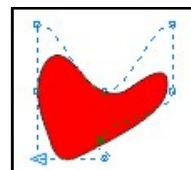
Contour Tool: This tool will add layers of color to an object. An outside or inside contour can be added. The number of layers and the offset (affects the sizes of the layers) can also be adjusted.



Distort Tool: With this tool, a Push or Pull distortion, a Zipper distortion, or a Twister distortion can be applied to an object.



Envelope Tool: This tool lets you shape an object by dragging the nodes of the envelope. It is similar to the Morphing tool in the Embroidery Canvas.

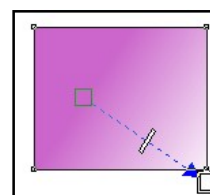
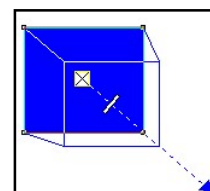
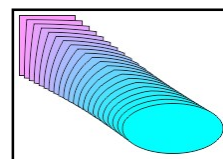
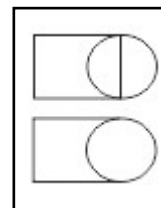
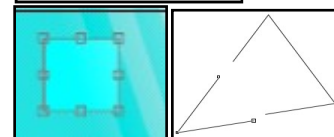
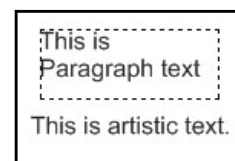


Extrude Tool: This tool lets you apply the illusion of depth to objects.



Interactive Foundation Fill: This tool lets you apply various types of fills to an object. You can quickly access the dialog boxes for the various fill types by clicking on the Fill icon (paint bucket), the last icon in the first column of tools.

Notes:



TOOLBOX CONTINUED

The second column of tools in the Toolbox contains icons that access different functions of Artwork Canvas.



Insert Artwork: This icon is used to import either bitmap or vector artwork into Artwork Canvas.



Scan Bitmap: This icon lets you scan directly into Artwork Canvas from a TWAIN-compatible scanner.



Edit Bitmap: This icon loads a bitmap image into Corel PHOTO-PAINT. The bitmap can be then be edited.



Save Artwork: This icon will open a dialog box so that an adjusted or created image can be saved in several types of formats.

Notes:

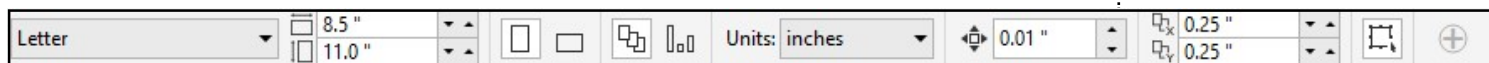
PROPERTY BARS

The Property Bar is interactive; in other words, it changes with each new icon selected. Let's look next at the Property bars for each of the tools in the Toolbox to learn about what each icon has available.



Pick Property Bar

When this tool is selected, but nothing is selected on the drawing page, the Property Bar shows these icons:



Some of the Property Bars have been divided in half so the icons will be larger.

Page Size: This tool lets you choose a page size for the document.

Page Dimensions: You can change the width and the height of the page to know if the design will fit within a certain size. If you wish to hide the page border, go to View> Page and uncheck Page Border.

Portrait/Landscape: You can choose between portrait and landscape orientation for your paper size.

All Pages/Current Page: The first icon applies the page size to all pages; the second icon applies the page size to only the current page.

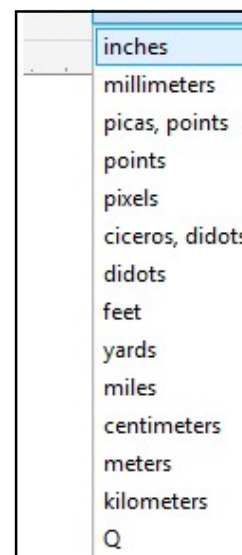
Drawing Units: You can choose among many measurement methods.

Nudge Distance: This sets the amount a design will move when using the arrow keys.

Duplicate Distance: When you duplicate an object, you can specify the distance between the original and the duplicate for the X and Y axes.

Treat All Objects As Filled: Allows unfilled objects to be selected by clicking inside the object.

Quick Customize: Customize the Toolbar by selecting what you wish to view from the list.



If you do customize the toolbar, you can reset by clicking this icon as well and then select, Reset Toolbar.

TOOLBOX CONTINUED



Drop Shadow: This tool applies a shadow to an object. This is an effect that cannot be converted to embroidery.



Transparency: This tool applies transparencies to objects. It is another effect that cannot be converted to embroidery.

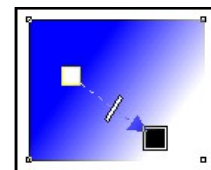
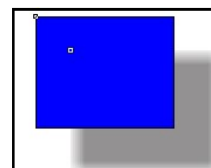


Pick Color: The Pick Color tool lets you select and copy a color from an object in the drawing window.



Apply Color: The Apply Color tool applies the selected color to an object.

Notes:



These tools are part of the Outline Flyout:



Outline Pen: Initially, this tool opens a dialog box that notifies you that you will change the default object properties created in the current drawing. You may check to not show this dialog again if you wish. After clicking OK, select the options you wish to use for the document, such as outline thickness, corner shape, and arrow type.



Outline Color: This icon opens a dialog box so that a new color can be chosen from the dialog box.

Outline Properties: This series of icons let you change the thickness of the outline.



Color Docker Window: This icon is in both the Outline and the Fill Flyout. It opens the Color Docker window so that you can choose a new color for the outline or the fill by clicking on the appropriate button.



These tools are part of the Fill Flyout:



Uniform Fill: This icon opens the Uniform Fill dialog box. You can change the color of the fill in this dialog box to one color. Only the Uniform Fill converts to embroidery.



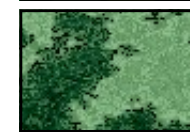
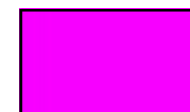
Fountain Fill: This icon opens the Fountain Fill dialog box and is used to impart two-color fills. The type of Fountain Fill can be chosen from Linear, Radial, Conical, or Square.



Pattern Fill: This icon opens the Pattern Fill dialog box and you can choose among several built-in patterns. In addition, you can create your own pattern. While these patterns do not convert to embroidery, they can be used for printing and also as backgrounds for digitizing.



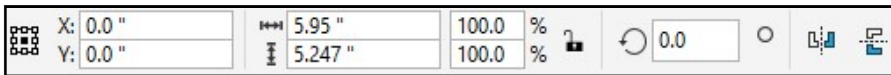
Texture Fill: This tool opens the Texture Fill dialog box and you can choose among several textures. In addition, different colors can be applied to the various textures.



PROPERTY BARS:

If an object or bitmap image is selected:

This first group of icons will be displayed when objects or bitmaps are selected.



Object Origin: Set the Reference Point to use when positioning or scaling the object. Click on the spot on the icon to set.



Object Position: Shows the position of the object on X & Y axis.

Object Size: Shows the object size in the selected unit of measurement.

Scale Factor: You can resize an object specifying a percentage.

Lock Ratio: If locked, both dimensions are changed proportionally by either a specified size or by percentage.

Angle of Rotation: Rotate a selected object by a certain degree.

Mirror Horizontally: Mirrors an object left/right.

Mirror Vertically: Mirrors an object up/down.

This group of icons appear when a bitmap is selected:



Edit Bitmap: Opens the bitmap in Corel PHOTO-PAINT.

Trace Bitmap: Creates a vector image from the bitmap image. There are several methods to accomplish this.

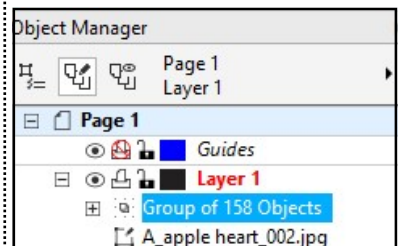
After tracing, the bitmap has to be deleted to get rid of it entirely. Use Object Manager Docker to delete the bitmap. To open Object Manager, go to Window> Dockers and make sure a check mark is placed by Object Manager.

Crop Bitmap: Inactive icon, but the Crop icon in the Toolbox can be used.

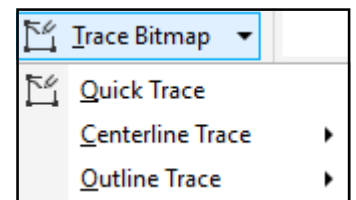
Resample Bitmap: Opens a dialog box where an image size and resolution can be changed.

**Notes:**

If you wish to change the size of the object: If Lock Ratio is unlocked, you can change either the Width or the Height independently of the other. If Lock Ratio is locked, changing the width will change the height proportionally or vice versa.

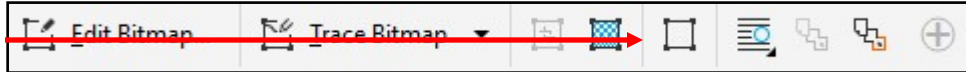


The Bitmap is listed as a jpg in this example; the Vector is the group of 158 Objects. To delete the Bitmap, click on it and press Delete.



In Resampling, you can change the image size or resolution or both. If you make an image larger without changing the resolution, the image may lose detail because the number of pixels cover a larger area. By Resampling, you may add pixels to preserve the detail. Resizing an image will maintain the same number of pixels in the new area.

Upsampling adds pixels. Downsampling decreases the resolution of a bitmap.



Bitmap Color Mask: Opens the Bitmap Color Mask Docker.

Wrap Text: Choose a style for wrapping paragraph text around an image.

Select the bitmap, click on the icon to choose your style for wrapping, select the Vector Lettering icon and click and drag around the bitmap. Make sure the box that you draw is larger than the bitmap. Text boxes will appear for the wrapping style you chose.

To Front of Layer: Move the selected object to the front of the layer.

To Back of Layer: Move the selected object to the back of the layers.

Quick Customize: Customize the Toolbar by selecting what you wish to view from the list.

The group of icons that appear when a vector object is selected will depend on whether one object or a group of objects have been selected:

If one object is selected:

The icons that appear in the Property Bar depend on what tool was used to create the object.

If more than one object is selected:

Additional icons appear when more than one object is selected on screen.



Combine: This combines objects into a single object with common properties. A combined object can be broken apart. The combination takes on the properties of the last selected object.

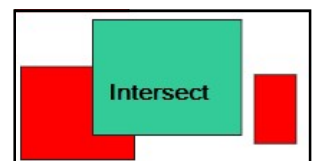
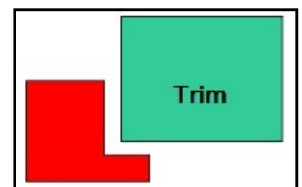
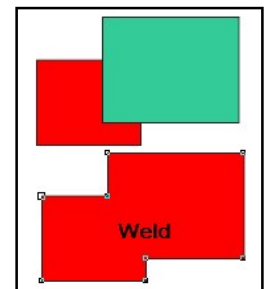
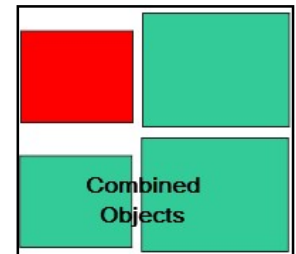
Weld: Weld combines the two shapes and the last one selected will be the one that dictates the properties of the other.

Trim: With Trim, one object cuts the other object. The last one selected will be the object that is trimmed.

Intersect: Intersect forms a new object from the overlapping of multiple objects. The new object takes on the properties of the last selected object.

Notes:

Wrap Text:



Multiple Objects Selected cont.**Notes:**

Simplify: Simplify trims overlapping areas among objects.

Front Minus Back: Removes the back object from the front.

Back Minus Front: Removes the front object from the back. These both differ from Trim because with Trim, you still have both objects; one will be trimmed, but the other remains.

Create a Boundary: Creates a new object that surrounds the selected objects.

Outline Width: Change the width of an outlined object.

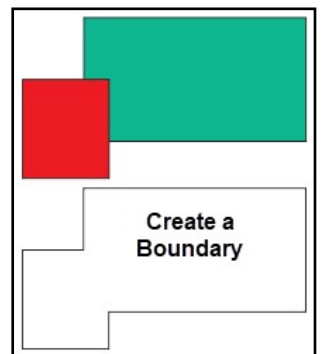
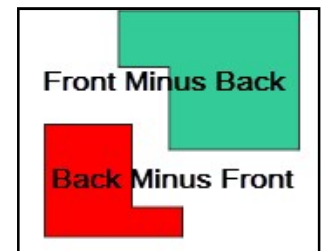
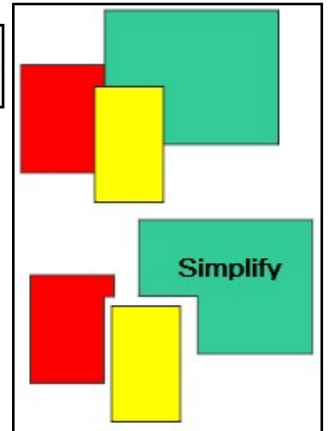
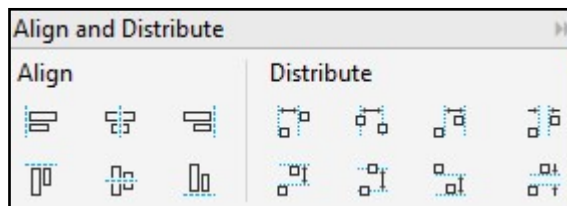
Group: Group preserves the attributes of the objects, but treats the grouped objects as a unit.



