Embroidery Software 6

BERNINA Embroidery Software 6
Appliqué Tools
Believe Wall Hanging

Created by Debbi Lashbrook

Use the Appliqué Tools and Quilter Program in BERNINA Embroidery Software 6 to design a clever wall hanging. Create the design as shown or choose your favorite quotes...it's easy to design in BERNINA Embroidery Software 6!

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Auto & Partial Appliqué: Believe

Open a New File/Blank File
- Click on the *New* icon or select *File> New.*

Loading the Artwork
- Select *Art Canvas.*
- Click *Load Picture.* Navigate to the location of the Believe.png file and select the file.
- Select *Import.* Hit *Enter.*
- While the picture is selected, enter 90° in the *Angle of Rotation* box.
- Switch to *Embroidery Canvas.*

Auto Appliqué
- Select the *Zoom Box* tool and click and drag around the letter B.
- Deselect the picture if it is selected.
- Open *Object Properties* by left clicking on the icon*.*
- Select the *Appliqué* tab in the dialog box.
- Change the width of the *Cover Stitch* to 2mm*.*
- Move the Offset slider toward the *Inside*.
- Click *OK.*
- Select the *Auto Appliqué* tool.
- Using left and right clicks, digitize around the letter B. Remember to let the software close the object by hitting *Enter.*
- Next, digitize around the insides of the letter B, using *Enter* to close each area.
- When you are finished with the last area, hit *Enter* two more times to form the satin stitches around the outside and inside of the letter.
- Hit *Escape* and select the letter B.
- Select the *Reshape* icon and reshape the object as necessary. Hit *Enter* to activate any changes.
- Select *Esc* when you are finished.
- Reselect the *Auto Appliqué* icon.
- Repeat digitizing each of the letters, letting the software close the shape and adding the satin stitch by hitting *Enter* three times; then reshaping if necessary.
- For the last e in Believe, digitize around the outside of the letter and close the object by hitting *Enter*; then digitize around the hole of the e, close the shape by hitting *Enter*; then hit *Enter* two more times to add the satin stitches.
- If *Color Film* is not visible, click on the *Color Film* icon.
- When you are finished with the letters, select the I in Believe in *Color Film* and move it so that it stitches before the L.

Offset

Inside   Outside
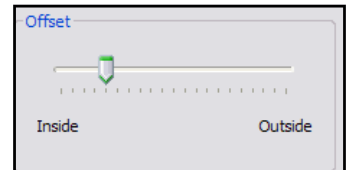
DIGITIZING TIPS:
- *Right click to set curves, left click to set corners.*
- *Backspace to erase the last point. It takes three points to change direction, add one more point before deciding to backspace.*
- *Keep the number of points to a minimum for the smoothest shapes.*
- *Let the software close the object. The software will create a smoother edge than trying to join the points manually.*

RESHAPING TIPS:
- *Click and drag to move points and reshape the boundary.*
- *Right or left click on the boundary to add control points.*
- *Select a point and press delete to eliminate a point..*
- *To change type of control point, select point and press the spacebar.*

Partial Appliqué

- Select the L, the I, and the middle E.
- Click on *Partial Appliqué* to remove the cover stitches under the letters.
- Navigate to the location you wish to save the file, name the file *Believe*, and save the file.
- If you receive the *Objects Not Covered* dialog box, select *Everything*.

Adding Fabrics

- Select the appliqué objects.
- Open *Object Proper*ties.
- To add fabric, Select *Choose* under the *Fabric* section of the dialog box.
- A dialog box opens and the fabric can be selected from the options available. Click on the + sign to open up the folder options.
- Select the chosen fabric. Click on *OK*; then on *OK* again. The fabric will be added to the appliqué.
- Make sure that the *Show Fabrics* icon is on or the fabric will not show on screen.
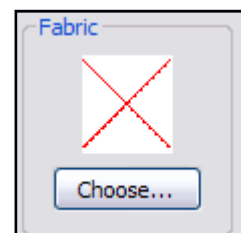
Stitching the File

- Right click on *Show Hoop*.
- Select *artista 400 x 150 MEGA Auto Split Machines* from the drop down choices.
- Make sure there is a check placed in front of *Display Hoop*.
- Click *OK*.
- Select *Hoop Layout.*
- Select the hoop; then click on the *Rotate Hoop* icon two times.
- Return to the *Embroidery Canvas*.
- Save the file.

