Embroidery Software 6

Logo Creation
Digitizing Magic

Use the v6 Manual digitizing tools to create your own original design!

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

Loading the Artwork
- Select *Art Canvas.*
- Click *Load Picture.* From the Artwork Folder (C:\My Designs\Artwork), click on the Files of Type drop down, select All Picture Files. Select *Palm Tree.wmf.*
- Click on *Import.* Hit *Enter.*
- Select *Bitmap> Convert to Bitmap.* Click *OK* in the dialog box that opens.
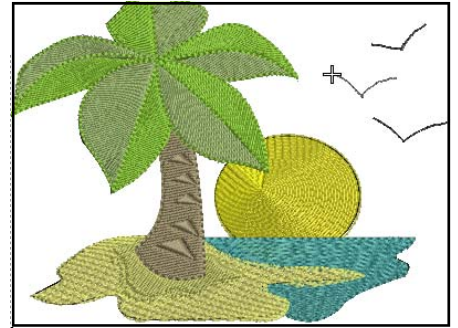- Select the *Embroidery Canvas* mode.

Digitizing with the Circle Tool
- Deselect the picture by clicking outside the black boxes.
- Make sure that *Auto Underlay* icon is activated.
- Select the *Zoom Box* tool.
- Click and drag a box around the sun to zoom in.
- Choose color C4 from the Color Bar.
- Select the *Circle tool* and click in the center of the sun and drag until the cursor is at the edge of the sun.
- Click again and hit *Enter.*
- Hit *Escape.*
- Select the circle and click on the *Fill option* at the lower edge of the screen and choose *Ripple* from the drop down list of options.
- You may decide to change the radial reference point. If so, select *Reshape* and click and drag to a new location.
- Hit *Enter* to activate the changes.
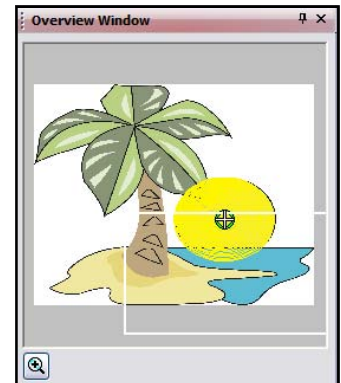
Digitizing with the Closed Object Tool
- Select *View> Overview* Window.
- Select the *Zoom Box* icon in the *Overview Window* and click and drag within the window to draw a bounding box around the water.
- Select the *Closed Object Tool* and choose C27 from the Color Bar.
- Begin digitizing the water at the base of the tree with left and right clicks around the shape of the water.
- Prior to closing the shape with clicks, select *Enter* to activate the stitches.

Notes:
A number of different graphic file formats may be used with and are included in V 6 Bernina Embroidery Software,. Click on the drop down arrow beside Files of Type and select the appropriate type. Both bitmaps and vector files can be used for manual digitizing.

Bitmaps do not have to be converted prior to manually digitizing, but it is easier to delete the picture when you are finished using it as a backdrop for digitizing.
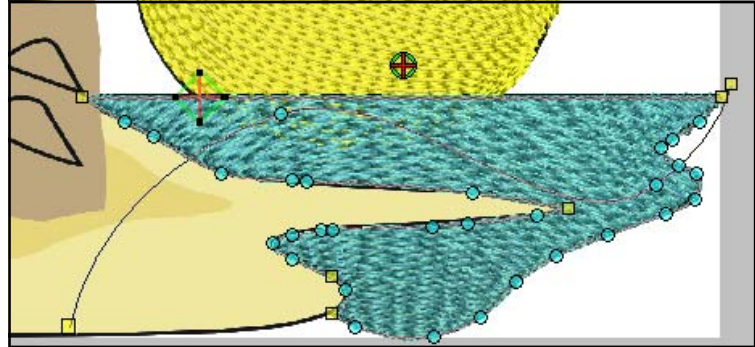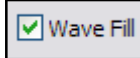

Digitizing Tips:
Remember that it takes three points to change direction, add one more point before deciding to backspace. Keep the number of points to a minimum for the smoothest shapes.
Let the software close the object- the last point should follow the last directional change before the first point. The software will create a smoother edge than trying to join the points manually.
Don't be concerned about perfection, points may be edited when object is complete.