Ungroup Objects: Break a group of objects into individual objects.

Ungroup All Objects: If two grouped objects are grouped with another object, Ungroup All will make each of the objects individual objects.

Align & Distribute: Opens the Align & Distribute Docker. You can align and space horizontally, vertically, to the left, center, or right.





Zoom Property Bar

These are the icons displayed when Zoom is the selected tool.



Zoom Level: You can specify your level of zoom by selecting one of the selections from the drop-down menu or by highlighting the amount and entering a new amount. Pressing Enter activates the change.

Zoom In: Click this icon to zoom into the page.

Zoom Out: Click this icon to zoom out from the page.

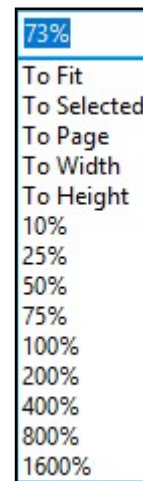
Zoom to Selected: This icon is only highlighted when an object is selected.

Zoom to All Objects: This icon lets you see all objects on the drawing page.

Zoom to Page; Zoom to Page Width; Zoom to Page Height: These icons are nonfunctional.

Quick Customize: See page 7.

Notes:

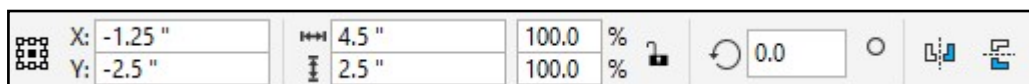


Pan: When pan is selected, the icons in the Property Bar are the zoom icons.

Shapes Tools Property Bar

This Property Bar is displayed if the tool is selected or if the object drawn with that tool is selected. The first part of the bar is the same as when a picture is selected and appears for all the shape tools except Graph and Spiral Tools. See page 9.

The middle part of the bar changes with the type of object that is selected or which type of shape tool is selected.



Rectangle Property Bar



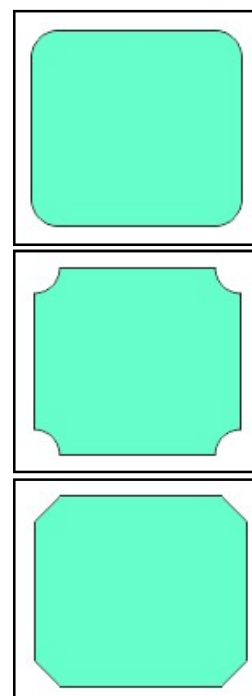
Round Corner: By selecting this; then using the up arrows next to the appropriate corner, you can round the corners of a square or rectangle.

Scallop Corner: This icon changes the corner to a scallop.

Chamfered Corner: This icon changes the corner to a flat edge.

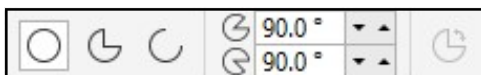
Corner Radius: When locked, all corners will be changed. When unlocked, each corner can be changed independently of the others.

Relative Corner Scaling: Scale the corners relative to the size of the rectangle.





Ellipse Property Bar



Ellipse: When this shape is activated with the Ellipse tool, an oval or circle will be drawn. It is the default shape for the Ellipse tool.

Pie: When this shape is activated with the Ellipse tool, a pie shape will be drawn. If an oval or circle or arc is selected; then this icon is activated, the shape will change to a pie shape.

Arc: When this shape is activated with the Ellipse tool, an arc shape will be drawn. If an oval or circle or pie shape is selected; then this icon is activated, the shape will change to an arc shape.

Starting & Ending Angles: These values can be manipulated to get different shapes for arcs and pie shapes.

Change Direction: This creates the missing piece (the opposite from the original) of the pie or arc shape.

Polygon Property Bar



You can specify the number of points or sides of the polygon. You can specify the number either before or after you draw the shape.

Stars Property Bar



Points or Sides: Sets the number of points or sides of the star.

Sharpness: Adjusts the corner sharpness of the star.

The end of the Property Bar for the Shapes Tools:

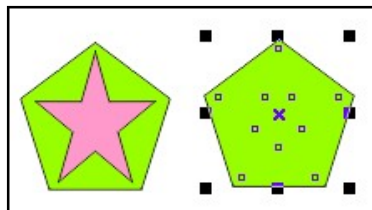


Outline Width: Adjusts the width of the outline around an object. Hairline, .5, .75, and 1 point will convert to a single outline in embroidery. Other widths will convert to a satin fill.

Wrap Text: See page 10.

Front of Layer: Sends the selected object of a stack of objects to the front of the stack.

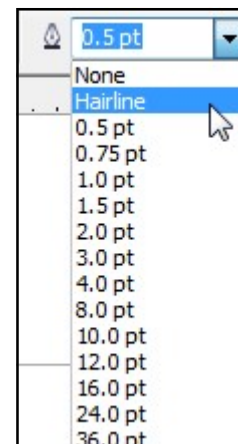
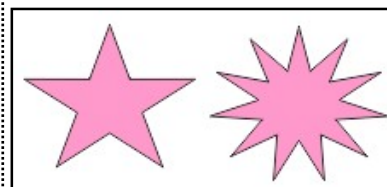
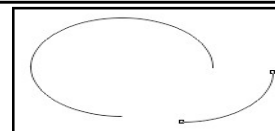
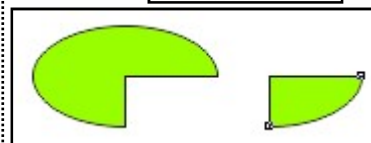
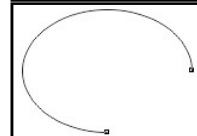
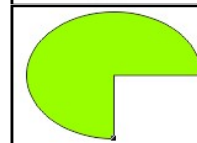
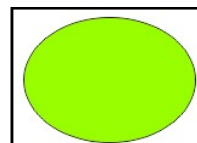
Back of Layer: Sends the selected object of a stack of objects to the back of the layer.



Convert to Curves: Changes the drawn shape to an object that has control handles and nodes. You can manipulate the nodes and control handles to change the object's shape.

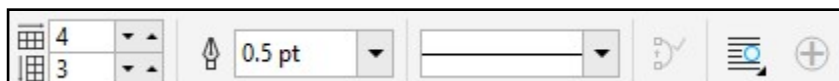
Quick Customize: See page 7.

Notes:





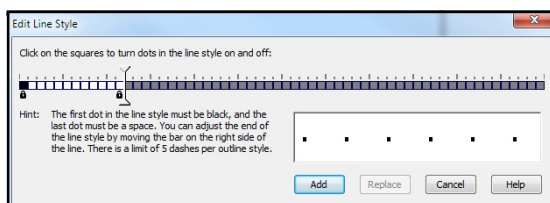
Graph Paper Property Bar



Columns & Rows: Specify the number of rows and columns in your graph. Values must be specified before drawing the graph. This will convert to embroidery.

Outline Width: See page 11.

Line Style: Choose from various built-in types of lines. When you click on More, a dialog box opens and you can edit a selected line.

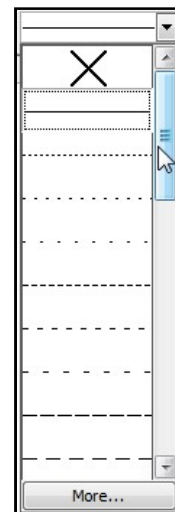
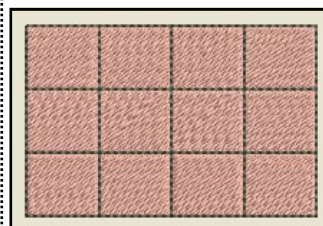


Close Curve: Join or detach the end nodes of the curve.

Wrap Text: See page 10.

Quick Customize: See page 7.

Notes:



Spiral Property Bar



Spiral Revolutions: Set the number of full circle revolutions in the spiral.

Symmetric Spiral: Spiral has even revolutions.

Logarithmic Spiral: Spiral has tighter revolutions in the center.

Spiral Expansion Factor: Changes the rate that the spiral changes as it is drawn. A higher number places the revolutions further apart. This is only active for Logarithmic spirals.

Outline Width: Changes the size of the outline.

Start Arrowhead: Choose the way the line starts. You can add an arrowhead to the beginning of a drawn line or preselect it; then draw the line. Use the scroll bar to find even more shapes.

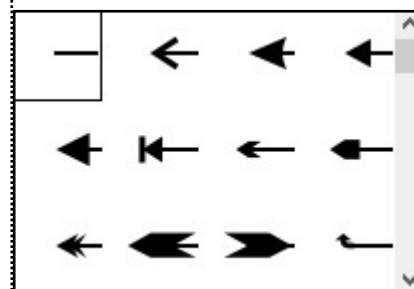
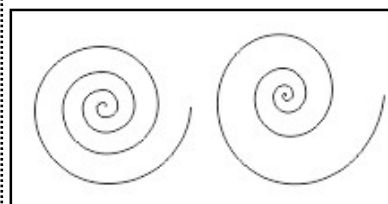
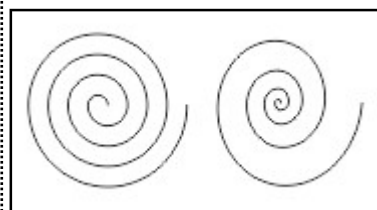
Line Style: Choose among solid and dotted variations.

End Arrowhead: Choose the way the line ends.

Close Curve: This will join the end nodes of the curve.

Wrap Text: See page 10.

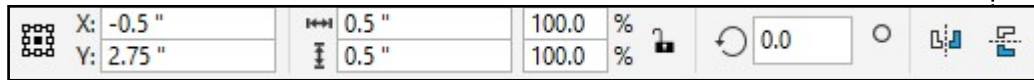
Quick Customize: See page 7.





Perfect Shapes Property Bar

The first part of the Property Bar is the same as when a picture or object shape is selected.



Object Origin
 Object Position
 Object Size
 Scale Factor
 Lock Ratio
 Angle of Rotation
 Mirror Horizontally
 Mirror Vertically

The last part of the Property Bar is the same as when an object shape is selected.

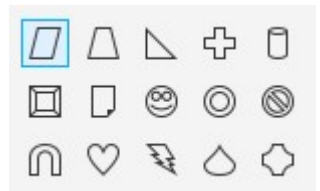


Outline Width
 Wrap Text
 To Front of Layer
 To Back of Layer
 Quick Customize

The only part that is different is the middle section. The middle section will change based on which vector shape is selected, but the tool shown will function the same—it allows you to select the type of shape.



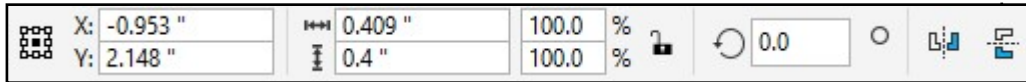
Perfect Shape: Click on this icon to select from an assortment of shapes to draw. Just drag your cursor to select the desired shape. Click and drag to draw the shape.



Notes:

Curve Flyouts Property Bar**Notes:**

For the Freehand Draw Tool and the Pen Tool, the first part of the Property Bar is the same as for Shapes Tools.

**Freehand Draw Property Bar**

Break Apart: This icon is not active unless two objects have been combined; then selected.

Outline Width: See page 11.

Start Arrowhead: See page 14.

Line Style: See page 14.

End Arrowhead: See page 14.

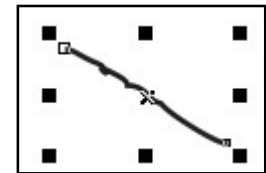
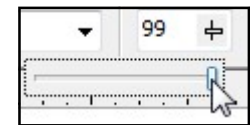
Close Curve: Join the ends of the nodes so that a line creates an enclosed shape.

Wrap Text: See page 10.

Freehand Smoothing: Adjusts the smoothness of the Freehand Draw tool. A higher number creates fewer nodes as you draw a line.

Bounding Box: When activated, the black selection boxes are hidden when you draw with the Freehand tool.

Quick Customize: See page 7.

**Pen Tool Property Bar**

The Pen Tool shares the same Arrowhead and Line Style Lines, as well as Close Curve, Outline Width, Wrap Text, Bounding Box, and Quick Customize.



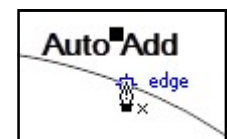
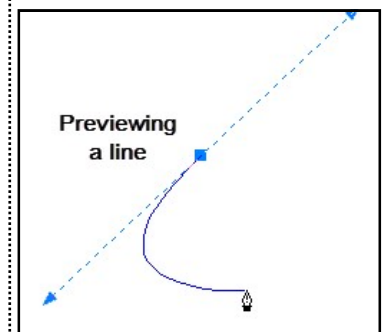
The two new icons specific to the Pen Tool are:



Preview Mode: Preview Mode lets you see the line segment as you are drawing it. When it is off, the line is drawn without a preview.