Auto Digitizing "Redwork Script" Lettering

Create the Lettering
- Open a new file.
- Select *Art Canvas.*
- Click on the *Vector Lettering* icon.
- Click on the screen and type in, "*Once you chase hope*,".
- Highlight the lettering and choose the desired True Type Font Script style from the *Font List* drop down choices*.*
- Change the size to 100 pt.
- Select the *Vector Lettering* icon again, click on the screen, and type, "*anything's possible.*"
- Highlight the lettering, change the size to 100 pt and select the same Font style.
- Repeat a third time, this time typing in, "*Christopher Reeve.*"
- You may choose a different Font Style for this.
- Change the size to 36 pt.
- Click on the *Select Graphic Object icon.*
- Drag a bounding box around the lettering to select the three lines of lettering and select *Arrange> Align & Distribute> Align Right.*

Preparing the Vector Lettering

- While the lettering is selected, select *Bitmap> Convert to Bitmap.*
- In the dialog box that opens, select *Black & White* from the Color Mode drop down choices.
- Click *OK.*

Auto digitize the image
- Switch to the Embroidery Canvas.
- Click on the *Image Preparation* icon.
- Click *OK* in the dialog box that opens.
- Click on the *Auto Digitizer* icon.
- Click on the picture.
- Click on *Omitted Color* bar if the side panel of colors is not showing.
- Click on the white color box to keep the white background from being stitched.
- Select *Double Run* option under *Details* by clicking on the drop down box.
- Click on *OK.*
- Save the file in the desired location.

Once you chase hope anything's possible

Christopher Reeve

Notes:

The True Type Font used in the saying is called Learning Curve. The font style used for Christopher Reeve is Lucinda Calligraphy.

Select the X in the middle of the selected lettering group to move the lettering into place.

If you forget to click on the Image Preparation icon to process the image and just click on the Auto Digitizing icon, the Image Preparation dialog box will still appear.

The Auto Digitizer window disappears and the computer will create the objects to digitize and then generates the stitches. The length of time that it takes will depend on your computer resources.

Remember the sequence of the stitch out is determined by the software.

Advanced Appliqué: Dove

Open a New File/Blank File
- Click on the *New* icon or select *File> New.*

Loading the Artwork
- Select *Art Canvas* view*.*
- Select *Load Picture.*
- Navigate to the location of the saved dove file, dove.cpt.
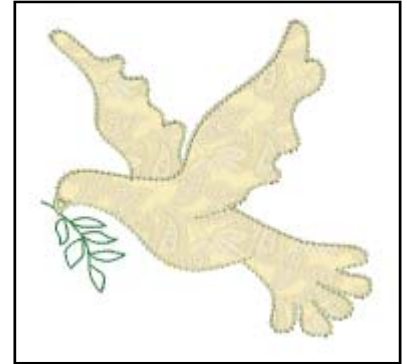- Click on *Import.* Hit *Enter.*
- Select the *Embroidery Canvas.*

Open Object Tool
- Select the *Open Object* tool.
- From the *Stitch and Color bar*, select single and C3 (Green).
- Digitize down the stem of the olive branch. Hit *Enter* to activate the stitches.
- Select the *Closed Object* tool and use the same color.
- Digitize around each leaf, beginning with a left click at the base of the leaf; then right clicks in the rounded middle of the leaf, another left click at the tip of the leaf, right clicks around the opposite curve of the leaf, and hit *Enter* to activate the stitches.
- Select any part of the leaves or branch you wish to reshape; then select reshape and adjust as desired. Hit *Enter* to activate the changes.
- Hit *Esc* when you are finished.
- Select *Edit> Select All.*
- Select *Blackwork Run* and hit *Enter.*
- Select *Arrange> Start & End.* Set the *Start Needle Position* at the *First Stitch of Design* and the *End Needle Position* at the *Last Stitch of Design.*
- Click *OK.*

Creating the Appliqué
- Select the *Open Object* tool.
- The first step is to decide on the order to digitize—you want to digitize the objects in the background first. The tail feathers must be digitized before the dove's body and the right wing must be digitized before the left wing.
- Select color, C41, Chalk, from the drop-down list of colors.
- Digitize the tail feathers with right and left clicks as needed using the *Open Object* tool. Hit *Enter* to activate the stitches. Reshape if necessary; hit *Enter* to activate; then *Escape.*
- Digitize the right wing next.
- Digitize the underbelly next; then around the head and the top wing.
- Select the *Closed Object Tool* and digitize the beak.

