BERNINA Embroidery Software 6 - Geometric Play

Designing the Quilt
- Open Designer Plus BERNINA Embroidery Software, V6.
- Click on the *Quilter* icon.
- Click on the *Quilt Layout* icon.
- Make these adjustments to the layout:
  * Blocks Across: 3
  * Blocks Down: 1
  * Size of blocks (length and width): 14 x 14"
  * Borders: Click on Add
  * Border Width: 2"
  * Border Style: Vertical
- Click *OK.*

Designing the Quilt Block
- Select *File> Manage Blocks.*
- Right click on *Library Manager* and select *New Library.*
- In the dialog box that opens, type in *Geometric Play.*
- Click *OK.*
- Select the newly created library on the left side of the dialog box and right click in the white space on the right side.
- Select *New Block.*
- While the Untitled block is highlighted, name the block, *Geometric Play.* Click away from the block in the white space.
- Double click on the block to open the *Block Editor.*

Editing the Block
- Select *Edit> Block Size.*
- Change the value to 14 and click *OK.*
- Select View and make sure *Snap to Grid* has a check mark in front of it. If it doesn't, add a check mark by selecting *Snap to Grid.*
- Select the *Line* icon.
- Begin in the lower left-hand corner and draw a line from the lower left diagonally to the upper right. Click to set the line.
- Select View. Make sure *Snap to Grid* is deactivated and *Smart Snap* is activated.
- Draw a line from the upper left-hand corner of the block to intersect with the diagonal line, six squares down (see diagram at right).
- Draw a line from the lower right-hand corner to the diagonal line, five and a half squares up.
- Select the *Color* icon and choose a color chip from those in Block Editor.
- Click on each section of the block to add color.
- Repeat to fill all blocks with a different color.
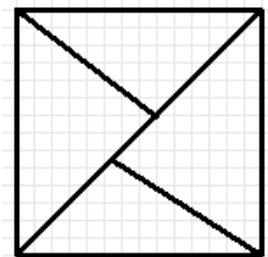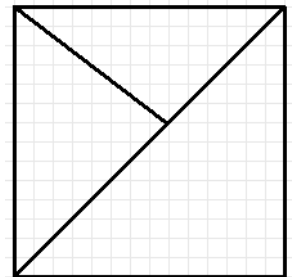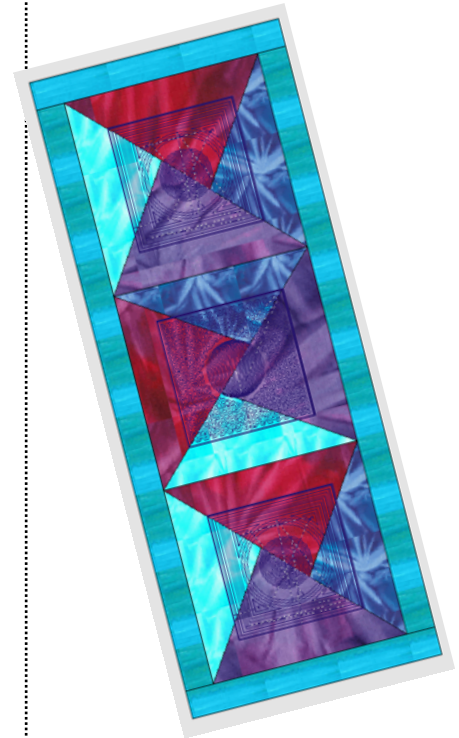
If the color bleeds into an adjacent area, you must reshape the line to close the area. Smart Snap and/or Snap to Grid will keep this from happening.

- Click on *File> Save*; then *File> Exit*.
- Close the *Block Library Manager* by clicking on the "X."

Adding the Block to the Quilt
- If the Library dialog box is not open, click on the *Library* icon.
- Make sure *Blocks* is highlighted.
- Scroll to the bottom of the dialog box and find the Geometric Play folder. Click on the + sign to open the folder.
- Select the created block and hold the *Ctrl* key and click on a block of the table runner to add the block to all of the blocks.
- Click on the *Colors* button in the Library and select a color to add around all four parts of the border. Again, if you hold the *Ctrl* key down, all borders will be colored.

Editing the Blocks
- Select the *Select Object* tool.
- Select the center block.
- Left click on the *Rotate 90 Left-Right* icon once.

Scanning Fabrics
- Select *File> Manage Fabrics*.
- Right click on *Library Manager* and select *New Library*.
- In the dialog box that opens, type in *Geometric Play*.
- Click *OK*.
- Select the newly created fabric library on the left side of the dialog box.
- At the bottom of the dialog box, click on *Scan*.
- Using your scanner program, crop the scan as desired. Accept the changes you made in the scanning software.
- The fabric will appear in the *Tile Fabric* dialog box.
- Click on *Save As* at the bottom of the dialog box.
- Name the fabric; click on *Save*. The fabric will appear on the right side of the *Fabric Library Manager* dialog box.
- Scan your remaining fabrics.
- When finished, close the *Fabric Library Manager*.

