Embroidery Software 6

Lettering

By Kay Hickman

This exercise is designed to guide you through the basics of adding lettering to a design. The lesson is applicable to both the DesignPlus level and the EditorPlus level of BERNINA Embroidery Software 6.

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

Select a Design
- Navigate to the *My Designs-Embroidery Software 6* and open the *Children* folder.
- Select CM021_48.art60 and click *Open*.
- Select *File > Save As* and navigate to the location to which you wish to save the finished file.
- Name the file, *Cute as a Kitten* and click on *Save*.
- Click the *Show Artistic View* icon until the kitten is in Design View.

Add lettering
- Left click on the *Lettering* icon.
- Click on the screen above the left side of the kitten and type the words "Cute As A". (Scroll up if needed in order to see where to place the lettering.)
- Hit enter on the keyboard to activate the lettering. Deselect the lettering by clicking on an open space on the screen.
- Right click on the *Lettering* icon. The *Lettering Tab* in the *Object Properties Box* will open.
- Click in the lettering window and type "*Kitten*".
- Use the drop down arrow in the *Alphabet* field and select the *Child's Play* font.
- Swipe across the numbers in the *Height* field and type 15.
- Move the *Object Properties Box* to the side and click *Apply*. Use the scroll bar as needed to move the kitten higher on the screen. Click on the screen to activate and view the lettering.
- Select the *Show All* icon.
- Select the words "*Cute As A*" on the screen. Select *Circle CW* in the *Baseline* field.
- Click *Apply* to activate and view the change on the screen.
- Select the word "*kitten*" on the screen.
- Select *Circle CCW* in the *Baseline* field.
- Click *Apply* to activate and view the change on the screen.
- Click *OK* to close the dialog box.

File > Insert Design will bring the design onto the screen. This can be used when inserting the original design, but should AL-WAYS be used if bringing a second design onto the screen.

File > Open will open the first design on the screen. Be sure to save this design by a different name or the original design could be overwritten.

Artistic View shows the design as it will appear with stitches. It is best to work in Design View because it will use fewer computer resources.

The shortcut to toggle between Design View and Artistic View is the letter "t" on the keyboard.

Clicking Apply from within the Object Properties Box allows you to activate and/or view the changes on the screen while keeping the box open for additional changes.

Clicking OK from within the Object Properties Box will activate any changes and will also close the box. You must always click OK to close the box.

Embroidery Software 6

- Select the entire wording on the screen.
- Open the *Color Bar*.
- Click on the C10 Pink color chip.
- Touch the "t" key on the keyboard to toggle to *Artistic View* to see you creation as it will appear when stitched.
- Select *File > Save* or click the *Save* icon to save the changes.

Changing Lettering on the Finished Design
- Select *File > Save As* and navigate to the location you wish to save the file. Name the file *Soccer Star*.
- Right click on the "*Cute as a*" wording. The *Lettering Tab* of the *Object Properties Box* will open.
- "*Cute as a*" should be highlighted (selected) in the lettering window. If not, swipe across the words. Type *Future.*
- Click *Apply* to activate and view the changes.
- Select the word *Kitten* on the screen.
- Swipe across the word "*Kitten*" in the lettering window. Type the word *Soccer Star*.
- Click *Apply* to activate and view the change.
- Select the drop down arrow in the Alphabet field.
- Scoll down and select Varsity Block-CAPS.
- Click *Apply* to activate and view the changes.
- Click *OK* to close the Dialog Box.
- Select both sets of lettering.
- Open the *Color Bar* and Select C17 Baby Blue.

Editing a Design
- Select just the kitten. Click and drag the kitten to the side to make it easier to work .
- With the kitten still selected, click the *Ungroup* icon.
- Draw a bounding box around the flower. Hit the delete key on the keyboard.
- Draw a bounding box around the kitten to select it.
- Select the *Group* Icon.
- Deselect the kitten by clicking on a blank spot on the screen.
- Select *File > Insert Design*.
- Navigate to the *Sports* folder in *My Designs-Embroidery Software 6.*
- Select SP980.art60 and click *Open*.
- The soccer ball is much too large. Click on the ball to select it.

You can select both sets of lettering by holding down the Control Key on the keyboard as you select the two designs.

You can also select the lettering as a group by selecting the lettering group from the Color Film.
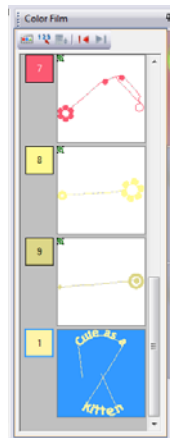
To select the flower, draw a bounding box starting at the lower right side and move to the upper left. Alternatively, each portion of the flower can be selected separately and deleted.

Notice the gap on the foot of the kitten. Since we will be covering the foot with a soccer ball, there is no need to reshape that area.
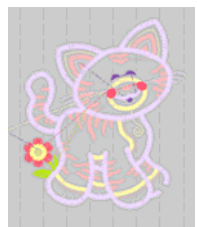
Embroidery
Software 6

- Click and drag one of the outside corner boxes toward the center of the design to reduce it to approximately 45% of its original size.

Remove Overlaps
- Position the soccer ball over the kitten's front foot.
- With the ball selected, click the *Remove Overlaps* icon. This will remove all the stitches underneath the ball.

Change the Style of the Ball
- With just the ball selected, click the *Ungroup* Icon.
- Select the white background of the ball in *Color Film*. Hit the delete key on the keyboard.
- Select the grey shading in *Color Film*. Hit the delete key on the keyboard.

**Group the Kitten and the Ball**
- Draw a bounding box around the kitten and the ball to select them.
- Select the *Group* Icon. The kitten and the ball will now move as one unit.
- Select *Edit > Select All*.
- Click *Align Centers (Vertical)*.
- Reposition the upper and/or lower wording if desired.

- To make "*Soccer Star*" stitch on two lines, right click on the words. The *Lettering Tab* of the *Object Properties Box* will open.
- Position the cursor before the "s" in *Star*. Backspace one time to remove the space, and then hit *enter* on the keyboard to position Star on a separate line.
- Click *Apply* to activate and view the changes.
- Click *OK* to close the *Object Properties Box*.
- Click the *Save* icon to save the changes to *Soccer Star design*.

Watch the screen as you click and drag to size a design. It will show you the percentage of change and well as the actual size.
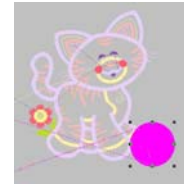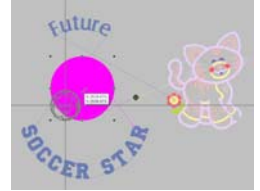
Visit
www.berninausa.com
Projects • Webinars • Promotions