Automatically Add or Delete Nodes: After the line is drawn, you can use this icon to add or delete nodes. If the icon is highlighted, point to an existing node and click and it will be deleted or click on the line to add a node.

These tools are found in the middle of the Property Bar.



Artistic Media

The Property Bar changes depending on the type of Artistic Media you have selected. There are five types of Artistic Media.



- **Preset:** You can draw a curve choosing among various presets.
- **Brush:** Draw a curve that resembles a paint brush stroke.
- **Spray:** Draw by spraying a set of preset images.
- **Calligraphic:** Draw a curve that resembles a calligraphy pen stroke.
- **Pressure:** Mimic the effect of drawing with a pressure sensitive pen. This is for using with a tablet.

Notes:



Preset Property Bar



Preset Stroke List: Choose from many different types of preset strokes.

Freehand Smoothing: See page 16.

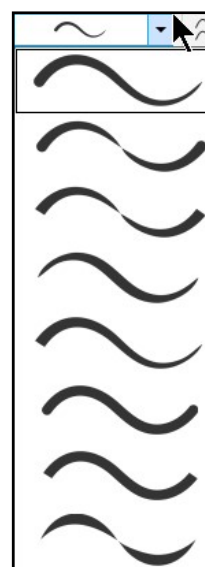
Stroke Width: This icon adjusts the stroke width.

Scale Stroke With Object: Activate this when rescaling an object so that the width of the line will change proportionally.



Bounding Box: See page 16.

Quick Customize: See page 7.



Brush Property Bar



Category: Choose a category; then choose from an assortment of brush types. Have fun creating! These do convert to embroidery, but some editing may be necessary.

Brush Stroke: Choose the type of brush stroke from a drop-down menu. All sorts of fun objects are included that convert to embroidery. You can also create your own customized brush strokes.

Browse: Used to browse to your custom strokes.

Save: Used to save custom strokes.

Delete: Used to delete custom strokes.

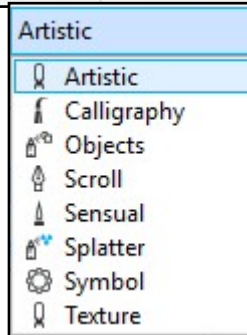
Freehand Smoothing: See page 16.

Stroke Width: See information in Preset Property Bar.

Scale Stroke With Object: See information in Preset Property Bar.

Bounding Box: See page 16.

Quick Customize: See page 7.





Spray Property Bar

The Spray Property Bar is shown in two parts.



Category: Choose a category; then choose among the options in the spray list. These do convert to embroidery, but will usually need some editing.

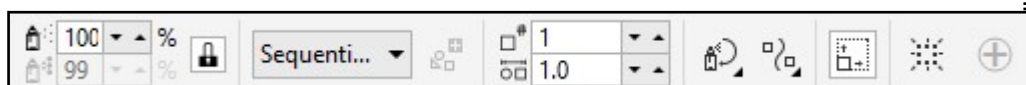
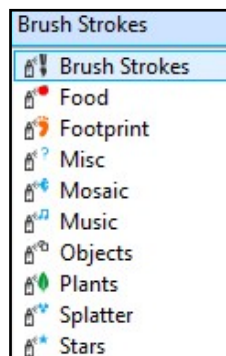
Spray Pattern: Choose from the drop-down menu.

Browse: Used to browse sprays.

Save: Sprays can be created and saved; then deleted.

Delete: Used to delete custom sprays.

Spray List Options: Used to edit the spray list. You can add, delete, or rearrange the objects.



Size of sprayed objects:

The upper box resizes objects uniformly as percentage of their original size. The lower box resizes each object as a percentage of the preceding object.

Incremental Spraying: Must be in the locked position to change the size of the lower box.

Spray Order: Sprays can be arranged randomly, sequentially, or by direction.

Add to Spray List: After a new object is created, if selected, it can be added to a spray list.

Spray List Options: After a spray is created, it can be edited by clicking on this icon. You can add, remove, or rearrange. A dialog box opens up to assist you in editing.

Images per Dab & Image Spacing:

The upper box sets the number of images per dab.

The lower box adjusts the distance between dabs along the length of each stroke.

Rotation: You can rotate the objects within the Spray.

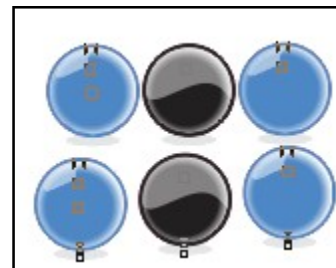
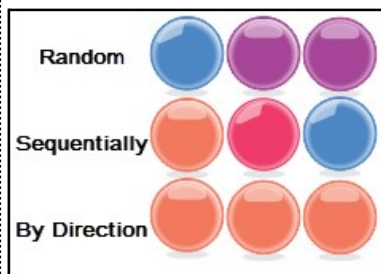
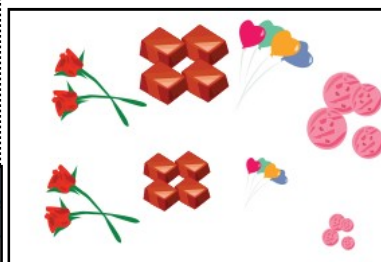
Offset: You can offset the objects within the Spray and select different types of patterns; alternating, left, right, and random.

Scale Stroke with Object: See page 17.

Bounding Box: See page 16.

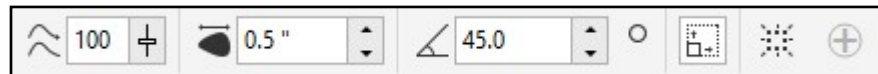
Quick Customize: See page 7.

Notes:





Calligraphic Property Bar



Freehand Smoothing: See page 16.

Stroke Width: See page 17.

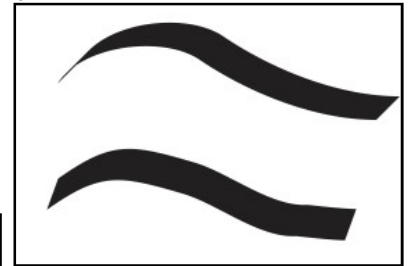
Calligraphic Angle: Changing the angle of the line will change the shape of the line much like when you draw with a Calligraphy pen.

Scale Stroke With Object: See page 17.

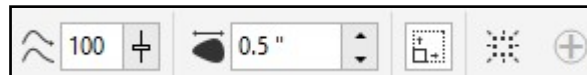
Bounding Box: See page 16.

Quick Customize: See page 7.

Notes:



Pressure Property Bar



Freehand Smoothing: See page 16.

Stroke Width: See page 17.

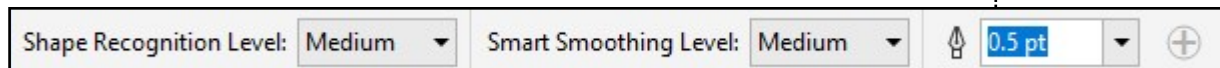
Scale Stroke With Object: See page 17.

Bounding Box: See page 16.

Quick Customize: See page 7.



Smart Drawing Tool Property Bar

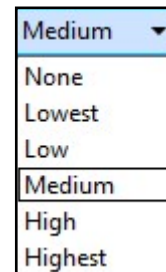


Shape Recognition Level: There are six levels that can be set to detect the shape you draw with the tool.

Smart Smoothing Level: There are six levels of smoothing that can be set before you draw the shape.

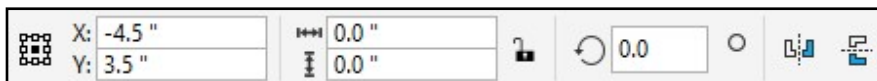
Outline Width: You can preselect or change the width of the outline.

Quick Customize: See page 7.



Vector Lettering Property Bar

The first part of the Property Bar is the same as for the Shapes Tools.



Font List: Choose from all your True Type and Open Type installed fonts on your computer.

Font Size: Size of the lettering, measured in points.

Bold/ Italics/ Underline: Underlining does not convert to embroidery unless the lettering is first converted to curves.

Horizontal Alignment: Chose from None, Left, Center, Right, Full Justify, or Force Justify.

Bulleted List: This only works with Paragraph Text

Drop Cap: A large capital letter is added at the beginning of paragraph text.

Text Properties: Opens the Text Properties docker window.

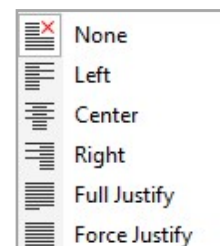
Edit Text: Opens a Text Editor dialog box to edit the text.

Quick Customize: See page 7.

Artistic text is created by selecting the Vector Lettering tool and clicking on the drawing page and typing.

Paragraph text is created by selecting the Vector Lettering tool and drawing a bounding box; then typing.

The size of lettering is measured in points. 72 points equals one inch.





Reshape Property Bar

When a circular or rectangular shape is selected for reshape, the Property Bar shows the same icons that are displayed when that shape is selected.

When a curve is selected, which can be a shape that has been converted to curves or a shape drawn with the spiral tool or curve tools, a different set of icons appear. These icons allow you to adjust the shape or the line in many ways.



Selection Mode: You can choose between Rectangular Selection Mode and Freehand Selection Mode (like a lasso).

Add Node: You can add a node (reshape point) by right clicking on the selected object after Reshape Vector Object is selected and select Add. A node can also be added by clicking on the line where you wish to add the node and then click on the Add Node icon. Double clicking on the line in Reshape Mode will also add a node.

Delete Node: If you wish to delete a node, select the node and click on the Delete Node icon or right click on the node and select Delete or select the node and press Delete.

Join Two Nodes: This icon will join a line by selecting the two end nodes while holding the Shift key; then clicking on the icon.

Break Curve: This icon is used to break a closed object into an open object at the selected node. Select the node, then click on the icon. You can then move the nodes to separate the object.

Convert to Line: Converts a curved segment to a straight line.

Convert to Curve: To convert a line to curve, select the node and click on this icon. A control handle appears at the node and you can click and drag on the control handle to change the shape of the line.

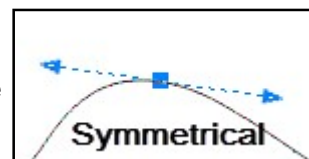
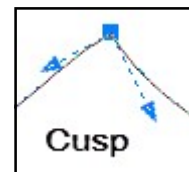
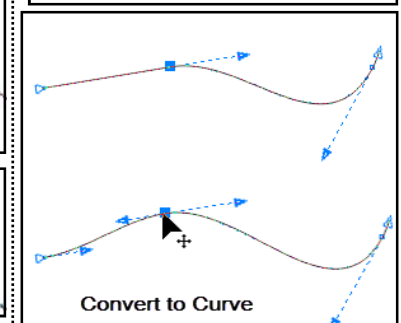
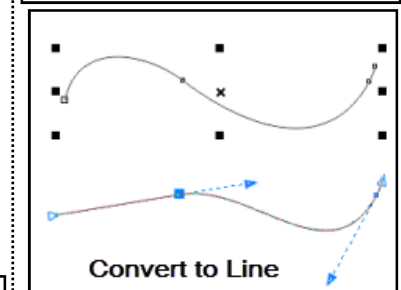
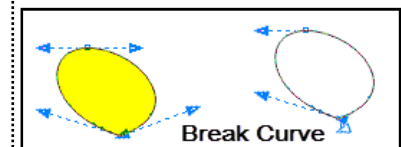
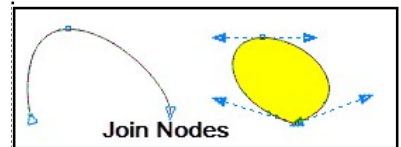
Cusp Node: Creates a sharp angle at the node. Each control handle can be moved independently of the other. Think left click in digitizing.

Smooth Node: These nodes form a curve. The control handles are opposite one another, but can be different distances from the node.

Symmetrical Node: These nodes also form a curve, but the control handles are an equal distance from the node and give you a symmetrical curve.

To change the type of node, select it and select the new type of node.

Notes:



Reshape Property Bar Continued

Reverse Direction: Reverse Direction will change the start and end points of a line.

Extract Sub-path: Extract a selected sub-path from an object, thus creating two objects.

Extend Curve to Close: Joins the end nodes of a curve with a straight line.

Close Curve: Close Curve joins the end nodes of a curve.



Stretch & Scale Nodes: This icon will add selection boxes around a selected node rather than around an entire object. The node can be stretched either vertically or horizontally or scaled proportionately.

Rotate or Skew Nodes: This icon lets you rotate or skew a single node, rather than an object. The corner arrows rotate; the horizontal arrows skew.

Align Nodes: By selecting two or more nodes with the Shift key and clicking on this icon, you can align nodes horizontally, vertically, or align control points. A dialog box opens and you make your selection from the dialog box.

Reflect Nodes Horizontally: This icon lets you select two nodes and mirror their positions as you move them. This reflection can be both horizontal and vertical if you have both icons active.

Reflect Nodes Vertically

Elastic Mode: This icon shapes a curve as though stretching an elastic band.