- If Color Film is not opened, click on the Color Film icon.
- Click on the *Show Individual Object* icon, hold down the *Shift* key while selecting the tail feathers; then click on the head/ upper wing object in *Color Film*.
- Open *Object Properties* by right clicking on the selected dove.
- In the *Outline Stitch* tab, click on the *Stitch Type* drop down box and select *Stemstitch*.
- Input these values:
  ◊ Line Thickness: 1.00 mm.
  ◊ Spacing: 1.0 mm.
  ◊ Angle: 35°.
  ◊ Stitch Type: Triple.
  ◊ Stitch Thickness: .15 mm.
- Click on *Apply*.
- Select the beak of the dove.
- In *Object Properties*, change the *Stitch Type* to a satin stitch.
- Place a radio dot in front of manual and change the width to 1.0 mm. Click *OK*.

Generating the Appliqué
- Reselect the dove in *Color Film*.
- Select *Advanced Appliqué.*
- If you get an error message, *The selected objects do not form an enclosed area,* zoom in on the design at the intersections.
- Click on *Show Picture* icon to hide the picture and reshape so all the open objects touch. See before and after pictures in the column at the right. Press *Enter* to activate the reshape.
- Click on the *Advanced Appliqué* again.
- The dove should be filled with white marks to indicate it is an appliqué area.
- If it isn't completely filled, then the dove must be reshaped. Click on *Close* to exit appliqué.
- Reshape as needed and repeat the process until the dove looks like the picture at the right.
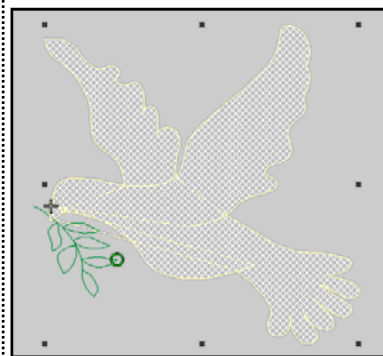
Adding Fabrics
- Select *Place Color and Fabric in Patches.*
- Open Benartex 2006 folder by clicking on the + sign in front of the folder.
- Open Tuileries and select 1126W-31 (fourth fabric chip, four rows down).
- Click on the dove's wing; then on the dove body and the beak to set the fabric in place.
- Click on *Back.*

Notes:

Notice in the first picture, the lower yellow square does not cross the off white line. This digitized point must be moved so that it crosses the off white line before appliqué can be added.
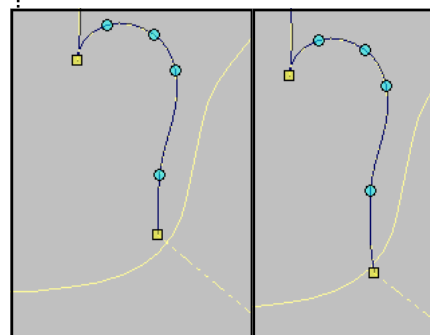
All areas to be appliquéd should be filled with white hash marks. If an area that is part of the appliqué is uncovered, close the dialog box, select the uncovered area and reshape the outline to extend into its adjoining boundary line.

*To recolor an area, select another fabric and click on the area that is to be re-colored.*

If you need to start at the beginning, you can click on "recover your original embroidery objects."

Merging Fabrics
- To merge the pieces together, select *Merge Patches Together.*
- Select the dove's beak and then the dove's body.
- The two fabric patches are merged.
- Next, select the dove's beak/body combination and click on the separate wing.
- Now the entire dove is combined and can be cut from one piece of fabric.
- Click on *Back.*

Altering Stitch Properties
- If you zoom in on the dove's beak, you will notice that the tack down stitches project outside the satin stitches.
- Click on *Set Stitch Types Manually.*
- Select the beak.
- Change the width of the *Tack Down* to 1 mm.
- Hit *Enter.*
- Click on *Back* and then *Close.*
- If the fabric is not visible, click on the *Show Fabric* icon.
- Save the file in the desired location.
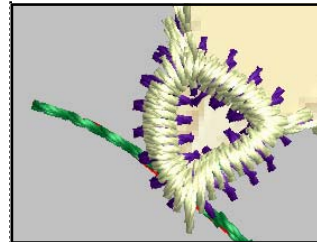
Printing the Pattern
- Select *File> Print.*
- Select the *Options* button.
- Make sure that *Appliqué Patterns* is checked.
- Click *OK.*
- You will have a template to use for placing the dove on the wallhanging and an appliqué pattern for cutting out the appliqué fabric.