- Reshape the object as desired by selecting the object; then clicking on *Reshape icon*.
- Hit *Enter* to activate the changes.
- Hit *Escape* to deactivate *Reshape.*
- Select the object. Click on the *Color Blending* icon.
- In the dialog box that opens, choose C27 for the bottom layer and C28 for the top layer. Choose Profile 3.
- Click *OK.*
- Change the type of step fill while it is still selected by opening *Object Properties*. Select the *Fill Stitch* tab.
- Select Step fill 14.
- Click on *Apply*.
- To make the water, look more like water, activate the wave effect . Select Effects in Object Properties > Star and Wave Effect tab and place a check mark in front of Wave Effects.

☑ Wave Fill

- Click *Apply* if wave was activated through the Object Properties dialog box*.*
- Select *Reshape* and click and drag on the reshape points to move them as desired.
- If you wish to add a point, click on the line with a right or left click.
- Hit *Enter* to activate any changes.
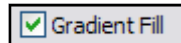- Hit *Escape* to deselect reshape.

Digitizing the Sand
- Move the bounding box *in Overview Window* so that it covers the sand. Notice how the picture now zooms to the sand.
- Click on the *Properties* button and choose the *Fill Stitch tab* in the dialog box.
- Choose Step fill # 5.
- Select the *Stitch Angle tab* and change the angle to 15°.
- Select Color # 41 from the *Color Bar*.
- Select the *Closed Object tool* and digitize around the shape of the sand, digitizing around the shadow of the tree in the sand.
- Select the *Reshape* icon and reshape as desired.
- Hit *Enter* to activate the changes and *Escape* to turn off *Reshape*. Select the sand.
- Click on the *Effects* button.
- Select the *Gradient Fill* tab.

☑ Gradient Fill

- Place a check mark in front of *Gradient Fill.*
- Choose Profile 3.
- Click on *Apply*.

Notes:
Reshaping Tips:
Click and drag to move points and reshape 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.

Create a slight overlap of stitches to avoid stitching a gap between objects.

- Select the *Underlay* tab.
- Change the *Underlay* type to *Edge Walk* from the drop down choices.
- Click *Apply.*
- Make sure nothing is selected by selecting *Escape.*

Digitizing the Shadow

- Select the *Properties* button and the *Fill Stitch* tab.
- Choose Step Stitch # 2.
- Choose Color # 39.
- Select the *Closed Object* Tool and digitize the shadow shape.
- Hit *Enter* to activate the stitches. *Reshape* if necessary and remember to hit Enter to activate the changes.
- Hit *Escape* to deactivate the selected tool.
- Select the object.
- Click on the *Textured Edge* icon.
- Click on the *Effects* button and select the *Textured Edge* tab.
- Click on Side 1.
- Click on *Apply.*
- Hit *Escape.*

Tree Trunk: Carving Stamps

- Click on the *Properties* button.
- Select Step Fill 11 from the *Object Properties* dialog box.
- Click on the *Stitch Angle* tab and change the stitch angle to 30°.
- Select color # C43.
- Select the *Closed Object* icon and digitize a shape around the tree trunk.
- Switch to *Design View* if you are in *Artistic View*. Zoom in.
- If the *Carving Stamp* dialog box is not visible, click on the *Carving Stamp* icon.
- Select the *Use Pattern* tab and select *Home Dec* from the Set choices.
- Select stitch 406.
- Click on *Use Stamp.*
- Set the stamps on the trunk using two left clicks.
- Select *Escape.*
- Choose the *Reshape* icon.
- Select each stamp by clicking on the green diamond shape.
- Rotate each stamp by clicking and dragging on the *Anchor point.*
- Move the stamp into its proper location by clicking on the blue diamond shape and dragging the stamp into its new position.