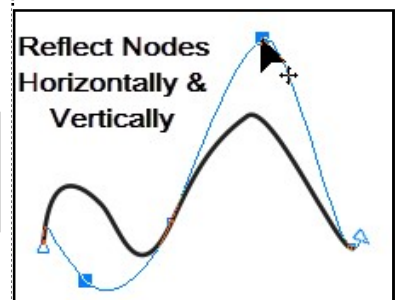
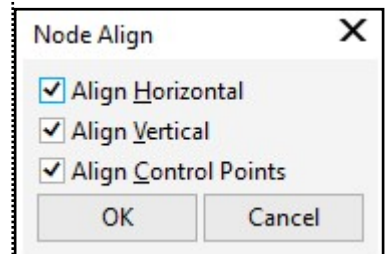
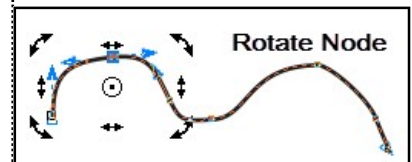
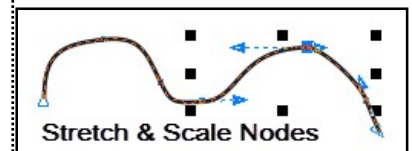
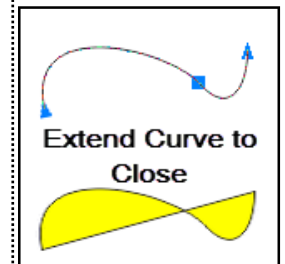
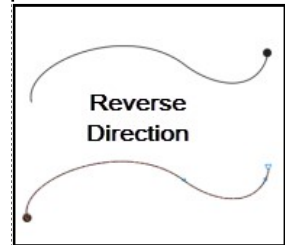
Select All Nodes: Selects all nodes in an object.

Reduce Nodes: This icon increases the smoothness of a curve by deleting nodes within the selection. In Reshape, drag a bounding box around the nodes; then click on the bar by the 0. This opens a slider bar. Click and drag the slider bar to reduce the nodes.



Bounding Box: See page 16.

Quick Customize: See page 7.

Notes:



Crop Tool Property Bar

X: -3.0 "	W: 0.5 "	Angle: 0.0	Clear Crop Marquee	Quick Customize
Y: 2.625 "	H: 0.25 "			

Crop Position: Use to reposition the crop.

Crop Size: Change the width or the height of the cropping area.

Angle of Rotation: Set the angle of the crop.

Clear Crop Marquee: Remove the crop area.

Quick Customize: See page 7.



Knife Property Bar

Two Point Line Mode	Freehand Mode	Bezier Mode	Auto Close on Cut	Freehand Smoothing	Bounding Box	Quick Customize
---------------------	---------------	-------------	-------------------	--------------------	--------------	-----------------

Two-Point Line Mode: Slice an object along a straight line.

Freehand Mode: Slice an object along a freehand curve.

Bezier Mode: Slice an object along a Bezier curve.

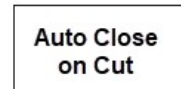
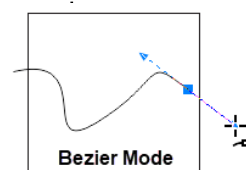
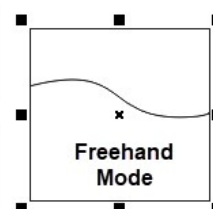
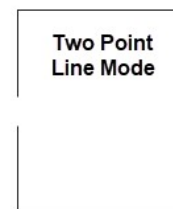
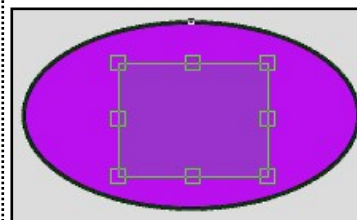
Auto Close on Cut: Closes the path resulting from splitting an object.

Freehand Smoothing: See page 16.

Bounding Box: See page 16.

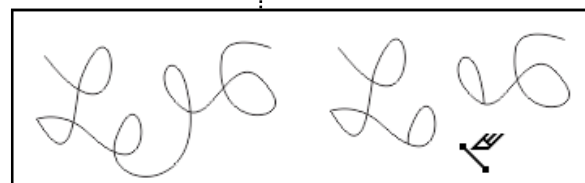
Quick Customize: See page 7.

Notes:



Segment Property Bar

Shows the Eraser Tool Property Bar, but everything is grayed out.



Eraser Tool Property Bar

Shape: Circle Square	Thickness: 0.25 "	Pen Pressure	Reduce Nodes	Quick Customize
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Eraser Shape: A round or square eraser can be chosen.

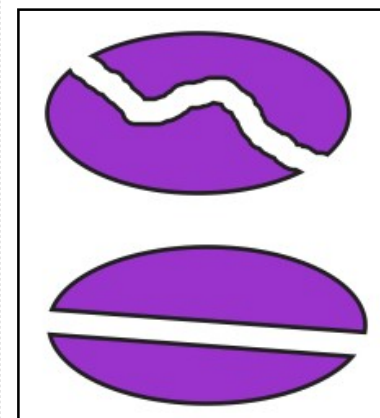
Eraser Thickness: Changes the size of the Eraser Tool.

Pen Pressure: With digital pen or stylus, will vary the size of the eraser with pressure.

Reduce Nodes: The number of nodes produced by erasing is kept to a minimum when this icon is activated.

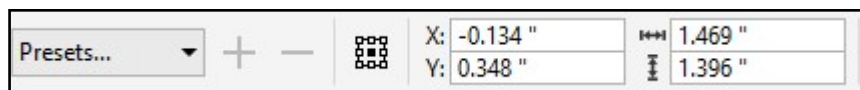
By clicking on an object after the Eraser Tool is selected; then moving to a new location through the object and clicking again, a straight eraser line will be drawn.

Holding the Ctrl key down as you drag will constrain the line to a certain angle.



Interactive Tool Property Bars

Blending Property Bar



Presets: Choose from a drop-down selection of blend presets.

Object Origin: Used to set the reference point when scaling or moving the object.

Object Position: Position the object on the page using X and Y axis values.

Object Size: Set the width and the height of the object.



Blend Steps: Change the number of steps between each object. Use the up/down arrows or highlight the number, enter a new number and press Enter.

Blend Spacing: Works with blends that have been fit to a path. Activate the blend spacing icon first; then type in a value in the box.

Blend Direction: Set the angle that the blend will rotate between the two objects. Creates a spiral effect.

Loop Blend: This icon activates if you have changed the blend direction. The nodes of the two blended objects form a curved path. The larger the angle, the greater the curve of the path.

Path Properties: You can move the blend to a new path, show the path, or detach the path with this icon. Creating a new path is used when you want to fit the blend to a drawn path.



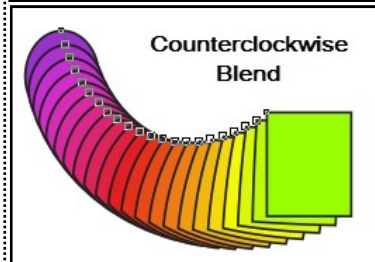
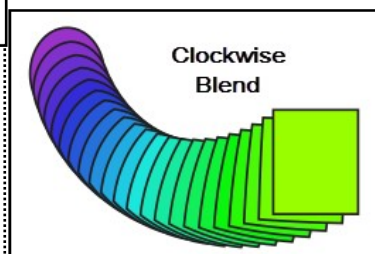
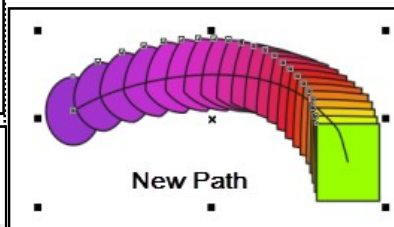
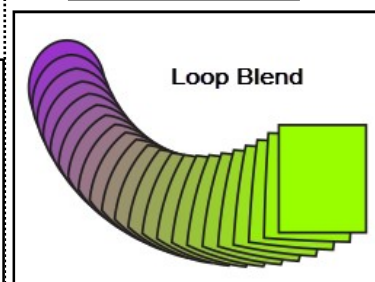
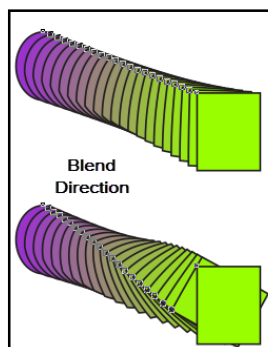
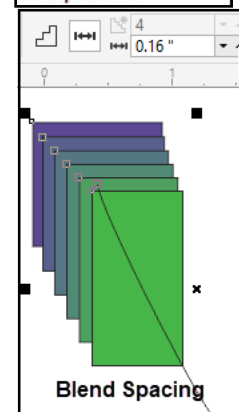
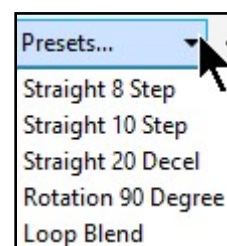
The next three icons change the type of blend, which will change the color appearance of the blend.

Direct Blend: Sets a direct color progression for the blend. The loop blend shown is a Direct Blend.

Clockwise Blend: Sets the color progression clockwise through the color spectrum.

Counterclockwise Blend: Sets the color progression counterclockwise through the color spectrum.

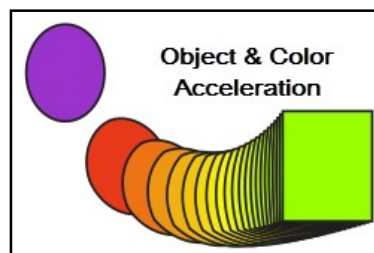
Notes:



Blend Property Bar Continued

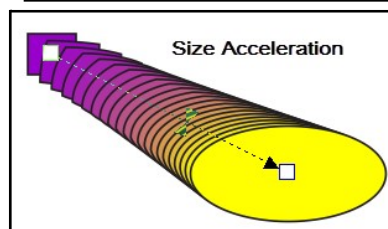


Object & Color Acceleration: Adjusts the rate at which objects & colors appear in the blend. The control starts in the middle and the two can be locked to adjust together or unlocked to be adjusted separately.



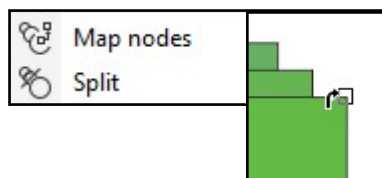
Size Acceleration: Adjusts the rate that the size in the blend changes.

When the icon is activated, an arrow appears on the blend that can be clicked and dragged from one end to another of the blend.



More Blend Options:

Map Nodes: Select the blend; then click on More Blend Options and select Map Nodes. Click on one of the nodes of the start object and one of the nodes of the end object to change the shape of the blend.



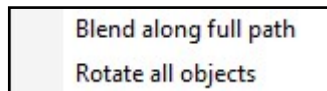
Split Blend: Select the blend; then click on More Blend Options and select Split Nodes. Click on the intermediate object where you want the blend to split. When that intermediate object is moved, the blend changes shape.



Fuse Start: After a blend has been split, it can be fused. Hold down the Ctrl key and click a middle object in a blend; then click a start or end object. If you selected the start object, click on Fuse Start; if you selected the end object, click on Fuse End.



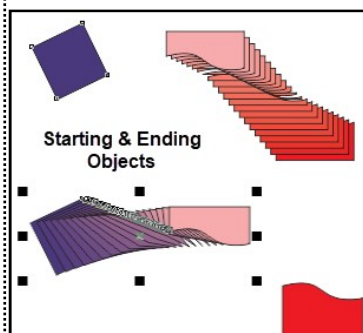
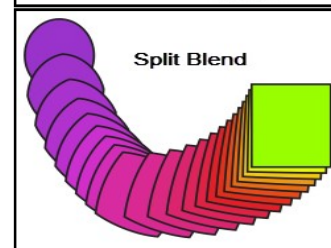
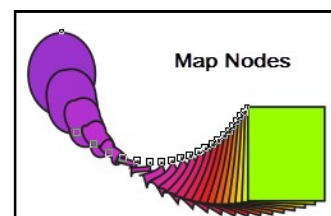
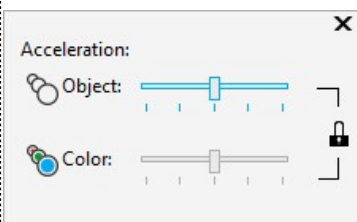
Blend Along Full Path: If a blend has been fit to a path, you can click on Blend Along Full Path to extend the blend over the entire path.



Rotate All Objects: Rotates the objects that have been fit to a path.

Starting & Ending Objects: This icon will let you change the start or the end of a blend by clicking on an object outside the blend that you want to use as a new start or end.

Notes:



Blend Property Bar Continued

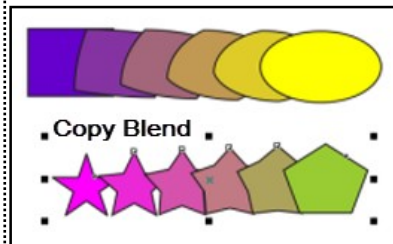


Copy Blend Properties: When two blends have been created, the Copy Blend Properties becomes highlighted. Select the blend you wish to change; click on the icon; then click the on the blend you want to copy. This does not affect the colors or shapes in the blend, only the number of steps in a blend.

