



Chilly Snowman Basic Editing

By Judy Hahner

Explore basic editing with BERNINA Embroidery Software 6 while composing this wintry snow scene.

- Combine designs
- Add lettering
- Optimize the stitch sequence
- And more!














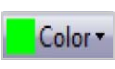






Supplies

- BERNINA Embroidery Software 6

The following tools from BERNINA Embroidery Software 6 are used in this lesson:

Embroidery Software Icons

	Open		Scale Up/Down 20%
	Save As		Polygon Select Tool
	Show Hoop		Mirror Horizontal
	Show Artistic View		Reshape Object Tool
	Show 1:1		Lettering
	Zoom Box		Color Film
	Show All		Color Bar
	Group		Sequence by Color
	Ungroup		Write to Machine

Opening a Design File

- ◆ Click on the *Open* icon.
- ◆ Select *C > My Designs—Embroidery Software 6 > Seasons > HD957 (snowman)*.
- ◆ Click *Open*.

Changing Views and Customizing the Workspace

- ◆ Click on the *Show Artistic View* icon View (CTRL + T) to view the design in stitch view.
- ◆ Click on *Settings > Fabric Display*. Be sure *Color* is selected; click *Edit*. Select the blue color chip; click *OK, OK*.
- ◆ Select *Show 1:1* to view the design in actual size.
- ◆ Right click on the *Show Hoop* icon to view options.
- ◆ Select the *artista 255 x 145 Oval* from the list. Be sure *Display Hoop* is checked. Click *OK*.

Saving the Design

- ◆ Select *File > Save As*.
- ◆ Create a new folder and name it.
- ◆ Name the ART file **Chilly Snowman 1** and Save it.

Inserting a Design

- ◆ Select *File > Insert Design*.
- ◆ From the Seasons folder, select design HE538 (snowflake). Click Open.
- ◆ While the design is selected, position it above the snowman.

Editing and Duplicating a Design

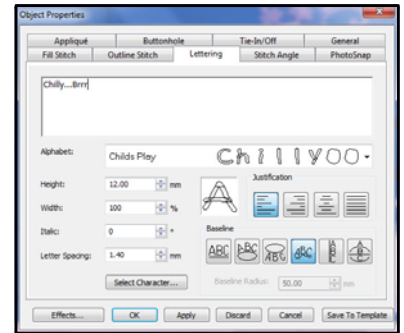
- ◆ While the design is selected, left click on the *Scale Down/Up 20%* icon to scale the design down 20%.
- ◆ If the design is not ungrouped, click on the *Ungroup* icon.
- ◆ Click away from the design to deselect it.
- ◆ Click on the *Zoom Box* tool. Click and drag a bounding box around the snowflake area of the design.
- ◆ Click on one of the gray swirls, hold down the CTRL key on the keyboard, and select the remaining swirl pieces to the right of the snowflake. Click on the *Group* icon to group these pieces together.
- ◆ While the swirl group is selected, right click and drag to *Quick Clone* a duplicate of the design.
- ◆ With the design selected, click on the *Mirror Horizontal* icon.
- ◆ Select *Show 1:1* to view the design in actual size.
- ◆ Move the duplicate design to the lower left of the snowman
- ◆ Use the *Polygon Select* tool to select the snowflake pieces, click on the *Group* icon to group them together.
- ◆ Select *Show All* to view the entire design.
- ◆ Select *File > Save As*, and save the design as **Chilly Snowman 2**.



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Adding Lettering

- ◆ Right click on the *Lettering* icon. Type **Chilly...Brrr** in the lettering window.
- ◆ From the Alphabet drop down menu, select Child's Play.
 - ◇ Change *Height* to 12mm.
 - ◇ Change *Letter Spacing* to 1.4mm.
 - ◇ Select the *Any Shape* baseline.
 - ◇ Click OK to confirm the changes and close the dialog box.
- ◆ Following the prompts in the lower left corner of the screen, use a series of right clicks to set the reference points for the shape of the lettering baseline.
- ◆ Press Enter on the keyboard to set the lettering stitches.
- ◆ If the baseline needs tweaking, select the *Reshape Object* tool and adjust the positions of the shape nodes. Press the ESC key on the keyboard to deactivate the tool.
- ◆ Select *Show 1:1*.
- ◆ Select the *Show Hoop* icon, and then check that all of the design elements are within the hoop boundaries. Reposition them as needed.
- ◆ Select *File > Save As*, and save the design as **Chilly Snowman 3**.



Sequencing and Customizing Color

- ◆ Click on the *Color Film* icon.
- ◆ Select the lettering—the last color chip—and select color 1 (C1:0015) from the *Color Bar*.
- ◆ Select the snowflake, hold down the CTRL key, and select the swirl. Select color 1 (C1:0015) from the *Color Bar*. Press the ESC key to deselect the design.
- ◆ Select *View > Slow Redraw* to preview the color changes.
- ◆ Select *Edit > Select All* (or press CTRL + A on the keyboard).
- ◆ Select the *Sequence by Color* icon to reduce the number of thread changes.
- ◆ Select *Show All*, and then click on *Show Artistic View* (CTRL + T) to view the simulated embroidery design.
- ◆ Select *File > Save As*, and save the design as **Chilly Snowman 4**.



Send the Design to the Embroidery Machine

- ◆ Click on the *Write to Machine* icon.
- ◆ Send the design to your embroidery machine for stitching.