Adding Fabrics to the Quilt
- Click on the *Fabrics* button in the Library.
- Scroll to the bottom of the listed fabrics. Click on the + in front of Geometric Play to open the scanned fabrics.
- Select one of the fabrics and click on a section of the tablerunner to add the scanned fabric. You can add the same fabric to the same sections within the blocks all at once by holding the *Ctrl* key.
- Repeat to add fabrics to each section of the tablerunner and to the border.
- Click on *Save*. Navigate to the desired location to save the quilt file, name the file, and click on *Save*.
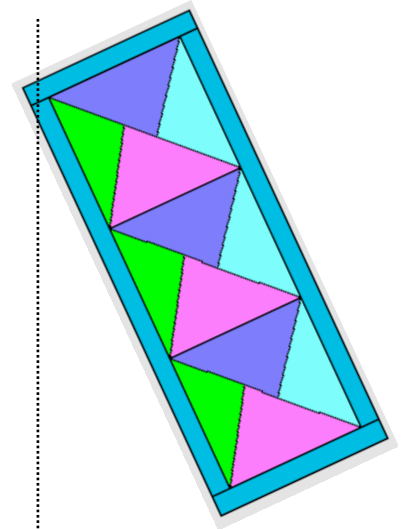
You can scan your own fabrics to add to the quilt. Make sure you are connected to your scanner and place one of the fabrics you wish to scan in the scanning bed.

If you change your mind about a fabric, you can select a new fabric from the Library; then select the Paintbrush icon and click on fabric you wish to replace in the Fabric Used boxes at the bottom of the Quilter screen.

If you change your mind about a fabric, just select another fabric and click to replace the other fabric.

Adding Embroidery to the Quilt: Block One
- Click on the *Embroidery Window* icon.
- Select the *Circle/Oval* tool and draw a circle by clicking and dragging; then click again. It can be any size. Hit *Enter* to activate. Hit Esc and select the circle.
- Open *Object Properties*. Select the *General* tab.
- Change the value of the width or height to 95 mm.
- Click *Apply.*
- Select the *Fill Stitch* tab.
- Click on the drop down arrow next to *Stitch Type* and select Ripple.
- Change the Stitch Spacing to 5; the Stitch Length to 3. Click *Apply.*
- Select the *Rectangle* Tool and click on the Outline button in the *Color & Stitch Bar.*
- Draw a square around the ripple circle with two left clicks while holding down the *Ctrl* key.
- Hit *Esc* and select the square.
- In Object Properties, select the General Tab. Change the dimensions of the square to 230 mm (for Jumbo Hoop) or 136 (for Large Oval Hoop). Click *Apply.*
- Select the *Outline Stitch* Tab in *Object Properties* and change the Stitch Type to a Satin stitch from the drop down arrow.
- Click *OK.*
- Select *Edit> Select All*. Click on *Align Centers* icon.
- While everything is selected, click on the *Outline Design* icon.
- In the dialog box, change the Offset to 5, the Outline Count to 9 (for Jumbo Hoop) or 4 (for Large Oval Hoop), make sure Outline Holes is checked, and select Triple for the stitch type.
- Click *OK.*
- Select the outlines outside the satin border while holding the *Ctrl* key. Hit *Delete.*
- Select *File> Save and Return*.

You can create the embroidery files prior to designing the quilt as well. If the embroidery files are created first, then select File> Insert Design to place the embroidery in the Quilter program.

Placing the Embroidery
- Make sure the embroidery is selected.
- Hold the *Ctrl* key down and select the left block.
- Click on *Align Centers*.
- Click outside the selection to deselect; then click on the embroidery. Select *Copy.*
- Select the right block and select *Paste.* The copy will be placed in the center of the new block. Make sure the copy is still selected.
- Click on the *Embroidery Window* icon again; save the file as Outline Quilting Design in the desired location.
- Click on the BERNINA Quilter program in the Start Bar menu at the bottom of the computer screen. Deselect the embroidery on the quilt.

You can also select all the outlines using the Shift key, select the first and the last outline beyond the satin border while holding the Shift key.

If you get the message that some of the design is outside the boundaries of the hoop, make sure you select the proper hoop size before saving the file.

Adding Embroidery to the Quilt: Block Two

- Click on the *Embroidery Window* icon again.
- Select the *Rectangle* tool and the *Stipple Fill*.
- Draw a square using two left clicks while holding down the *Ctrl* key. It can be any size.
- Hit *Esc* and select the rectangle.
- Open *Object Properties* and select the *General* tab.
- Make sure Proportional Scaling is checked.
- Change the dimensions of the square to 230 mm (for Jumbo Hoop) or 136 (for Large Oval Hoop). Click *Apply.*
- Select the *Fill Stitch* tab. Change the Stitch Length to 3 and the Loop Spacing to 5. Click *Apply.*
- Select *Edit> Duplicate.* While the duplicate is still selected, click on the *Outline* button on the *Stitch and Color Bar* and select Satin from the drop down menu.
- Select the *Circle* tool, click on the *Fill Button*, and select Step from the drop down menu by the Fill Button.
- Draw a circle on the stipple background with two left clicks. Hit *Enter* to activate.
- Hit *Esc;* then select the circle.
- In *Object Properties, General* tab, change the size of the circle to 101 mm (for Jumbo Hoop) or 80 mm (for Large Oval Hoop). Click *Apply.*
- Select *Edit> Select All.*
- Click on *Align Centers.*
- Select just the step circle. Click on *Remove Overlaps.*
- In *Object Properties*, *Fill Stitch* tab, select Contour from the drop down menu. Change the Stitch Spacing to 5.
- Click *Apply.*
- Select the Stipple background. Change the Inset Step to 3 (for Jumbo Hoop) or 2 (for Large Oval Hoop). Click *OK.*
- Select *File> Save As.* Navigate to the desired location and name the file Contour Stipple Design. Click on *Save.*
- Select *File> Save and Return*.

Placing the Embroidery

- While the embroidery is selected in the Quilter program, hold the *Ctrl* key down and select the middle block.
- Click on *Align Centers.*
- *Save* the file.

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