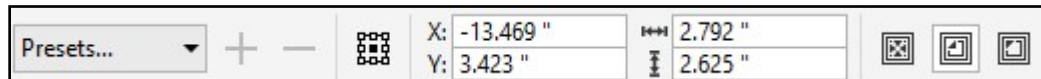
Clear Blend: Removes the blend from the two objects.

Quick Customize: See page 7.

Notes:



Contour Property Bar



Presets: You can choose between two preset options for the contour—flow inward and flow outward.

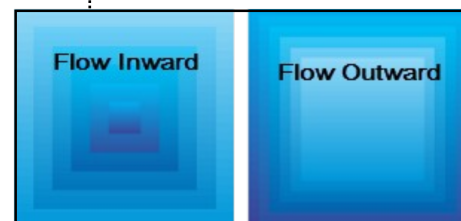
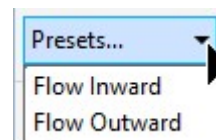
Add Preset: Save the current settings as preset.

Delete Preset: Remove the selected preset from the list.

Object Origin: Set the reference point for positioning or scaling objects.

Object Position: Position the object on the X and Y axis.

Object Size: Set the width or height of the object.

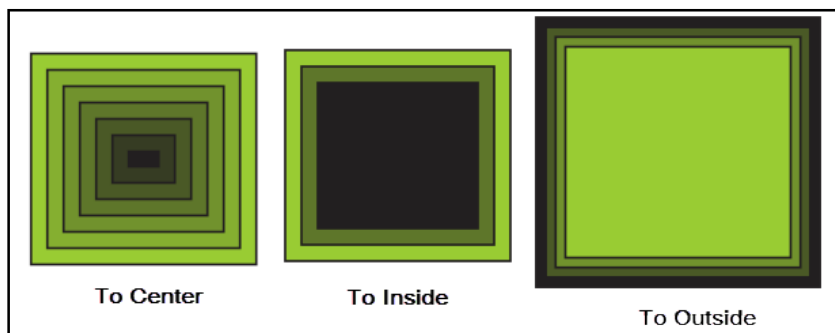


Placement of Contour:

To Center: This icon applies a contour that fills the object.

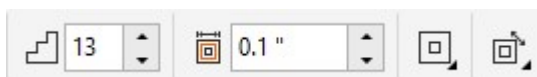
Inside Contour: This icon applies a contour to the inside of an object.

Outside Contour: This icon applies a contour to the outside of an object.



If you receive an error message that the Offset is too large, you can adjust the size of the offset or the type of contour.

Contour Property Bar Continued



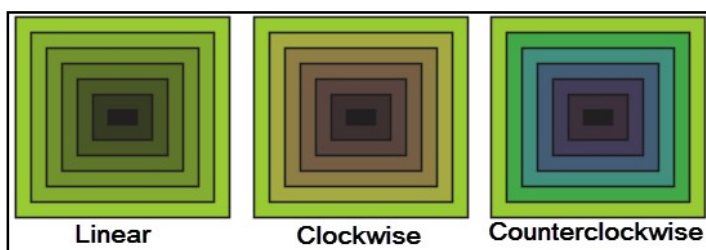
Contour Steps: This icon adjusts the number of steps in the contour.

Contour Offset: This icon adjusts the spacing between the contours of the object.

Contour Corners: Choose between mitered, round, and beveled corners.



Contour Colors: Sets a color progression through the color spectrum—linear, clockwise, or counterclockwise.



Outline Color: Choose the outline color for the contour.

Fill Color: Choose the fill color for the contour.

Last Fill Color: Choose the second color of the fill.

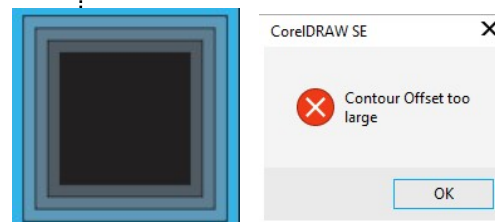
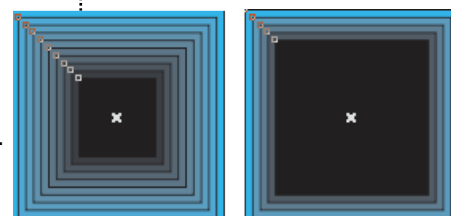
Object & Color Acceleration: Adjusts the rate that the size and color change within the contour. They can be adjusted together or independently by unlocking the lock.

Copy Contour Properties: Apply the contour properties of another contour object to the selected contour object. This will apply the steps and offset, but not the color.

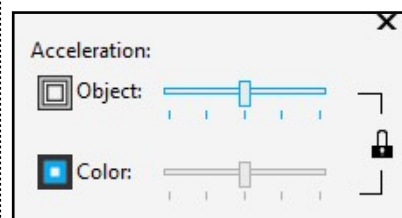
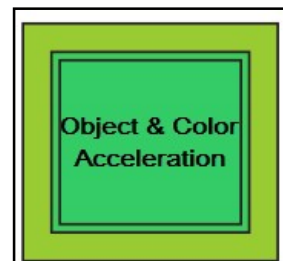
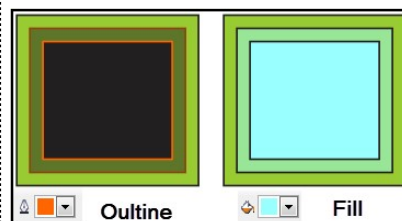
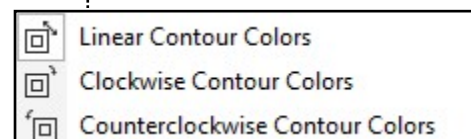
Clear Contour: Removes the contour from the object.

Quick Customize: See page 7.

Notes:

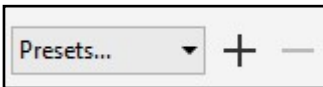


If you receive an error message that the Offset is too large, you can adjust the size of the offset or the type of contour.



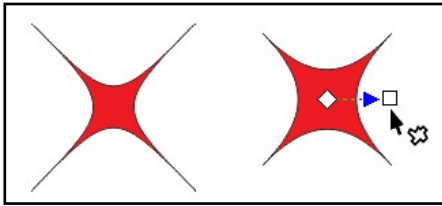


Distort Property Bar



Preset Selection: You can choose among five types of preset distortions—pull corners, push corners, twister, stamp, and zipper. Each selection will change the property bar icons slightly. These changes will be covered on the next page.

After selecting the Distort icon, clicking on the object, and selecting a Preset, the object is distorted. After the object is distorted, a reshape control lets you adjust the object if desired.



Add Preset: Save the current object settings as a preset.

Remove Preset: Remove the selected preset from the list.

Distortion Icons:



You may use the next icons to manually distort an object. Select the object, select the icon, then click and drag on the control. When you release, the object will be distorted. There is a reshape control so you can make additional adjustments.

Push-Pull Distortion: Distort the object by pushing in and pulling out.

Zipper Distortion: Apply a saw tooth edge to the object.

Twister Distortion: Rotate the object to apply a swirl effect.

Center Distortion: Object is distorted from center out.

Common Icons at End of Property Bar



Add New Distortion: Adds a second distortion to the distorted object.

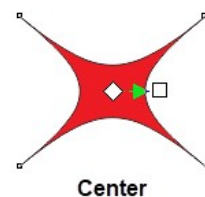
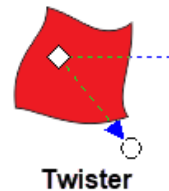
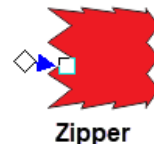
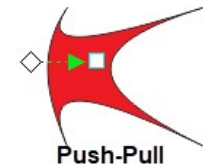
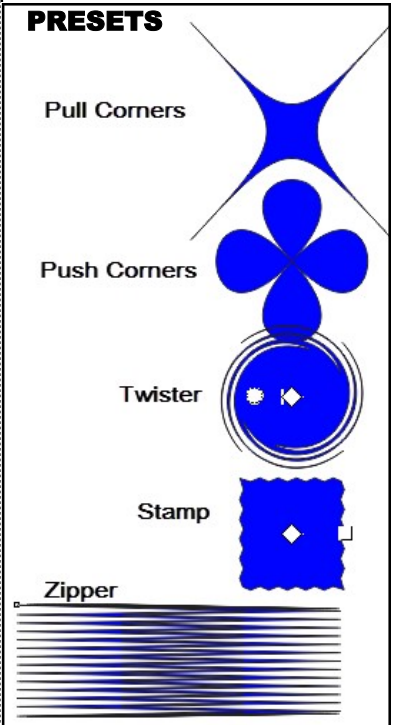
Copy Distortion Properties: Apply the distortion properties of another distorted object to the selected object. Select the object to be distorted, click on Distort, click on Copy, click on distorted source object and the selected object will be distorted.

Clear Distortion: Removes the distortion.

Convert to Curves: Allows the object to be modified using Reshape.

Quick Customize: See page 7.

Notes:



Distort Property Bar Continued

When either a preset is selected or one of the Distort icons, the Property bar will look slightly different.

Push-Pull



Push Pull Amplitude: Adjusts the inflation or deflation of the object. This can be adjusted numerically or with the control handles.

This icon will appear for Presets of Push Corners or Pull Corners, and also for the Push-Pull Distortion icon.

Zipper



Zipper Amplitude: Adjusts the height of the teeth in the sawtooth effect.

Zipper Frequency: Adjust the number of teeth in the sawtooth effect.

Random Distortion: Makes the effects in the distortion random.

Smooth Distortion: Smooths the nodes in the distortion.

Localize Distortion: Reduces the effects as the distortion progresses.

These icons will appear when either the Zipper preset is selected or the Zipper icon. They also appear when Stamp preset is selected.

Twister



These first directional icons apply the direction of rotation:

Clockwise Rotation: Apply a clockwise distortion.

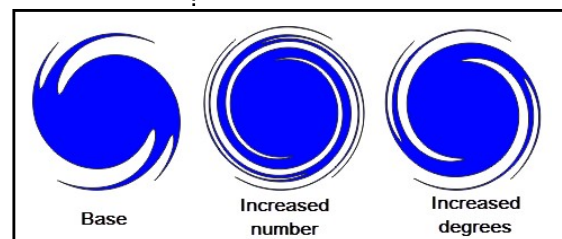
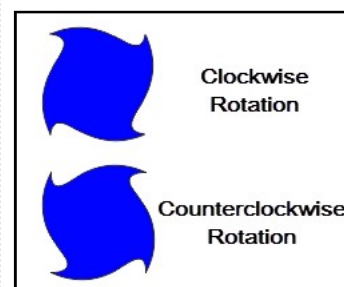
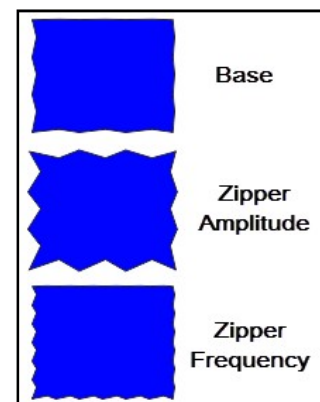
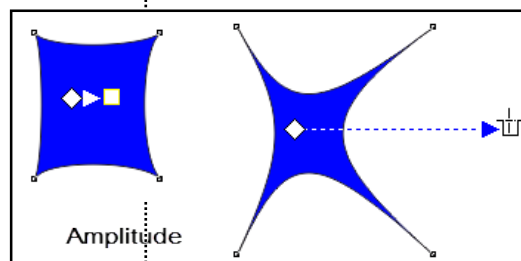
Counterclockwise Rotation: Apply a counterclockwise distortion.

Complete Rotations: Sets the number of complete rotations for a distortion.

Additional Degrees: Set the number of degrees beyond a complete rotation.

These icons appear with either the Twister preset or the Twister icon.

Notes:





Envelope Property Bar

Envelopes will let you shape objects and text to a particular shape. You can also edit these shapes. The first icons in the property bar should look familiar to some of the Reshape icons.



Presets: Like other Interactive Tools, you can choose among a list of presets. You can also save a preset or remove a preset.

Selection Mode: Choose between Rectangular or Freehand.

Add Nodes

Delete Nodes

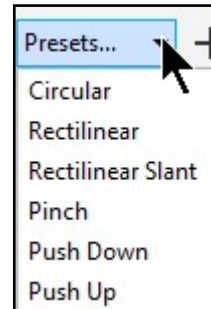
Convert to Line

Convert to Curve

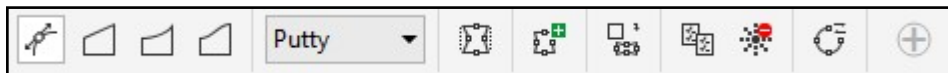
Cusp Node

Smooth Node

Symmetrical Node



The rest of the Envelope Property Bar looks like this:



Unconstrained Mode: Apply a freeform envelope that allows changes to the node properties.

Straight Line Mode: Applies an envelope of straight lines.