Remember that the picture is only a guideline and you can use your artistic license when digitizing. You don't need to be on the lines!!!

Experiment with stitch angles. Try altering the stitch angle in Artistic View to see the changes made to the fill stitch. Select the one you like.
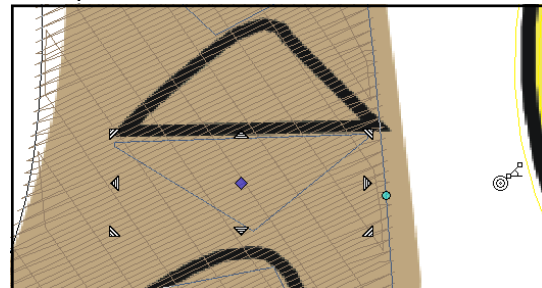
You may click on the icon or use the shortcut key "T" on your keyboard. It is easier to see the picture in Design View.

Stamps are set with two left clicks. The first is the anchor point and the second is the rotation point.
When setting the stamps, if you hold the shift key down and drag toward the first click,, it will make the stamp smaller. If you want to rotate the stamp, just drag the mouse to rotate the stamp before setting it with the second click..
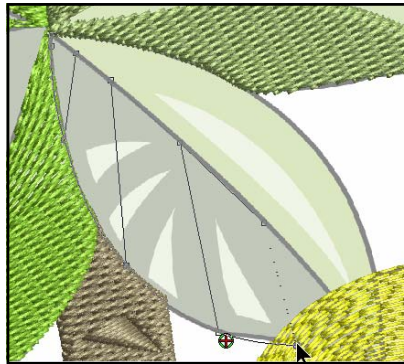
- Hit *Enter* to activate the changes.
- Hit *Escape*
- Switch to *Artistic View* to see the results.
- Select the object.
- Click on the *Appearance* tab in the *Carving Stamp* dialog box.
- Select *Raised Stamp*.
- Hit *Escape*.

Digitizing with the Block Digitizing Tool
- Following the Design Roadmap, use the suggested order of stitching for digitizing the leaves.
- Select Step Fill # 1.
- Select the *Block Digitizing* tool. Color # 33 for the lighter leaves and Color # 32 for the darker leaves.
- Digitize walk stitches between Leaves # 6 and 7 and Leaves # 7 and 8 by selecting the *Open Object* Tool and the *Single Outline*.
- Change colors as needed according to the map.
- Hit Enter to enclose each shape.

Slow Redraw
- Select *View> Slow Redraw* to do a virtual stitch out before adding outlines.
- Note any changes you wish to make in stitch order.

Adding Outlines
- Select each object you wish to add an outline to and click on the *Outline Design* icon.
- In the dialog box that opens, select –.5mm for the *Offset Value* and set the *Outline Count* to 1.
- Add outlines to all the shapes except for the leaves.
- Select the *Open Object* tool and digitize the outlines around the leaves.
- *Edit> Select All*.
- Click on *Blackwork Run*.
- Hit Enter to allow the software to choose the starting point.

Finishing Touches
- To combine like colors and reduce thread changes: *Arrange> Stitch Sequence.* Answer yes to the Stitch Sequence question.

It is necessary to zigzag from side to side wirh clicks when using the Block Digitizing tool. If you cross over while digitizing the control points, an overlap occurs in the design.
The shadow line that shows while digitizing will be the finished angle of the stitches. This can serve as a guideline for setting the multiple angles.

After selecting your stitch properties for the Block Digitizing tool and the Open Object tool, you may hit the space bar to toggle between the two stitches as you are digitizing.

You can select multiples and add outlines all at once or select individual objects all at once.

Blackwork Run allows the outlines to be digitized in any order and the software will resequence the stitches to eliminate any jump stitches.

Stitch Sequence optimizes the stitching sequence of the design by eliminating the number of hoopings, color changes and trims. Grouped objects are color sequenced.

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