CutWork Option
- If you have CutWork software, while the dove is selected, click on the *Break Apart* icon.
- Select the pink placement line in *Color Film.*
- Right click on the pink dove and select Ungroup.
- Select the pink dove again and right click and select *Copy.*
- Open CutWork and work through the Wizard, selecting *Create New*; then *New Graphic* as the option.
- Click on Paste. Set the Freehand Smoothing at 10%.
- Click OK.
- Save the CutWork file and export it to the machine of your choice.
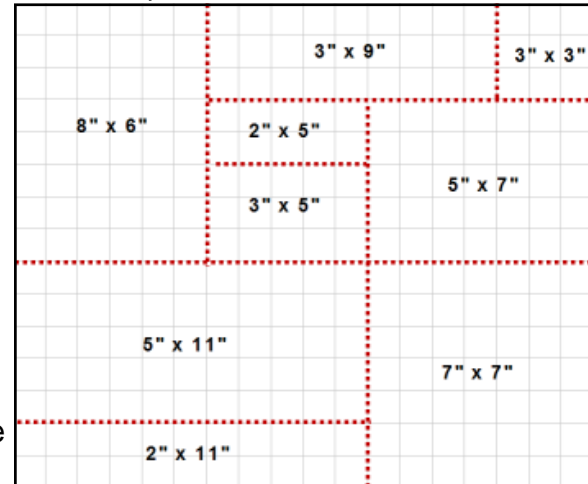- Do not save the changes to the embroidery file.

Appliqué Wall Hanging

Designing the Quilt
- Open a new file in DesignerPlus Embroidery Software V6.
- Click on the *Quilter* icon.
- Click on the *Quilt Layout* icon.
- Make these adjustments to the layout:
  * Blocks Across: 1
  * Blocks Down: 1
  * Size of blocks (width + height): 18" x 15"
  * Borders: None
- Click *OK.*

Adding the Sections
- Right click on the *Show Grid icon*.
- In the dialog box that opens, enter 1" in both the horizontal and vertical *Grid spacing.* Make sure there is a check mark in front of *Show Grid.* Click *OK.*
- Click on *Show All.*
- Select the *Rectangular Appliqué icon.*
- Use the guide at the right to draw rectangles and squares within the single block.
- Add thin narrow strips along each inner side of the 3" x 3" piece in the upper right-hand corner; these will represent flat piping. Also add a strip along the upper edge of the 2" x 11" piece.
- Click on the Color bar in the *Library.* If the library is not visible, click on the *Library* icon.
- Select colors and add to the blocks as desired. If you cannot select the colors, click on the *Paintbrush* icon; then select the color and click on the section of the block.

Adding Embroidery to the Quilt: Believe
- Click on the *Embroidery Window* icon.
- Select the *File> Insert Design.*
- Navigate to the location of the saved appliqué files.
- Select the *Believe* file. Click on *Open.*
- Select *File> Save and Return.*
- Click and drag the design to the upper left-hand corner.
- Deselect the lettering in the Quilter program.

Adding Embroidery to the Quilt: Saying of Hope
- Click on the *Embroidery Window* icon.
- Select the *File> Insert Design.*
- Navigate to the location of the saved appliqué files.
- Select the *Saying of Hope* file. Click on *Open.*
- Select *File> Save and Return.*

- Click and drag the design to the 5" x 11" rectangle of the quilt.
- Select the saying and select the rectangle while holding the *Ctrl* key.
- Click on *Align Centers*.
- Deselect the saying.

Adding Embroidery to the Quilt: Dove Symbol

- Click on the *Embroidery Window* icon.
- Select the *File> Insert Design.*
- Navigate to the location of the saved appliqué files.
- Select the *Dove* file. Click on *Open*.
- Select *File> Save and Return*.
- Click and drag the design to the 7" square in the lower right hand corner.
- Select the dove and select the square while holding the *Ctrl* key.
- Click on *Align Centers*.
- Click on Save.

Save the File

- Navigate to the location to save the file.
- Name the file Wallhanging of Hope.
- Click on Save.

Quilter files are saved with the .arq extension and may only be opened from within the Quilter Program.

Piecing the Wallhanging

- Add flat piping to both inner edges of piece 3.
- Add flat piping to the upper inner edge of piece 8.
- Piece these sections first:
  * Piece 2 to 3
  * Piece 4 to 5
  * Piece 7 to 8
- Piece these sections next:
  * Piece 4/5 to 6
  * Piece 7/8 to 9
- Piece these sections next:
  * Piece 2/3 to 4/5/6
  * Piece 1 to 2/3/4/5/6
- Final piecing:
  * Piece 1/2/3/4/5/6 to 7/8/9.