Single Arc Mode: Apply an envelope to produce an arc shape.

Double Arc Mode: Apply an envelope to produce an S shape.

Mapping Mode: Choose how the object fits within the envelope.

There are four choices of modes.



Keep Lines: Preserves straight lines when applying an envelope.

Add New Envelope: Apply a new envelope to an object that already has an envelope.

Create Envelope From: Create an envelope based on the shape of another one.

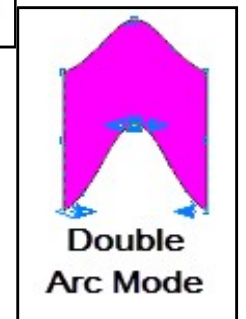
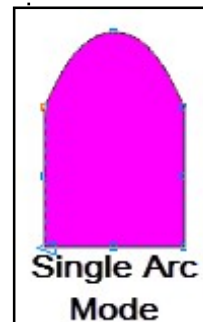
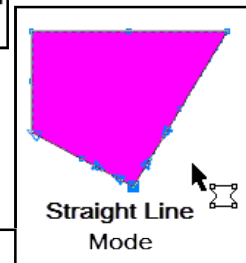
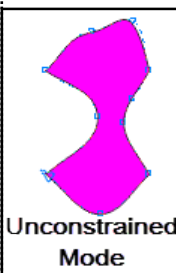
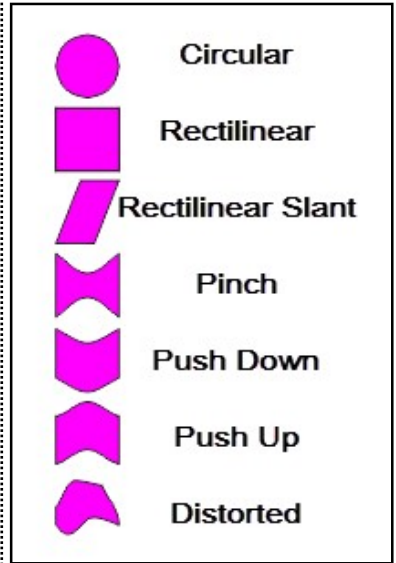
Copy Envelope Properties: When two envelopes are present, you can copy the envelope properties from one envelope to the other.

Clear Envelope: Clear the envelope from the object.

Convert to Curves: Allows the object to be modified using the Reshape.

Quick Customize: See page 7.

Notes:





Extrude Property Bar

Extrusions make objects appear three-dimensional. Most of these effects are for printing and not for embroidery.



Extrude Presets: There are six extrude presets.

Add Preset

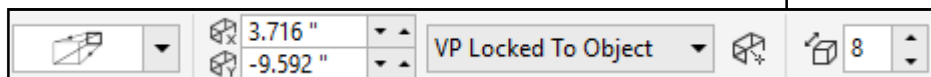
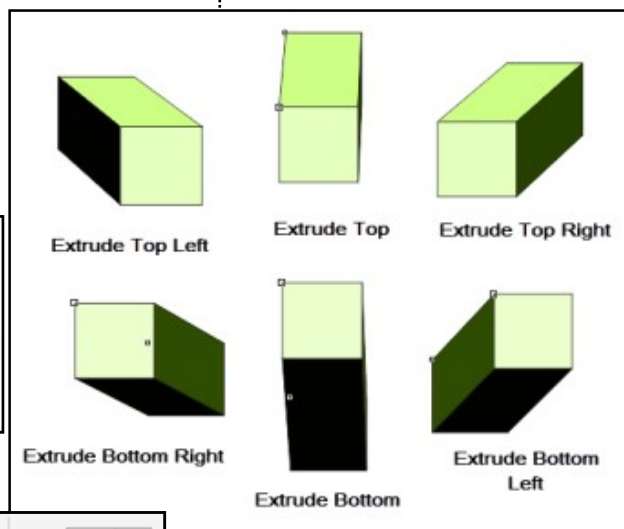
Delete Preset

Object Origin

Object Position: Shows the position of the extruded object.

Extrude Top Left
Extrude Top
Extrude Top Right
Extrude Bottom Right
Extrude Bottom
Extrude Bottom Left

Notes:



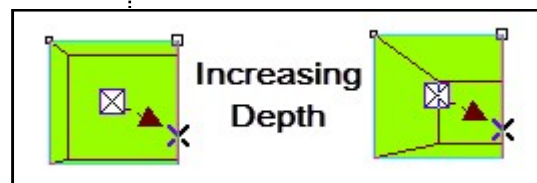
Extrusion Type: Choose among six extrusion types to apply to an object.

Vanishing Point Coordinates: You can set the X & Y coordinates for the vanishing point that creates the perspective.

Vanishing Point Properties: Select different ways to set the vanishing point.

Page or Object Vanishing Point: Locks the location of the vanishing point to a page or object.

Depth: Adjusts the depth of the extrusion for the object.



Extrude Rotation: Lets you visually rotate the extruded object to change the vanishing point.

Extrusion Color: Lets you apply a uniform color to the entire object or a contrast solid color to the extrusion or a shaded color to the extrusion.

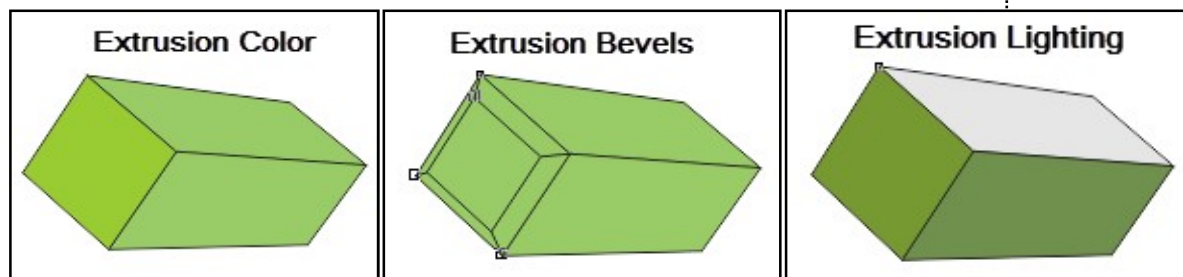
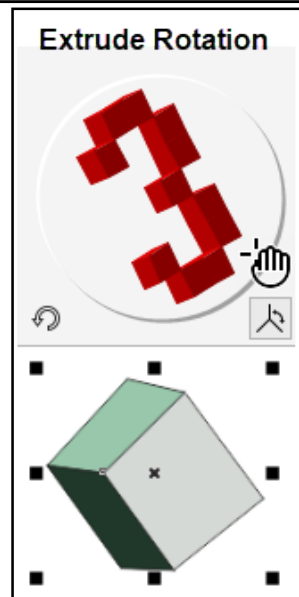
Extrusion Bevels: Adds sloped bevels to the extrusion.

Extrusion Lighting: You can change the position of lighting effects.

Copy Properties of Extrusion: With two extruded objects, you can copy the properties of one to another.

Clear Extrusion: Clears the extrusion from the object.

Quick Customize: See page 7.





Interactive Fill Property Bar

When you select the Interactive Fill Property bar, the icons shown below appear. These fills, other than uniform fills, are for printing and will not translate to embroidery.



No Fill: Removes the fill.

Uniform Fill: Applies a solid color fill.

Fountain Fill: Applies a gradient of colors or shades.

Vector Pattern Fill: Applies a vector pattern.

Bitmap Pattern Fill: Applies a bitmap pattern.

Two-Color Pattern Fill: Applies two colors.

Fill Color: Choose a fill color from the drop-down dialog box.

Copy Fill: Apply the properties of one fill to the selected object.

Edit Fill icon: Opens the dialog box to edit the fill.

You can also open the Edit dialog boxes by clicking on the Fill icon in the first column of tools and clicking on the corresponding fill you want to edit.

Quick Customize: See page 7.



Uniform Fills:

When you edit a uniform fill, you are selecting from among several color palette choices.



Fountain Fills:

The Fountain Fill is a smooth progression of two or more colors. These types of fills are also known as gradient fills. There are four types of Fountain fills: linear, elliptical, conical, and rectangular.



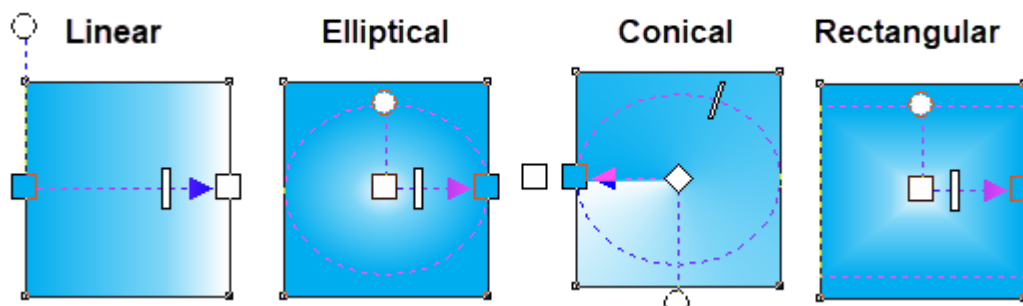
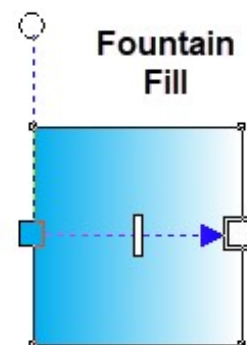
Fill Picker: Choose a fill from a library.

Linear: Color changes over a linear path.

Elliptical: Color changes from center out in an elliptical pattern.

Conical: Color changes in a conical shape.

Rectangular: Color changes in a rectangular pattern.



Fountain Fills Cont.:

Node Color: Specify the color of a selected node.

Node Transparency: Specify the transparency of the selected node. Click on the icon; then drag the slider bar.

Node Position: Specify the position of an intermediate node.

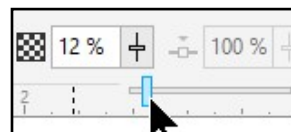
Reverse Fill: Flip the fountain fill.

Arrangement: Mirror or repeat the fountain fill.

Smooth: Creates a smoother color transition.

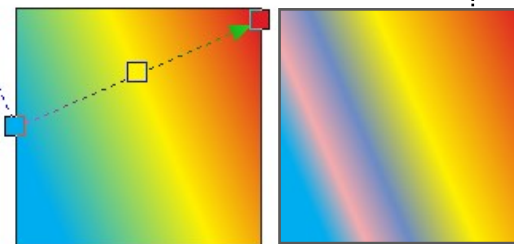
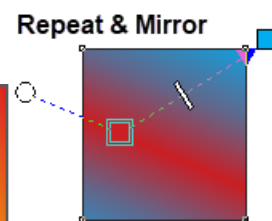
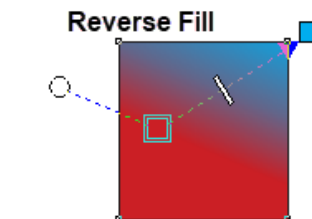
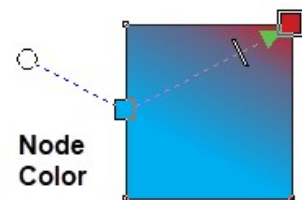
Acceleration: Affects how quickly the object blends. Click on the icon; then drag the slider bar.

Free scale & skew: Allows fill to look skewed or stretched disproportionately.

**Adding Colors**

To add a third color to the Fountain Fill, click and drag on a color chip to the slotted bar on the dotted line.

Repeat to add more colors.

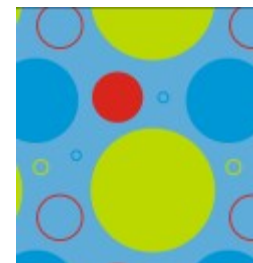
**Notes:****Vector Pattern Fills**

Fill Picker: Choose a fill from a public or personal library. Double click on the one you wish to use.

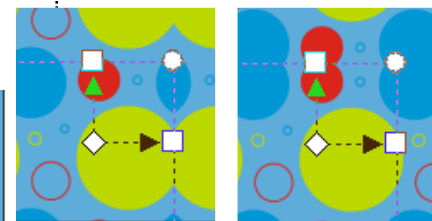
Mirror Tiles Horizontally: Alternating tiles are horizontal reflections of each other.

Mirror Tiles Vertically: Alternating tiles are vertical reflections of each other.

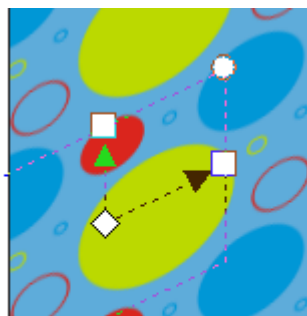
Transform with Objects: You can skew the orientation of the pattern or edit the size by making changes to the object shape that appears when the object is selected.



Mirror Tiles Horizontally
Mirror Tiles Vertically

**Reshape Fill:**

You can also use the control points within the fill to move the fill within the object.



Reshape Fill

Bitmap Pattern Fill



Fill Picker: Use to select a bitmap fill. Double click to download the fill.

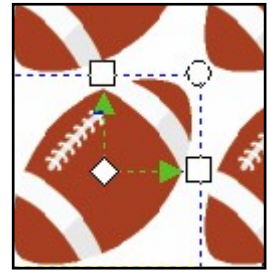
Mirror Tiles Horizontally

Mirror Tiles Vertically

Blend Transition: Adjust the color and edge transitions of the pattern fills.

Transform with Object

Notes:



Two Color Pattern Fills



First Fill Color or Pattern: Pick the first color or pattern.

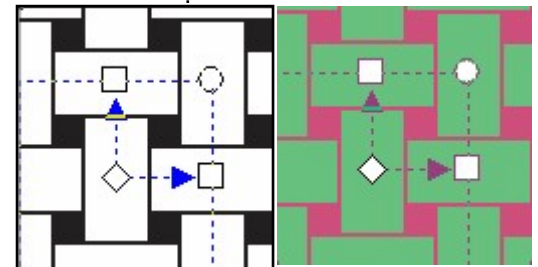
Front Color: Choose a foreground color for the pattern.

Back Color: Choose a background color for the pattern.

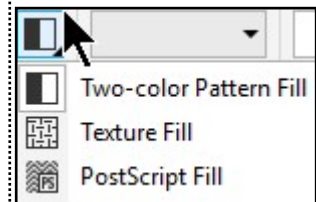
Mirror Tiles Horizontally

Mirror Tiles Vertically

Transform with Object: See page 32.



Two other fill types can be accessed by clicking on the drop-down arrow by the Two Color Pattern Fill icon.



Texture Fills



Texture Library: Choose a folder of samples.

Fill Picker: Choose your texture.

Texture Options: Modify the texture options, such as resolution and maximum tile width.

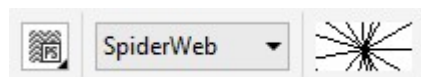
Mirror Tiles Horizontally

Mirror Tiles Vertically

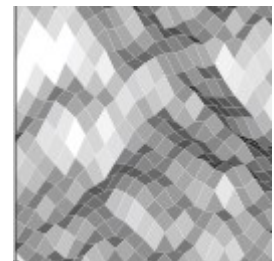
Transform with Object: See page 32.



PostScript Fill



PostScript Textures: Choose a texture category. Use the Edit Fill dialog box to access ways to edit these fills. Open the dialog box by going to the Fill icon and selecting the Texture Fill icon.





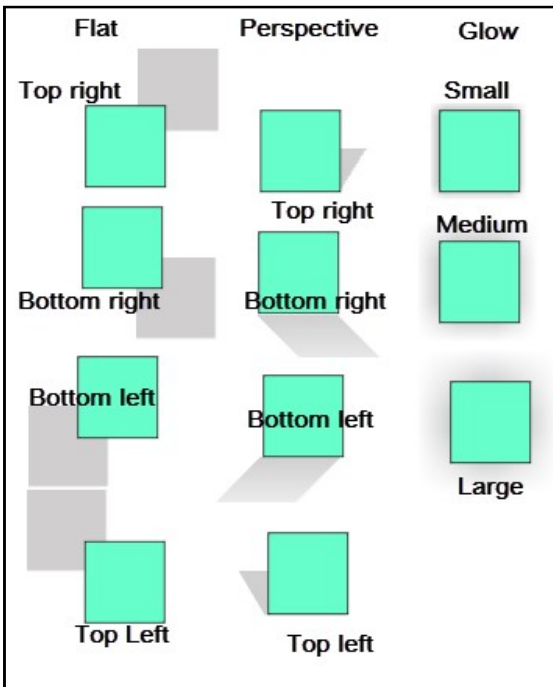
Shadow Tool Property Bars



Preset List: Choose from the Preset options shown below.

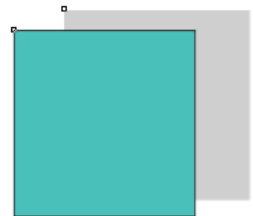
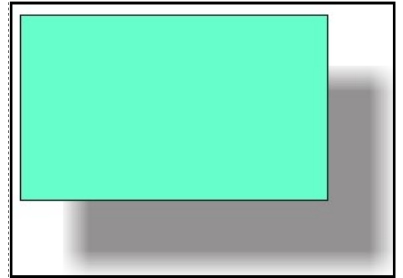
The Presets will automatically adjust the angle of the shadow, but you can change the angle if you wish by dragging the arrow when the object is selected.

Add Preset
Delete Preset

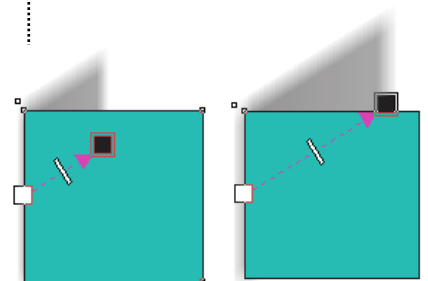


Notes:

Drop shadows simulate light falling on an object.

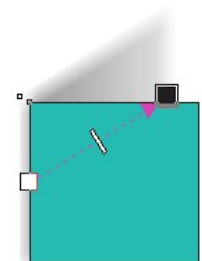


Drop Shadow Offset



Shadow Angle

Shadow Stretch



Shadow Fade

Drop Shadow Offset: This sets the distance between the object and the drop shadow.

Drop Shadow Angle: Sets the direction of the drop shadow.

Shadow Stretch: Adjusts the length of the drop shadow.

Shadow Fade: Adjusts the amount of fading at the edge of the drop shadow.

Drop Shadow cont.

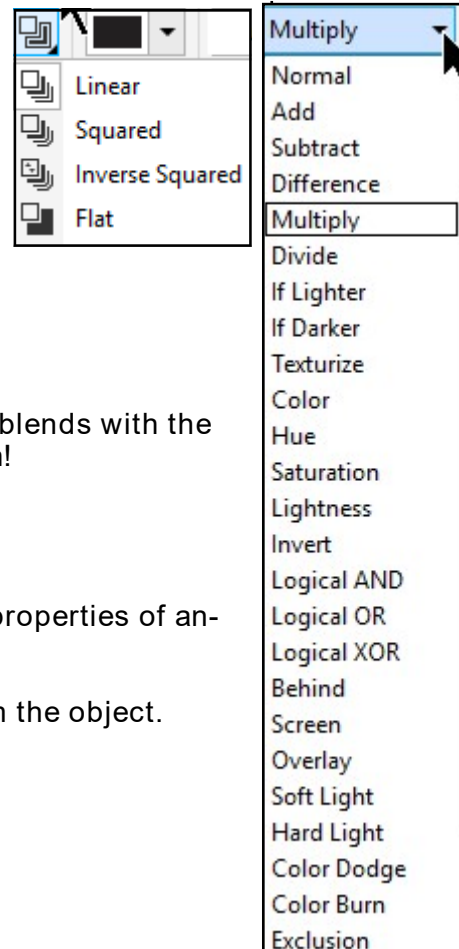
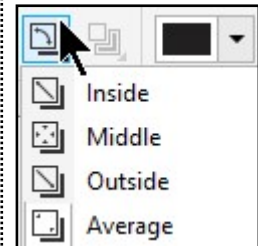
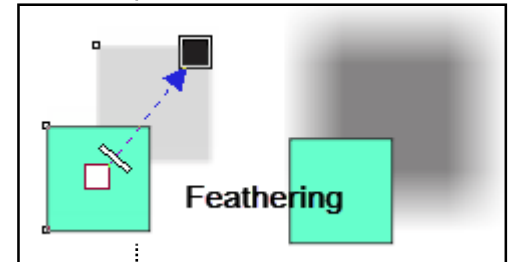
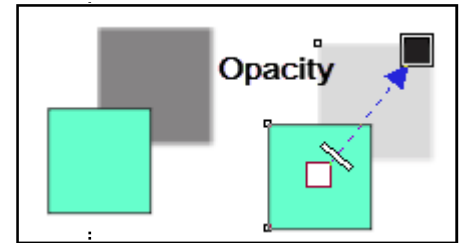
Drop Shadow Opacity: Adjust the transparency of the drop shadow.

For Opacity, the lower the number, the lighter the shadow.

Shadow Feathering: Sharpen or soften the edges of the shadow.

For Feathering, the higher the number the more disperse the shadow.

Drop Shadow Feathering Direction: This icon will open a list of choices and will determine where the shadow is softened.

Notes:

Feather Edge: This icon chooses the feathering style.

Shadow Color: Choose the color of the shadow.

Merge Mode: Choose how the color of the shadow blends with the underlying object. There is a long list to experiment with!



Copy Shadow Properties: Apply the drop shadow properties of another object to the selected object.

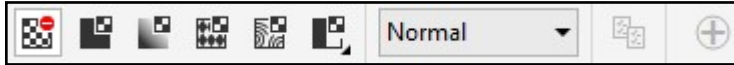
Clear Drop Shadow: Remove the drop shadow from the object.

Quick Customize: See page 7.



Transparency Property Bar

When you apply transparencies to an object, objects beneath it become visible.



No Transparency: Remove the transparency.

Uniform Transparency: Apply a regular and even transparency.

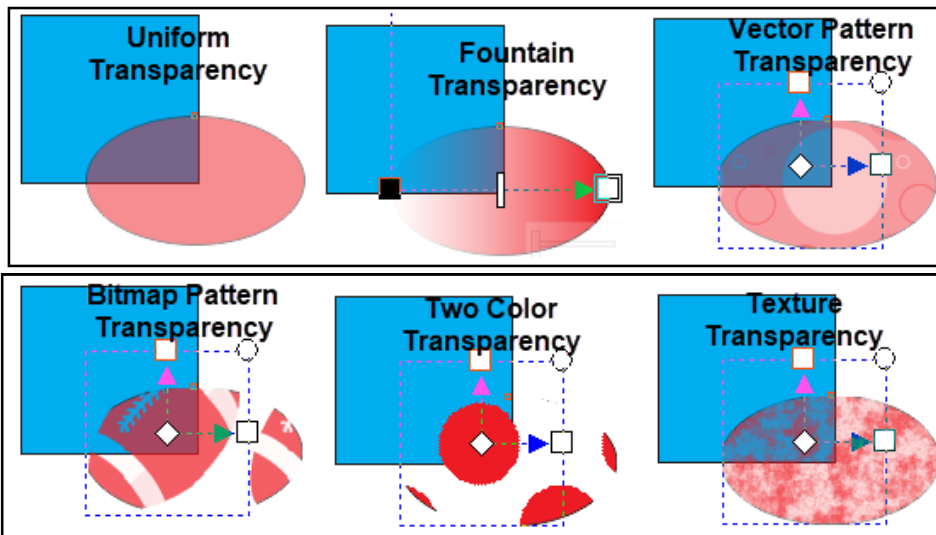
Fountain Transparency: Apply a gradient transparency.

Vector Pattern Transparency: Apply a vector pattern transparency.

Bitmap Pattern Transparency: Apply a bitmap pattern transparency.

Two Color Transparency: Apply a two color transparency.

Texture Transparency: Access this by clicking on the triangle in the corner of the Two Color Transparency.



After selecting the type of transparency, the Property Bar will change. Some icons do remain consistent in the Property bar.

Common icons:



Merge Mode: Choose how the transparency merges with the object. There are numerous choices.

All: Apply the transparency to both the fill and the outline.

Fill: Apply the transparency to only the fill.

Outline: Apply the transparency to only the outline.

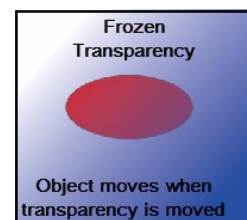
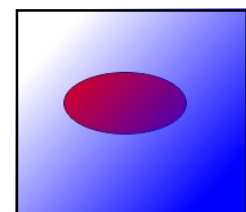
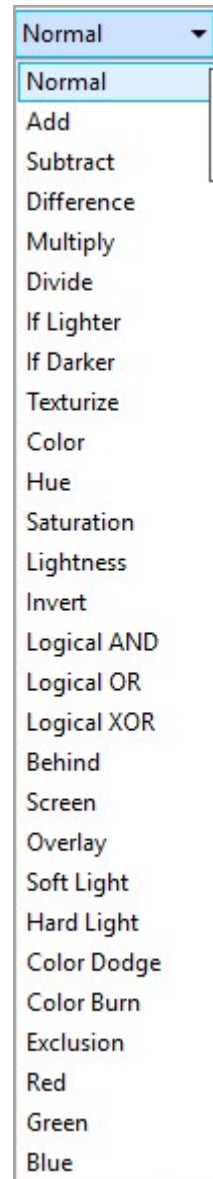
Freeze Transparency: Freeze the current view of the transparency so it doesn't change when the object is moved.

Copy Transparency: Apply the transparency properties of one transparent object to the selected object.

Edit Transparency: Change the properties of the transparency. This opens a dialog box.

Quick Customize: See page 7.

Notes:



Uniform Transparency

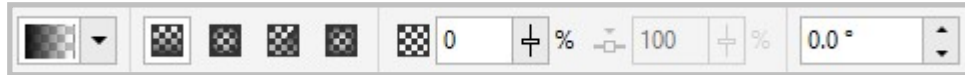
Notes:



Transparency Picker: Choose a preset transparency.

Transparency: Adjust the level of transparency. Higher values make the color more transparent.

Fountain Transparency



Transparency Picker: Choose a transparency.

Linear Fountain Transparency: Transparency changes along a linear path.

Elliptical Fountain Transparency: Transparency changes along concentric ellipses from the center.

Conical Fountain Transparency: Transparency changes in a conical shape.

Rectangular Fountain Transparency: Transparency changes in a rectangle from center out.

Node Transparency: Specify the transparency of the selected node.

Node Position: Specify the position of an intermediate node between the first and the last nodes.

Rotate: Rotate the transparency to a specific angle.



Free Scale & Skew: Stretch or skew the transparency.

Vector Pattern Transparency



Transparency Picker: Choose a transparency.

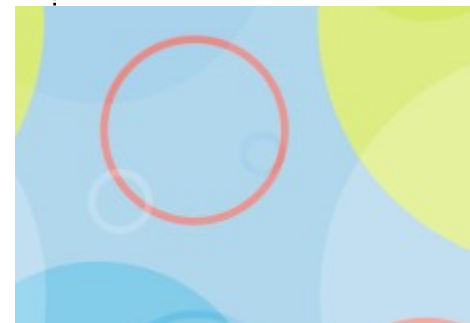
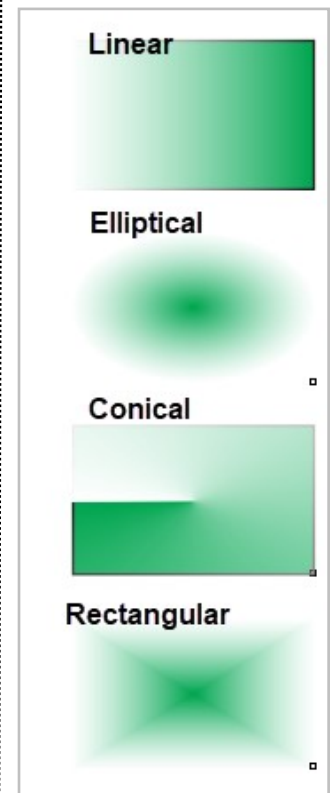
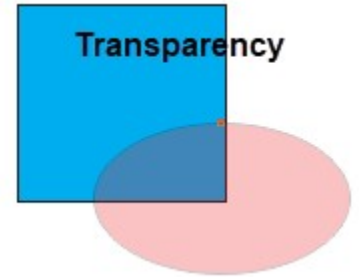
Foreground Transparency: Set the opacity of the foreground color.

Background Transparency: Set the opacity of the background color.



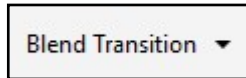
Mirror Tiles Horizontally: Alternating tiles are horizontal reflections of one another.

Mirror Tiles Vertically: Alternating tiles are vertical reflections of one another.



Notes:**Bitmap Pattern Transparency**

This Property Bar has the same icons as the Vector Pattern Transparency Bar, but there is one additional icon.



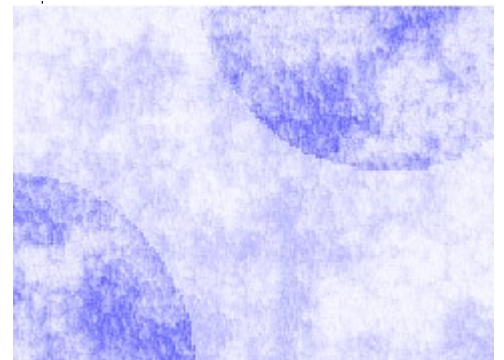
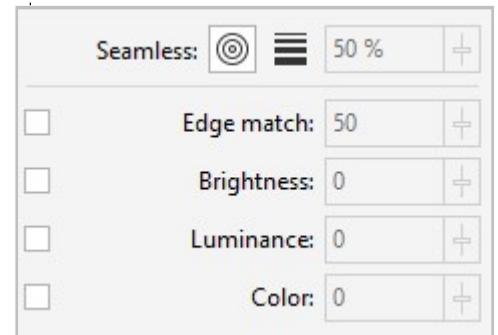
Blend Transition: Adjusts the edge and color of the pattern tiles.

Two Color Transparency

Transparency Picker: Choose a transparency.

Foreground Transparency: Set the opacity of the foreground color.

Background Transparency: Set the opacity of the background color.

**Texture Transparency**

Texture Library: Choose a library.

Transparency Picker: Choose a transparency.

Foreground Transparency: Set the transparency of the foreground.

Background Transparency: Set the transparency of the background.





Eyedropper/Bucket Property Bar

Notes:



Select Color: Select a color from the document window.

Apply Color: Apply the selected color to an object.

Sample from Desktop: Sample a color from outside the software.

1 x 1: Sample the color of a single pixel.

2 x 2: Sample the average color value in a 2 x 2 area.

5 x 5: Sample the average color value in a 5 x 5 area.

Selected Color: Shows the selected color.

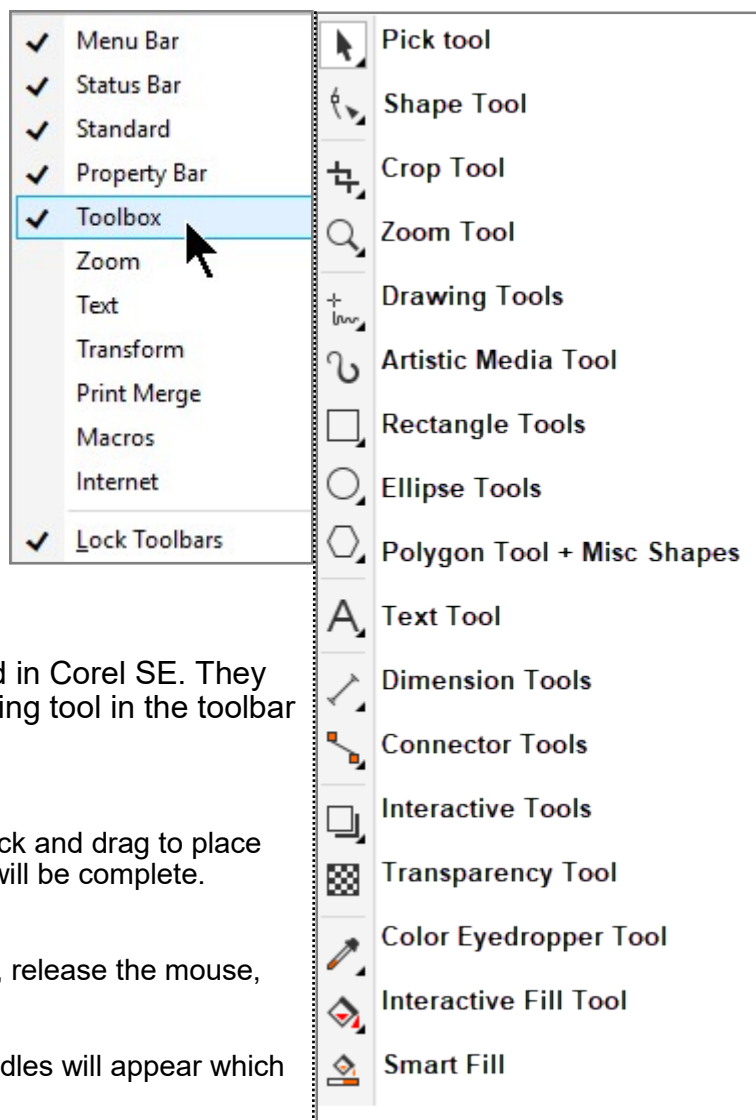
Add to Palette: Choose the color palette for the selected color.

COREL SE ADDITIONAL TOOLS

By right clicking on the Property Bar in Artwork Canvas and placing a check mark by Toolbox, you can open the Corel SE toolbar in Artwork Canvas and additional Corel tools can be accessed.

The tools that are the same as those in Artwork Canvas will not be covered here. Please review the previous pages for an explanation of what these tools do.

The most useful tools are explained below.



DRAWING TOOLS

These are the additional drawing tools found in Corel SE. They are accessed by clicking on the visible drawing tool in the toolbar and dragging to select the new tool.



2-Point Line:

This tool will draw a line between two points. Click and drag to place the line. When you release the mouse, the line will be complete.



Bezier Tool:

To draw a straight line with the Bezier tool, click, release the mouse, drag and click again.

To get a curved line, click and drag. Control handles will appear which can be used to shape the curve.

To finish the line, press the space bar.



B-Spline Tool

Three points are drawn with this tool. The first click sets the origin of the line; the second click sets the curve; and the third will set the next curve. When you want to end the line, double click.



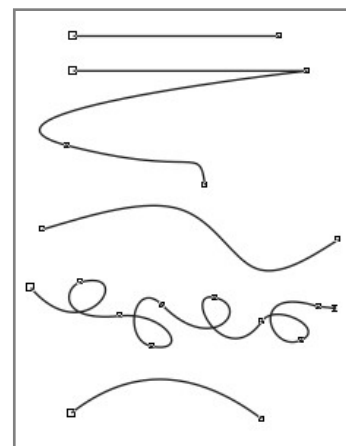
Polyline Tool

The Polyline tool works like the Pen tool in Artwork Canvas, but the line continues when you let go of the mouse. Double click to end the line.



Three Point Curve Tool

Click and drag to draw the length of the line; then choose a point for height and the angle of the line by dragging the mouse. Clicking to set the curve will end the line.



ADDITIONAL SHAPES TOOLS

There are additional shape tools found in Corel SE. These are combined with the Rectangle, Ellipse, or Polygon tools.



3-Point Rectangle:

This tool will draw a rectangle. It is useful for drawing a rectangle at an angle. Click and drag to draw one dimension of the rectangle, release the mouse to draw the other dimension. Click to end the shape.



3-Point Ellipse:

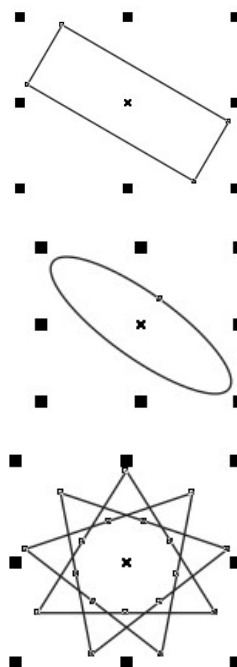
This tool will draw an oval. It is useful for drawing an oval at an angle. Click and drag to draw one dimension of the oval, release the mouse to draw the other dimension. Click to end the shape.



Complex Star

This tool is found with the Polygon tool. Click and drag to draw the size of the star desired. As with other shapes tools, holding the Ctrl key draws an equal sided star. The number of sides or points can be adjusted in the Property Bar. The Sharpness can also be adjusted.

Notes:



SMART FILL



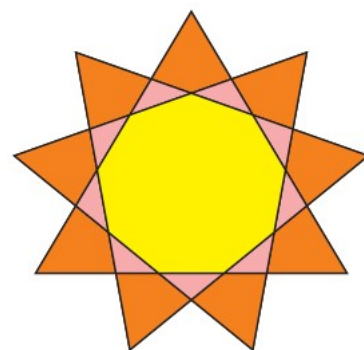
At the bottom of the Corel SE Toolbar, you will find the Smart Fill tool. It is useful for adding colors to shapes that are divided with lines.

For example, if you draw a complex star, each of the areas can have a different color added to it.

After drawing the shape, select Smart Fill and click on each section of the star. This adds the same color to each individual section.

To fill the area with different colors, go to the Color Palette, and click and drag the color to the star.

This effect converts to embroidery.



DOCKERS

Dockers are found on the right side of the design screen. At the right, you will see a list of all the dockers that can be opened in CorelDRAW SE.

Dockers provide quick access to editing functions that are available through icons or dialog boxes that open in the software.

To make the docker visible, go to Window> Dockers and place a check mark by those that you wish to have available. Only one docker will show at a time. The rest will show as tabs along the side of the Docker Window.



Notes:

<input checked="" type="checkbox"/>	Object Properties	Alt+Enter
<input checked="" type="checkbox"/>	Object Manager	
	Object Data Manager	
	Object Styles	Ctrl+F5
	Object Coordinates	
	Symbol Manager	Ctrl+F3
	Alignment and Dynamic Guides	
	Transformations	▶
	Align and Distribute	Ctrl+Shift+A
	Step and Repeat	Ctrl+Shift+D
	Shaping	
	Fillet/Scallop/Chamfer	
	Join Curves	
	Effects	▶
	Text	▶
	Color	
	Color Proof Settings	
	Color Palette Manager	
	Color Styles	Ctrl+F6
	Get More	
	Tray	
<input checked="" type="checkbox"/>	Hints	
	Internet	
	Links and Bookmarks	
	Undo Manager	
	View Manager	Ctrl+F2
	Macro Manager	Alt+Shift+F11

This concludes the tour of Artwork Canvas. This is only a beginning guide to understanding this powerful part of our BERNINA Embroidery Software. It is necessary to first understand the tools available along with a brief idea of what the different tools do. Don't be afraid to jump in and play and discover what else can be created!